



CHARACTER SHEET

Name: The Cleaner

Race: Human

Appearance: A big, bald man with a scottish accent. He does not look very amused.

Player: Sam Ritschard

Ht: 1.90m Wt: 100kg Age: 38

Spent: 315

Unspent: 0

ST 14	[40]	HP 14	[0]	Basic Speed 6	[-10]
DX 14	[80]	Will 14	[0]	Basic Move 6	[0]
IQ 14	[80]	Per 14	[0]	BL 39 lb	(ST×ST)/5
HT 12	[20]	FP 12	[0]	Thr 1d	Sw 2d
TL 8	[0]	SM +0			

Vision 14	Fright Check 14	High Jump 2.17 ft
Hearing 14	Consciousness 12	Money -9459
Touch 14	Death Check 12	
Taste/Smell 14	Broad Jump 3 yd	

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 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
Cleaner {p. A1:7}	[0]

Description: You make evidence disappear. Or at least render it useless for subsequent investigators.

REACTION MODIFIERS	
Appearance: +0	
Status: +1*	
* Includes: +1 from 'Rank (MI6)'	
Other: +0†	
† Conditional: -1 from 'Callous' when past victim, or has Empathy, +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, -2 from 'No Sense of Humor'	

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native) {p. B23}	[0]

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

ADVANTAGES	
Name	Pts
Contact Group (Junkyard, port authority, snakeheads, etc.; Effective Skill 15; 9 or less, *1; Somewhat Reliable, *1) {p. B44}	[10]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 17 (Will+3)	
Luck {p. B66}	[15]
Patrons (MI6; 9 or less, *1) {p. B72}	[20]
Description: An extremely powerful organization (assets of at least 1 million times starting wealth)	
Rank 3 (MI6) {p. B29}	[15]
Serendipity 1 {p. B83}	[15]
Unfazeable {p. B95}	[15]

DISADVANTAGES	
Name	Pts
Callous {p. B125}	[-5]
Duty (MI6; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[-20]
No Sense of Humor {p. B146}	[-10]



DISADVANTAGES (continued)	
Name	Pts
Secret (Accessory to many crimes; Imprisonment or Exile) {p. B152}	[-20]
Sense of Duty (Nation) {p. B153}	[-10]
Sense of Duty (Team) {p. B153}	[-5]

QUIRKS	
Name	Pts
Likes Football (NOT Soccer) {p. B164}	[-1]
Likes Haggis {p. B164}	[-1]
Likes Scotch {p. B164}	[-1]
Obsession (Cleaning) {p. B164}	[-1]
Staid {p. B164}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Brawling {p. B182} 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: 10	15	DX+1	[2]
Climbing {p. B183}	13	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	13	DX-1	[1]
Driving/TL8 (Heavy Wheeled) {p. B188}	14	DX+0	[2]
Fast-Draw/TL8 (Ammo) {p. B194}	14	DX+0	[1]
Fast-Draw (Knife) {p. B194}	14	DX+0	[1]
Fast-Draw (Pistol) {p. B194}	0	DX-14	[0]
Guns/TL8 (Pistol) {p. B198}	17	DX+3	[8]
dGuns/TL8 (Rifle) {p. B198}	15	DX+1	[1]
dGuns/TL8 (Shotgun) {p. B198}	15	DX+1	[1]
dGuns/TL8 (Submachine Gun) {p. B198}	15	DX+1	[1]
Knife {p. B208} Parry: 10	16	DX+2	[4]
Stealth {p. B222}	14	DX+0	[2]
Throwing {p. B226}	13	DX-1	[1]
Wrestling {p. B228} Parry: 10	14	DX+0	[2]
HT based	Level	Relative	Pts
Swimming {p. B224}	12	HT+0	[1]
IQ based	Level	Relative	Pts
Acting {p. B174}	15	IQ+1	[4]
Animal Handling (Dogs) {p. 175}	13	IQ-1	[1]
Camouflage {p. B183}	15	IQ+1	[2]
Chemistry/TL8 {p. B183}	14	IQ+0	[4]
Computer Operation/TL8 {p. B184}	14	IQ+0	[1]
Disguise/TL8 (Human) {p. B187}	14	IQ+0	[2]
Electronics Operation/TL8 (Media) {p. B189}	13	IQ-1	[1]
Explosives/TL8 (Fireworks) {p. B194}	13	IQ-1	[1]
Fast-Talk {p. B195}	15	IQ+1	[4]
First Aid/TL8 (Human) {p. B195}	14*	IQ+0	[1]
Forensics/TL8 {p. B196}	13	IQ-1	[2]
Forgery/TL8 {p. B196}	14	IQ+0	[4]
Freight Handling/TL8 {p. B197}	15	IQ+1	[4]
Gesture {p. B198}	14	IQ+0	[1]
Hazardous Materials/TL8 (Biological) {p. B199}	14	IQ+0	[2]
Hazardous Materials/TL8 (Chemical) {p. B199}	14	IQ+0	[2]
Holdout {p. B200}	14	IQ+0	[2]
Housekeeping {p. B200}	15	IQ+1	[2]
Smuggling {p. B221}	15	IQ+1	[4]
Per based	Level	Relative	Pts
Search {p. B219}	14	Per+0	[2]
Tracking {p. B226}	13	Per-1	[1]

* Conditional: +1 from 'First Aid Kit'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	15	10	1d-1 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	15	-	1d-1 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	13	-	1d cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Small Knife: swing <i>Skill used: Knife</i>	16	10	2d-2 cut	C,1	5	4	
Small Knife: thrust <i>Skill used: Knife</i>	16	10	1d 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
Daewoo USAS-12, 12G 2.75" <i>Skill used: Guns (Shotgun)+1</i> Usernotes: -1 bulk from brass catcher	16	1d+1 pi	3+2	40 yd / 800 yd	6x9	10+1(3)	11†	-6	1/3	2	[1]
MX Animal TASER: Primary <i>Skill used: Guns (Pistol)+1</i>	18	1d-3 pi-	-	7 yd / 7 yd	1	2(3i)	7	-2	2	3	[2]
MX Animal TASER: follow-up <i>Skill used: Guns (Pistol)+1</i>	18	HT-10(0.5) aff	-	7 yd / 7 yd	-	-	7	-	-	3	
Small Knife <i>Skill used: DX-4</i>	10	1d imp	-	7 yd / 14 yd	1	T(1)	5	-1	-	4	
Walther P99, .40 S&W <i>Skill used: Guns (Pistol)+1</i> Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass Catcher)	18	2d+1 pi+	2	140 yd / 1600 yd	3	12+1(3)	8	-4	2	3	[6]

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*.

Shots "I": Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

SLAM TABLE				
1	2-3	4-7		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
10	10	8	8/9	
Knife	DX	DX	Light	

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -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.

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

Bonus DR: 0
Bonus DB: 0
Notes:

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
14 13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
4 3 2 1	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69

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.

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.

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	210
Advantages, Perks	104
Disadvantages, Quirks	-75
Skills, Techniques	76
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>CLEANER</u></p> <p><i>Now, you've got a corpse in a car, minus a head, in a garage. Take me to it.</i></p> <p><i>- The Wolf, Pulp Fiction</i></p> <p>You make evidence - prints, casings, blood, bodies, and all - disappear. You might clean for the mob or tidy up behind ultra-black government operators, but what you do for the team is crucial: make it look like they weren't there, and when that's impossible, make sure that nobody can discover the truth. Some call the assassin (above) a "cleaner," but your art isn't killing. Of course, not every "corpse" is dead yet, and an eyewitness is the most damning evidence.</p> <p>The cleaner decides how he eliminates evidence. Trucking it off and dumping it with associates requires Driving (Heavy Wheeled), Freight Handling, and Hazardous Materials, plus a Contact Group. A successful skill roll by the Contact Group means the goods are incinerated, dumped overboard, or otherwise truly gone. A cleaner might use Animal Handling to feed bodies to animals; Chemistry to dissolve organic matter in acid; Explosives (Fireworks) for convenient fires; Acting, Disguise, and Fast-Talk to pose as the coroner; Electronics Operation (Media) to doctor security videotapes; and/or Forgery to fake death certificates.</p> <p>Spies often make live people vanish. Such "hostile extractions" demand Observation and Shadowing, usually followed by Brainwashing or Interrogation. Cover-ups are also common; learn Propaganda for that.</p>