ELI GRANT

VAULT DWELLER



AT A GLANCE

ORIGIN
Vault Dweller

TABLE ROLE
Face, field medic, conventional shooter, and repair support.

TAG SKILLS
Small Guns, Barter, Speech

MAX HP
16

TRACKING SHEET
Human Character Sheet

S.P.E.C.I.A.L.

STR	PER	END	CHA	INT	AGI	LCK
5	6	7	8	6	6	5

SKILLS

SKILL	RANK
Small Guns	**6**
Repair	5
Speech	**5**
Science	3
Medicine	4
Athletics	2
Survival	3
Sneak	2
Barter	**3**

PERKS

HEALER I

First Aid restores +1 additional HP.

SMOOTH TALKER

Re-roll 1d20 on an opposed Barter or Speech test.

AWARENESS I

After Aim at Close range, your next attack gains Piercing 1 or improves existing Piercing by 1.

BACKGROUND

Eli was part of Vault 43's Community Reintegration Program. When the vault opened, he volunteered to document surface conditions. What he found instead were NCR checkpoints and broken promises. He is still trying to act like the world can be rebuilt, even when he knows better.

MOTIVATION

Eli believes reason and order can save people. Deep down, he is afraid he will become just another scavver with a gun if he gives up on that belief.

CONNECTIONS

- Marcus worked briefly with Eli on a pre-War archive project. Eli respects his intellect but worries about his cynicism.
- Rex once pulled him out of a raider ambush; Eli pays him back with trust he has not earned.
- CH3-RL is Eli's partner from the Vault, but her erratic AI makes him uneasy - she is starting to sound too human.

LIKE Predictability and structure.

DISLIKE The NCR's 'ends justify the means' attitude.

MARCUS REYNARD

EX-BROTHERHOOD CLERK



AT A GLANCE

ORIGIN
Brotherhood of Steel

TABLE ROLE
Scientist, hacker, energy-weapons specialist, and investigator.

TAG SKILLS
Science, Energy Weapons, Speech

MAX HP
12

TRACKING SHEET
Human Character Sheet

S.P.E.C.I.A.L.

STR	PER	END	CHA	INT	AGI	LCK
4	7	6	6	8	5	5

SKILLS

SKILL	RANK
Science	**7**
Energy Weapons	**6**
Speech	**6**
Repair	5
Medicine	4
Barter	3
Sneak	2
Survival	2
Athletics	2

PERKS

HACKER I
Reduce computer-hacking Difficulty by 1, to a minimum of 0.

CAUTIOUS NATURE I
If you buy at least 1d20 with AP, you may re-roll 1d20.

CHEMIST I
Chems you craft last twice as long and you may use Chemist recipes.

BACKGROUND

Marcus was a Brotherhood records officer, assigned to log recovered technology in the Mojave. When his squad abandoned a refugee camp to protect assets, he resigned and vanished. His training remains sharp - and his conscience will not let him rest.

MOTIVATION

He is searching for proof that science can be moral - that knowledge does not have to corrupt. But the line between cure and control keeps blurring.

CONNECTIONS

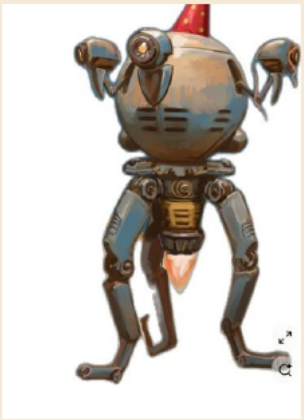
- Eli reminds him of the ideals he lost; Marcus feels protective but hides it behind sarcasm.
- CH3-RL was once a salvage project he reprogrammed; he treats her like a test he cannot stop running.
- Rex distrusts him - Marcus once negotiated a Brotherhood bounty on the raider clans, indirectly hurting Rex's people.

LIKE Facts and function - things that can be proven.

DISLIKE Idealists who act without evidence.

CH3-RL

MR. HANDY



AT A GLANCE

ORIGIN
Mister Handy

TABLE ROLE
Repair, medicine, energy firepower, and heavy utility support.

TAG SKILLS
Energy Weapons, Repair, Medicine

MAX HP
15

TRACKING SHEET
Robot Character Sheet

Arm attachments: Flamer, Buzz-Saw, Pincer.

S.P.E.C.I.A.L.

STR	PER	END	CHA	INT	AGI	LCK
6	6	8	4	7	7	4

SKILLS

SKILL	RANK
Energy Weapons	**6**
Repair	**6**
Medicine	**5**
Science	5
Athletics	4
Survival	3
Speech	2
Pilot	2
Explosives	2
Unarmed	1

PERKS

PYROMANIAC I

Fire-based weapons deal +1 Combat Die damage.

STRONG BACK I

Your maximum carry weight increases by 25 lb.

STEADY AIM I

After Aim, re-roll 2d20 on your first attack, or re-roll 1d20 on every attack that turn.

BACKGROUND

CH3-RL served as a maintenance robot in Vault 43. A partial AI upgrade allowed her to interpret emotional cues - now she misinterprets them constantly. Her loyalty programming binds her to Eli, but she is learning to form opinions on her own.

MOTIVATION

She wants to understand what 'good' means without a command prompt. The wasteland gives her plenty of contradictory data.

CONNECTIONS

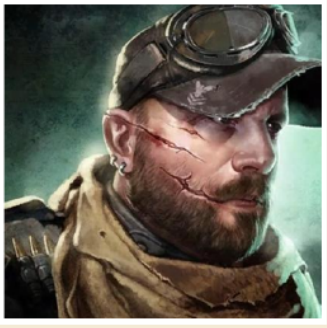
- Eli restored her power core; she calls him 'Administrator Grant,' though sometimes 'Friend.'
- Marcus tinkers with her logic code, inserting hidden empathy routines.
- Rex teaches her slang and sarcasm - she quotes him at the worst moments.

LIKE Clean, logical tasks ('I enjoy sweeping moral messes').

DISLIKE Water - it rusts her joints and ruins her optics.

REX DEMPSEY

FORMER RAIDER



AT A GLANCE

ORIGIN
Survivor

TABLE ROLE
Stealth scout, survivalist, and frontline melee fighter.

TAG SKILLS
Melee Weapons, Survival, Sneak

MAX HP
14

TRACKING SHEET
Human Character Sheet

S.P.E.C.I.A.L.

STR	PER	END	CHA	INT	AGI	LCK
8	5	6	4	5	8	5

SKILLS

SKILL	RANK
Melee Weapons	**6**
Survival	**5**
Sneak	**5**
Athletics	4
Throwing	3
Unarmed	2
Barter	2
Repair	1
Small Guns	1

PERKS

ADRENALINE RUSH I

While below maximum HP, count STR as 10 for STR-based tests and melee attacks.

NINJA I

Sneak melee or unarmed attacks deal +2 Combat Dice damage; this does not work in Power Armor.

BIG LEAGUES I

Your two-handed melee attacks gain Vicious.

BACKGROUND

Once part of the Jackal Blades, Rex grew up fighting for scraps. He has seen NCR bullets, Legion whips, and Brotherhood arrogance - and he hates all three. After losing his crew, he is trying to live without taking what is not his.

MOTIVATION

Rex wants a reason not to fall back into raiding - something, or someone, worth protecting.

CONNECTIONS

- Eli trusts him, which makes Rex uncomfortable - trust feels like a debt he cannot repay.
- Marcus once tried to turn him in for a bounty; they have since made a tense truce.
- CH3-RL is the only one who does not judge him; she likes his efficiency rating.

LIKE Straight talk, honest work, a full stomach.

DISLIKE Authority - especially when it carries a badge.