

Name: The Infiltrator Race: Human Appearance: Player: Reto Mägli Ht: 1.70m Wt: 70kg

Age: 39

Spent: 315 Unspent: 0

ST	12	[20]	HP	12	[0]	Basic 7 Speed 7	[5]
DX	15	[100]	Will	13]	0]	Basic 7 Move 7	[0]
IQ	13	[60]	Per	13	[BL 29 lb	(ST	×ST)/5
нт	12	[20]	FP	12	[0]	Thr 1d-1	1d	+2
TL	8					[0]	SM +0		

Vision	13	Fright Check 15*	High Jump 1.06 yd
Hearing	13	Consciousness 12	Money -12456
Touch	13	Death Check 12	
Taste/Smell	13	Broad Jump 4.33 yd	

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE							
Name None « Light » Med Hvy X-Hvy							
Lifting	×1	×2	×3	×6	×10		
Basic	29 lb	58 lb	87 lb	174 lb	290 lb		
Movement	×1	×0.8	×0.6	×0.4	×0.2		
Ground	7 yd	5 yd	4 yd	2 yd	1 yd		
Water	1 yd	1 yd	1 yd	1 yd	1 yd		
		-1	-2	-3	-4		
Dodge	11	10	9	8	7		

LIFTING FEATS						
	1-Hand	2-Hand	Shove /	Carry on	Shift	
Name	Lift*	Lift [†]	Over [‡]	Back§	Slightly	
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb	
* Takes 2 seconds to complete † Takes 4 seconds to complete \$ Lose 1 FP/sec while over X-Hvy enc.						

TEMPLATES AND META-TRAITS		
Name		Pts
Infiltrator {p. A1:11}	[0]
Description: You are an expert at getting in and out of locations without destroying		
anything in the process.		

REACTION MODIFIERS				
Appearance: +0				
Status: +1*				
* Includes: +1 from 'Rank (MSS)'				
Other: +0 [†]				
† Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of				
Duty is known, +2 from 'Sense of Duty (Nation)' when in dangerous situations if Sense of				
Duty is known				

CULTURAL FAMILIARITIES	
Native	Pts
Asian (Native) {p. B23}	[0]
Non-native	Pts
Western {p. B23}	[1]

LANGUAGES							
Native	Spoken	Written	Pts				
Chinese (Native) {p. B24}	Native	Native	[0]				
Non-native	Spoken	Written	Pts				
English {p. B24}	Accented	Literate	[4]				

ADVANTAGES		
Name		Pts
Catfall (p. B41)	[10]
Roll: 15 (DX)		
Combat Reflexes {p. B43}	[15]
Flexibility {p. B56}	[5]
High Pain Threshold (p. B59)	[10]
Roll to ignore pain: 16 (Will+3)		
Luck (p. B66)	[15]
Patrons (MSS; 9 or less, *1) {p. B72}	[20]
Description: An extremely powerful organization (assets of at least 1 million times		
starting wealth)	г	451
Perfect Balance (p. B74)	L	15]
Rank 3 (MSS) {p. B29}	_[_	15]



DISADVANTAGES	
Name	Pts
Duty (MSS; 15 or less (almost always); Extremely	[-20]
Hazardous, -5) {p. B134}	
Kleptomania (12 or less, *1) {p. B141}	[-15]
Loner (6 or less, *2) {p. B142}	[-10]
Secret (Past Crimes; Imprisonment or Exile) {p. B152}	[-20]
Sense of Duty (Nation) {p. B153}	[-10]
Sense of Duty (Team) {p. B153}	[-5]

QUIRKS	
Name	Pts
Careful (p. B164)	[-1]
Dislikes Stereotypes {p. B164}	[-1]
Humble {p. B164}	[-1]
Likes high places {p. B164}	[-1]
Nosy {p. B164}	[-1]

The Infiltrator Human

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	16*	DX+1	[4]
Brawling (p. B182)	16	DX+1	[2]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and			
skill level. You may add the modifier "Has			
Gauntlets/Brass Knuckles" or "Has Boots" to apply th +1 damage to Punch or Kick, as appropriate.	e		
Parry: 12			
Climbing {p. B183}	18†	DX+3	[1]
Driving/TL8 (Automobile) {p. B188}	15	DX+0	[2]
Driving/TL8 (Motorcycle) {p. B188}	15	DX+0	[2]
Escape (p. B192)	16‡	DX+1	[1]
Fast-Draw/TL8 (Ammo) {p. B194}	16§	DX+1	[1]
Fast-Draw (Long Arm) {p. B194}	16§	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	16§	DX+1	[1]
Filch {p. B195}	15	DX+0	[2]
Forced Entry (p. B196)	16	DX+1	[2]
Guns/TL8 (Pistol) {p. B198}	18	DX+3	[8]
dGuns/TL8 (Rifle) {p. B198}	16	DX+1	[1]
dGuns/TL8 (Shotgun) {p. B198}	16	DX+1	[1]
dGuns/TL8 (Submachine Gun) {p. B198	} 16	DX+1	[1]
Jumping {p. B203}	16	DX+1	[2]
Knife (p. B208)	16	DX+1	[2]
Parry: 11			-
Knot-Tying {p. B203}	15	DX+0	[1]
Parachuting/TL8 {p. B212}	16	DX+1	[2]
Pickpocket {p. B213}	14	DX-1	[2]
Piloting/TL8 (Glider) {p. B214}	15*	DX+0	[1]
Sleight of Hand {p. B221}	14	DX-1	[2]
Stealth {p. B222}	15	DX+0	[2]
Throwing {p. B226}	16	DX+1	[4]
Wrestling (p. B228)	15	DX+0	[2]
Parry: 11 HT based	Level	Relative	Pts
	12	HT+0	
Running (p. B218)	12	HT+0	[2]
Swimming {p. B224}			
IQ based	Level	Relative	Pts
Architecture/TL8 {p. B176}	13	IQ+0	[2]
Camouflage (p. B183)	13	IQ+0	[1]
Cartography/TL8 (p. B183)	12	IQ-1	[1]
Computer Operation/TL8 {p. B184}	13	IQ+0	[1]
Electronics Operation/TL8 (Security)	14	IQ+1	[4]
{p. B189}			
Electronics Repair/TL8 (Security)	14	IQ+1	[4]
{p. B190}		10.0	
First Aid/TL8 (Human) {p. B195}	13	IQ+0	[1]
Gesture (p. B198)	14	IQ+1	[2]
Holdout {p. B200}	12	IQ-1	[1]
Lockpicking/TL8 {p. B206}	15¶	IQ+2	[8]
Scuba/TL8 {p. B219}	12	IQ-1	[1]
dTraps/TL8 {p. B226}	14	IQ+1	[4]
Per based	Level	Relative	Pts
Observation (p. B211)	12	Per-1	[1]
Search (p. B219)	12	Per-1	[1]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	cludes: +1 fro	m 'Combat Reflex	es'
			the second second
† Includes: +1 from 'Perfect Balance', +3	nditional: +1	from 'Electronic L	ockpicks'
† Includes: +1 from 'Perfect Balance', +3		from 'Electronic L	ockpicks'

The Infiltrator Human

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	1d-2 cr	С	_	_	
Skill used: Brawling				L			
Brawling: Bite	16	_	1d-2 cr	C	_	_	
Skill used: Brawling				L			
Brawling: Kick	14	_	1d-1 cr	C,1	_	_	
Skill used: Brawling-2							
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Small Knife: swing	16	11	1d cut	C,1	5	4	
Skill used: Knife				L			
Small Knife: thrust	16	11	1d-1 imp	C	5	4	[1]
Skill used: Knife			•				
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
		•					

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
QCW-05, 5.8x21mm	17	3d-1(2) pi-	4	180 yd / 1.08 mi	15	50+1(5)	8†	-4	2	2	[2]
Skill used: Guns (Submachine Gun)+1											
QSW-06, 5.8x21mm	19	2d+2(2) pi-	2	170 yd / 1700 yd	3	20+1(3)	8	-3	2	3	[6]
Skill used: Guns (Pistol)+1											
Small Knife	11	1d-1 imp	_	6 yd / 12 yd	1	T(1)	5	-1	_	4	
Skill used: DX-4											
Stun Grenade	16	HT-5 aff (10 yd.)	_	42 yd	_	_	_	_	_	2	[2,5]
Skill used: Throwing		` '		•							

ATTACKS TABLES COLUMN NOTES

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it always requires two hands, regardless of ST. Shots "T": The weapon is a thrown weapon.

SLAM TABLE							
1–2			3–4 5–8				
1d-3			1d-2				1d-1
PARRY	PARR	Y	BLOC	K	D	ODGE	OTHER
12*	11*		9*			10/11*	
Brawling	DX		DX			Light	
Eyes DR: 0 DB: 0 Neck DR: 4/1* DB: 0 Torso DR: 35/5*+4/1* DB: 0	DE Fe DE DE	Arm DR DB DB: Cross St. 4/1* St. 2*+4	2 4/1* 0 ands R: 4/1* B: 0 ands R: 4/1* O and A/1* O	Boi	es ck ull ee so oin ns nds ps et	HP 2 7 5 7 5 DR: 0 DB: 0	#
* Includes: +1 from	n 'Combat Re	flexes'	l .				

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8					-48 -49 -50 -51 -52
			-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

-5×HP or less: Immediate death

FP	0 FP					
2111098	0 -1 -2 -3 -4					
7 6 5 4 3	-5 -6 -7 -8 -9					
2 1	-10 -11					

FP loss effects are cumulative with each other and any effects suffered from HP loss

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

O FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss

causes an equal loss of HP.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

HUMANOID HIT LOCATION TABLE							
Roll	Location	Mod.	Roll	Location	Mod.		
3–4	Skull	-7(f)/-5(b)	_	Vitals†	-3		
5	Face	-5(f)/-7(b)	_	Eye‡	-9		
6–7	Right Leg	-2	_	Ear	-7		
8	Right Arm	-2	_	Nose	-7		
9–10	Chest*	_	_	Jaw	-6		
11	Abdomen*	-1	_	Spine§	-8		
12	Left Arm	-2	_	Limb Vein/Artery¶	-5		
13-14	Left Leg	-2	_	Neck Vein/Artery¶	-8		
15	Hand	-4	_	Arm/Leg Joint**	-5		
16	Foot	-4	_	Hand/Foot Joint**	-7		
17–18	Neck	-5	_	Groin	-3		
* If adults:	and the second state of the second	line ereiereier	attaalia v	all dated in a citable bit incted	al la		

- If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead

- † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, New Hit Locations, p. MA137, and Hit Locations, p. LT100.

SIZE AND SPEED/RANGE TABLE						
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure	
0	0	2 yd	-8	+8	50 yd	
-1	+1	3 yd	-9	+9	70 yd	
-2	+2	5 yd	-10	+10	100 yd	
-3	+3	7 yd	-11	+11	150 yd	
-4	+4	10 yd	-12	+12	200 yd	
-5	+5	15 yd	-13	+13	300 yd	
-6	+6	20 yd	-14	+14	500 yd	
-7	+7	30 yd	-15	+15	700 yd	
See also: Size	and Speed/	Range Table, p. B55	50.			

Pg: 3

The Infiltrator Human

<u></u>	LOAD-OUTS	0	10/-: : :
Qty	« Combat » Advanced Body Armor (Pinnacle SOV	4600	Weight 17 lb
	Dragonskin) {p. HT66}	4000	17 10
	Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1]		or under
	clothing. [5] Use the lower DR versus crushing attacks or	nly.	
1	Boots {p. HT68}	80	3 lb
•	Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Cor		
	clothing. [2] Give +1 to kicking damage (p. B271).		
1	Location: feet	5835	23 lb
	Fireproof Suit {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes:[4]		
	burning damage only. [5] Concealable as or under clothing		
_	Location: full suit	FCOF	10 lb
1	Load-Bearing Vest {p. B289} Description: TL:6 Notes: Belt and suspenders with po	5635	19 lb
3	QCW-05, 5.8x21mm	165	3 lb
	(Ammunition, 50 Cartridges)		
1	Smartphone (p. B288)	250	4 oz
	Description: TL:8 Notes: Only works in some area	s, \$20/month fee	e. 10hrs.
1	Cigarette Lighter (p. B288)	10	_
1	Description: TL:6 Notes: Lights fires. Flashlight, Mini {p. B288}	10	4 oz
	Description: TL:7 Notes: 15' beam. 1hr.	10	4 02
1	Night Vision Goggles (p. HT48)	3500	2 lb
	Description: TL:8 Notes: Gives Night Vision 9. 2xX		
2	Rope, 3/8" (per 10 yards)	10	3 lb
	{p. B288}		
1	Description: TL:1 Notes: Supports 300lbs. Small Knife {p. B272, B276}	30	8 oz
	Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 i		0 02
	Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-	1], [Mode:swing	
	cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thi Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown.		
	Ranged Weapon Table (p. 275)]	. See Muscle Fu	Weleu
	Notes: [1]		
1	Electronic Lockpicks {p. B289}	1500	3 lb
1	Description: TL:7 Notes: +2 to pick electronic lock: Lockpicks {p. B289}	50	
•	Description: TL:3 Notes: Basic equipment for Lock		
1	Stun Grenade (p. 277)	40	1 lb
	Description: TL:8 LC:2 Dam:HT-5 aff Fuse:2 Note:		
	Based affliction that affects a 10-yard radius. The Protected vision advantages each give +5 to the H		
	you are stunned; roll against HT-5 to recover each	turn. Also crea	tes smoke in
	the area of affect. Takes one Ready maneuver to second Ready maneuver to pull the pin. Detonate:		
	depending on grenade type.	3 2 4 30001143 10	
	Notes: [2,5]	00	4.11
1	Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabin	20	4 lb
1	Holster, Shoulder {p. B289}	2326	4.5 lb
•	Description: TL:5 Notes: Allows use of Holdout, but gives		
1	QSW-06, 5.8x21mm {p. HT101}	2200	2.7 lb
	Description: TL:8 LC:3 Ammo:0.4 lb. Damage:2d+2 (2		
	RoF:3 Shots:20+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (P Accessory rail (p. 161).	ristor) (Notes:[6],	[6]
	Notes: [6]		
1	Baffle Suppressor (QSW-06)	1000	1 lb
	{p. B289}		
	Description: TL:6 Notes: Reduces damage by -1 p B412)	er die, see Siler	ncers (p.
	Usernotes: -4 Hearing, -1 Bulk		
1	Integral Targeting Laser (QSW-	450	_
	06) {p. B289}		
	Description: TL:8 Notes: +1 to skill, A miniature tall range, installed inside the grip sideplates or in pla		
	\$450, neg., 4xT/2 hrs. LC3.	oo or and recoll s	pring rou.
2	QSW-06, 5.8x21mm (Ammunition,	76	12.8 oz
	20 Cartridges)		
1	Patrol Sling	4100	9.35 lb
1	QCW-05, 5.8x21mm {p. HT124}	4050	7.35 lb
	Description: TL:8 LC:2 Ammo:1 lb. Damage:3d-1 (2) p RoF:15 Shots:50+1(5) ST:8† Bulk:-3 RoI:2 Skill:Guns	or Acc:4 Range:	:180/1900
	Notes:[2], [2] Integral reflex sight (p. 156).	(Jubinacillie C	iui <i>i)</i>
	Notes: [2]		
1	Silencer (QCW-06) {p. B289}	1000	1 lb
	Description: TL:6 Notes: Reduces damage by -1 p B412)	er die, see Siler	ncers (p.
	Usernotes: -4 Hearing, -1 Bulk		
1	Forward Grip	50	8 oz
-	Usernotes: Enables braced on weapon	1050	
1	IR Integral Targeting Laser (QCW-	1350	_
	05) {p. B289}	raction less and	h o 750 ···· I
	Description: TL:8 Notes: +1 to skill, A miniature tall range, installed inside the grip sideplates or in pla		
	\$900, neg., 2xXS/100 hrs. LC3.		, 3.50.
	Usernotes: Can only be seen when wearing night	vision goggles	

	LOAD-OUTS (continued)		
Qty	« Combat »	Cost	Weigh
1	Radio, Headset, Secure/Encrypted	5000	8 0
	{p. B288}		
	Description: TL:8 Notes: With throat mike. 1-mile range. 1		
	Totals:	21941	57.35 l
Qty	Rest	Cost	Weigh
1	Suitcase, Hard (p. B288)	10515	26.25
•	Description: TL:5 Notes: Holds 100 lbs. DR 4 with key loc		20.20
1	Personal Basics (p. B288)	5	11
	Description: TL:0 Notes: Minimum gear for camping: -	2 to any Surviva	al roll witho
	it. Includes utensils, tinderbox or flint and steel, towel,		
1	Backpack, Small (p. B288)	60	3 1
_	Description: TL:1 Notes: Holds 40 lbs. of gear.	0000	0.1
1	High Fashion Clothes (p. B266)	3000	21
	Description: One complete outfit, ranging in quality fro fashions, depending on Status. At minimum: undergar		
	or shirt with hose, skirt, or trousers - or a long tunic, ro	bbe or dress - a	nd suitable
	footwear. 20% of cost of living; 2lbs.		
1	Suitcase Lab (Electronics) {p. B289}	3000	10
	Description: TL:Var. Notes: Basic equipment for a spe	cific scientific s	kill (e.g.,
	Chemistry or Forensics).	0000	4
1	Wallet	2200	4 0
1	Credit Card	0	
1	US Dollars	1000	
1	Euros	1000	_
1	Formal Wear (p. B266)	2000	2
	Description: Your "best outfit," which will usually include		е
	accessories (hat, gloves, etc.) or jewelry. 40% of cost Totals:	10515	26.25
	Totals.	10010	20.23

The Infiltrator Human

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characte	ristics [205]
Advantages, Perks]	110]
Disadvantages, Quirks	[-85]
Skills, Techniques]	85]
	Total Points Spent:	315
	Unspent Points:	0

CAMPAIGN LOG						
Points: (logged) 0	+ (other) 0	= (total) 0				
Initial Character Creation						
Character created using GURPS Character Assistant 4						
07.09.2011: 0 pts						

DESCRIPTION

INFILTRATOR

I came in from the roof. I dropped twenty floors down on a McNeal descender.

- Virginia Baker, Entrapment

You're adept at getting into places that nobody else can get into and taking things that everybody else wants - preferably sans explosions and gunshots. If all goes well, the first person to discover your handiwork is the ambassador who can't find his briefcase the next morning, or the watchman who realizes the Rembrandt is gone after it's hanging in your condo by Central Park. When working with a crew, your priority is to go in ahead and open the door.

Agents who photograph missiles and steal plans learn "technical" secondary skills - Cartography, Piloting, Scuba, Submarine, etc. The background skills Observation, Photography, and Search are crucial for intelligence-gathering.