



CHARACTER SHEET

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 Speed 7	[5]
DX 15	[100]	Will 13	[0]	Basic Move 7	[0]
IQ 13	[60]	Per 13	[0]	BL 29 lb	(ST×ST)/5
HT 12	[20]	FP 12	[0]	Thr 1d-1	Sw 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	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

* Takes 2 seconds to complete
† Takes 4 seconds to complete

‡ Double with a running start
§ 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)	
Perfect Balance {p. B74}	[15]
Rank 3 (MSS) {p. B29}	[15]



DISADVANTAGES	
Name	Pts
Duty (MSS; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[-20]
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]

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 the +1 damage to Punch or Kick, as appropriate.			
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
Running {p. B218}	12	HT+0	[2]
Swimming {p. B224}	12	HT+0	[1]
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) {p. B189}	14	IQ+1	[4]
Electronics Repair/TL8 (Security) {p. B190}	14	IQ+1	[4]
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]
* Includes: +1 from 'Perfect Balance'		§ Includes: +1 from 'Combat Reflexes'	
† Includes: +1 from 'Perfect Balance', +3 from 'Flexibility'		¶ Conditional: +1 from 'Electronic Lockpicks' when picking electronic locks	
‡ Includes: +3 from 'Flexibility'			

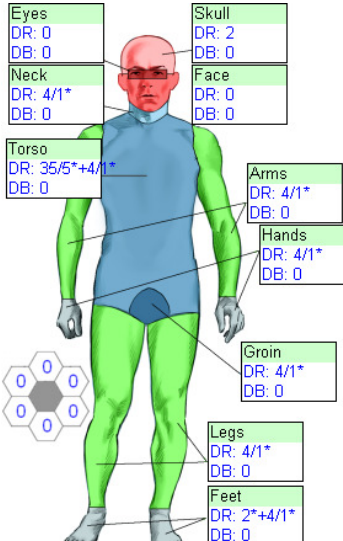
MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	16	12	1d-2 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	16	-	1d-2 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	14	-	1d-1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Small Knife: swing <i>Skill used: Knife</i>	16	11	1d cut	C,1	5	4	
Small Knife: thrust <i>Skill used: Knife</i>	16	11	1d-1 imp	C	5	4	[1]
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 <i>Skill used: Guns (Submachine Gun)+1</i>	17	3d-1(2) pi-	4	180 yd / 1.08 mi	15	50+1(5)	8†	-4	2	2	[2]
QSW-06, 5.8x21mm <i>Skill used: Guns (Pistol)+1</i>	19	2d+2(2) pi-	2	170 yd / 1700 yd	3	20+1(3)	8	-3	2	3	[6]
Small Knife <i>Skill used: DX-4</i>	11	1d-1 imp	-	6 yd / 12 yd	1	T(1)	5	-1	-	4	
Stun Grenade <i>Skill used: Throwing</i>	16	HT-5 aff (10 yd.)	-	42 yd	-	-	-	-	-	2	[2,5]

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	PARRY	BLOCK	DODGE	OTHER
12*	11*	9*	10/11*	
Brawling	DX	DX	Light	



Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Arms	7	
Hands	5	
Hands	7	
Legs	5	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

FP **0 FP**

12	11	10	9	8	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.
0 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.
-1xFP 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 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.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP																								
12	11	10	9	8	0	-1	-2	-3	-4	12	13	14	15	16	24	25	26	27	28	36	37	38	39	40	48	49	50	51	52
7	6	5	4	3	-5	-6	-7	-8	-9	17	18	19	20	21	29	30	31	32	33	41	42	43	44	45	53	54	55	56	57
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.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

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. B550.

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	205
Advantages, Perks	110
Disadvantages, Quirks	-85
Skills, Techniques	85
Total Points Spent:	
Unspent Points:	
	315
	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
<p><u>INFILTRATOR</u></p> <p><i>I came in from the roof. I dropped twenty floors down on a McNeal descender.</i></p> <p>- Virginia Baker, <i>Entrapment</i></p> <p>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.</p> <p>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.</p>