GURPS
CHARACTER SHEET

Name: The Investigator
Race: Human
Appearance:

Player: Michael Schnider   **Spent:** 315
Ht: 1.77m   **Wt:** 65kg   **Age:** 31   **Unspent:** 0

ST	12	[20]	HP	12	[0]	Basic Speed	6 [-5]
DX	13	[60]	Will	15	[0]	Basic Move	6 [0]
IQ	15	[100]	Per	17	[10]	BL	29 lb (ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr 1d-1	Sw 1d+2
TL	8				[0]	SM	+0

Vision	17	Fright Check	15	High Jump	2.17 ft
Hearing	17	Consciousness	12	Money	-8086
Touch	17	Death Check	12		
Taste/Smell	17	Broad Jump	3 yd		

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	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	–	-1	-2	-3	-4
Dodge	9	8	7	6	5

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
Investigator {p. A1:12}	[0]

Description: You get the facts, just the facts.

REACTION MODIFIERS

Appearance: +0
Status: +1*
    * Includes: +1 from 'Rank (DGSE)'
Other: +0†
    † Conditional: +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Sense of Duty (Nation)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES

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

Non-native	Pts
Arabic {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
French (Native) {p. B24}	Native	Native	[0]

Non-native	Spoken	Written	Pts
Arabic {p. B24}	Native	Native	[6]
English {p. B24}	Accented	Literate	[4]
Spanish {p. B24}	Accented	Literate	[4]

ADVANTAGES

Name	Pts
Empathy {p. B51}	[15]
Roll: 15 (IQ)	
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 18 (Will+3)	
Intuition {p. B63}	[15]
Roll: 15 (IQ)	
Luck {p. B66}	[15]
Patrons (DGSE; 9 or less, *1) {p. B72}	[20]
Description: An extremely powerful organization (assets of at least 1 million times starting wealth)	
Photographic Memory {p. B51}	[10]
Roll: 15 (IQ)	
Rank 3 (DGSE) {p. B29}	[15]

DISADVANTAGES

Name	Pts
Curious (6 or less, *2) {p. B129}	[-10]
Duty (DGSE; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[-20]
Honesty (12 or less, *1) {p. B138}	[-10]
Secret (Cover-ups; Imprisonment or Exile) {p. B152}	[-20]
Sense of Duty (Nation) {p. B153}	[-10]
Sense of Duty (Team) {p. B153}	[-5]

QUIRKS

Name	Pts
Dislikes USA {p. B164}	[-1]
Distinctive Feature (Small mole, shaped like France on left cheek) {p. B165}	[-1]
Imaginative {p. B164}	[-1]
Likes Bordeaux {p. B163}	[-1]
Proud {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	14	DX+1	[2]
Climbing {p. B183}	12	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	12	DX-1	[1]
Fast-Draw/TL8 (Ammo) {p. B194}	13	DX+0	[1]
Fast-Draw (Long Arm) {p. B194}	13	DX+0	[1]
Fast-Draw (Pistol) {p. B194}	13	DX+0	[1]
Forced Entry {p. B196}	13	DX+0	[1]
Guns/TL8 (Pistol) {p. B198}	16	DX+3	[8]
dGuns/TL8 (Rifle) {p. B198}	14	DX+1	[1]
dGuns/TL8 (Shotgun) {p. B198}	14	DX+1	[1]
dGuns/TL8 (Submachine Gun) {p. B198}	14	DX+1	[1]
Knife {p. B208} Parry: 8	13	DX+0	[1]
Stealth {p. B222}	12	DX-1	[1]
Throwing {p. B226}	12	DX-1	[1]
Wrestling {p. B228} Parry: 9	13	DX+0	[2]

HT based	Level	Relative	Pts
Carousing {p. B183}	12	HT+0	[1]
Sex Appeal (Human) {p. B219, S224}	12	HT+0	[2]
Swimming {p. B224}	12	HT+0	[1]

IQ based	Level	Relative	Pts
Accounting {p. B174}	13	IQ-2	[1]
Administration {p. B174}	14	IQ-1	[1]
Computer Operation/TL8 {p. B184}	16	IQ+1	[2]
Criminology/TL8 {p. B186}	15	IQ+0	[2]
Cryptography/TL8 {p. B186}	14	IQ-1	[2]
Current Affairs/TL8 (Business) {p. B186}	15	IQ+0	[1]
Current Affairs/TL8 (People) {p. B186}	15	IQ+0	[1]
Current Affairs/TL8 (Politics) {p. B186}	15	IQ+0	[1]
Diplomacy {p. B187}	15	IQ+0	[4]
Electronics Operation/TL8 (Surveillance) {p. B189}	14	IQ-1	[1]
First Aid/TL8 (Human) {p. B195}	15	IQ+0	[1]
Forensics/TL8 {p. B196}	14	IQ-1	[2]
Gesture {p. B198}	15	IQ+0	[1]
Holdout {p. B200}	14	IQ-1	[1]
Intelligence Analysis/TL8 {p. B201}	15	IQ+0	[4]
Interrogation {p. B202}	15	IQ+0	[2]
Photography/TL8 {p. B213}	14	IQ-1	[1]
Psychology (Human) {p. B216}	14*	IQ-1	[2]
Research/TL8 {p. B217}	15	IQ+0	[2]
Savoir-Faire (High Society) {p. B218}	16	IQ+1	[2]
Shadowing {p. B219}	15	IQ+0	[2]
Speed-Reading {p. B222}	14	IQ-1	[1]

Per based	Level	Relative	Pts
Body Language (Human) {p. B181}	16	Per-1	[1]
Detect Lies {p. B187}	19†	Per+2	[2]
Lip Reading {p. B205}	17	Per+0	[2]
Observation {p. B211}	17	Per+0	[2]
Search {p. B219}	17	Per+0	[2]
Tracking {p. B226}	16	Per-1	[1]

* Conditional: +3 from 'Empathy' when you can converse with subject
† Includes: +3 from 'Empathy'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch Skill used: Brawling	14	10	1d-2 cr	C	–	–	
Brawling: Bite Skill used: Brawling	14	–	1d-2 cr	C	–	–	
Brawling: Kick Skill used: Brawling-2	12	–	1d-1 cr	C,1	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Small Knife: swing Skill used: Knife	13	8	1d cut	C,1	5	4	
Small Knife: thrust Skill used: Knife	13	8	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
FN Five-seveN, 5.7x28mm Skill used: Guns (Pistol)+1	17	2d+2(2) pi-	2	170 yd / 1700 yd	3	20+1(3)	8	-3	2	3	[6]
FN P90, 5.7x28mm Skill used: Guns (Submachine Gun)+1	15	3d-1(2) pi-	4	180 yd / 1.08 mi	15	50+1(5)	8†	-4	2	2	[2]
Small Knife Skill used: DX-4	9	1d-1 imp	–	6 yd / 12 yd	1	T(1)	5	-1	–	4	

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	5–7
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	7	8/9	
Brawling	DX	DX	Light	

Eyes DR: 0 DB: 0
Skull DR: 2 DB: 0
Neck DR: 4/1* DB: 0
Face DR: 0 DB: 0
Torso DR: 35/5*+4/1* DB: 0
Arms DR: 4/1* DB: 0
Hands DR: 4/1* DB: 0
Groin DR: 4/1* DB: 0
Legs DR: 4/1* DB: 0
Feet DR: 2*+4/1* DB: 0

Loc.	HP	#
Eyes	2	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	7	
Hands	5	
Legs	7	
Feet	5	
Bonus DR:	0	
Bonus DB:	0	

Notes:

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.
-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 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**

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.
-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5×HP 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.

LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	**Advanced Body Armor (Pinnacle SOV Dragonskin) {p. HT66}**	4600	17 lb
	Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso		
1	**Boots {p. HT68}**	80	3 lb
	Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet		
1	**Fireproof Suit {p. HT75}**	1465	10 lb
	Description: TL:7 LC:4 DR:4/1* Location:full suit Notes:[4] Use the higher DR against burning damage only. [5] Concealable as or under clothing. Location: full suit		
1	**Load-Bearing Gear {p. B289}**	1265	6 lb
	Description: TL:6 Notes: Belt and suspenders with pouches and rings for gear.		
1	Smartphone {p. B288}	500	4 oz
	Description: TL:8 Notes: Only works in some areas, $20/month fee. 10hrs.		
1	Flashlight, Mini {p. B288}	10	4 oz
	Description: TL:7 Notes: 15' beam. 1hr.		
1	Cigarette Lighter {p. B288}	10	–
	Description: TL:6 Notes: Lights fires.		
1	Small Knife {p. B272, B276}	30	8 oz
	Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: |[1]|		
1	Mini-Camera, Digital {p. B289}	500	–
	Description: TL:8 Notes: Stores pictures on optical disk.		
3	FN P90, 5.7x28mm (Ammunition, 50 Cartridges)	165	3 lb
1	**Holster, Shoulder {p. B289}**	2326	4.5 lb
	Description: TL:5 Notes: Allows use of Holdout, but gives -1 to Fast-Draw.		
2	FN Five-seveN, 5.7x28mm (Ammunition, 20 Cartridges)	76	12.8 oz
1	FN Five-seveN, 5.7x28mm {p. HT101}	2200	2.7 lb
	Description: TL:8 LC:3 Ammo:0.4 lb. Damage:2d+2 (2) pi- Acc:2 Range:170/1700 RoF:3 Shots:20+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[6], [6] Accessory rail (p. 161). Notes: [6]		
1	Integral Targeting Laser (FN Five-seveN) {p. B289}	450	–
	Description: TL:8 Notes: +1 to skill, A miniature targeting laser with a 150-yard range, installed inside the grip sideplates or in place of the recoil spring rod. $450, neg., 4xT/2 hrs. LC3.		
1	Baffle Suppressor (FN Five-seveN) {p. B289}	1000	1 lb
	Description: TL:6 Notes: Reduces damage by -1 per die, see Silencers (B289), Hearing -4, Bulk -1		
1	**Patrol Sling**	4100	9.85 lb
1	**FN P90, 5.7x28mm {p. HT124}**	4050	7.85 lb
	Description: TL:8 LC:2 Ammo:1 lb. Damage:3d-1 (2) pi- Acc:4 Range:180/1900 RoF:15 Shots:50+1(5) ST:8† Bulk:-3 Rcl:2 Skill:Guns (Submachine Gun) Notes:[2], [2] Integral reflex sight (p. 156). Notes: [2]		
1	IR Integral Targeting Laser (FN P90) {p. B289}	1350	–
	Description: TL:8 Notes: +1 to skill, A miniature targeting laser with a 750-yard range, installed inside the grip sideplates or in place of the recoil spring rod. $1350, neg., 2xXS/100 hrs. LC3. Usernotes: can only be seen when using night vision googles		
1	Baffle Suppressor (FN P90) {p. B289}	1000	1 lb
	Description: TL:6 Notes: Reduces damage by -1 per die, see Silencers (B289), Hearing -4, Bulk -1		
1	Foregrip	50	4 oz
	Usernotes: Gives braced to the weapon		
1	**Radio, Headset, Secure/Encrypted {p. B288}**	5000	8 oz
	Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.		
	Totals:	17571	44.85 lb

Qty	Rest	Cost	Weight
1	**Suitcase, Hard {p. B288}**	10515	26.25 lb
	Description: TL:5 Notes: Holds 100 lbs. DR 4 with key lock.		
1	Personal Basics {p. B288}	5	1 lb
	Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		
1	Backpack, Small {p. B288}	60	3 lb
	Description: TL:1 Notes: Holds 40 lbs. of gear.		
1	High Fashion Clothes {p. B266}	3000	2 lb
	Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.		

LOAD-OUTS (continued)

Qty	Rest	Cost	Weight
1	**Suitcase, Hard {p. B288}**	10515	26.25 lb
1	Suitcase Lab (Forensics) {p. B289}	3000	10 lb
	Description: TL:Var. Notes: Basic equipment for a specific scientific skill (e.g., Chemistry or Forensics).		
1	**Wallet**	2200	4 oz
1	Credit Card	0	–
1	US Dollars	1000	–
1	Euros	1000	–
1	**Formal Wear {p. B266}**	2000	2 lb
	Description: Your "best outfit," which will usually include at least some accessories (hat, gloves, etc.) or jewelry. 40% of cost of living; 2lbs.		
	Totals:	10515	26.25 lb

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[205]
Advantages, Perks	[115]
Disadvantages, Quirks	[-80]
Skills, Techniques	[75]
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

INVESTIGATOR

This is the resume of a professional mercenary! You got the world's biggest drug dealer on his way here. What, do you need a slide rule to figure it out? Or maybe another body in a zipper bag before you start asking questions?

- Det. Lt. John McClane, Die Hard 2

It's crucial to know where you're headed, when the opposition intends to move, what you (or they) are grabbing, who you're shooting at, and why. Hitting the wrong mark can be embarrassing - or fatal. You might not be as slick as the face man (pp. 9-10), a computer wizard like the hacker (pp. 10-11), or the equal of the wire rat (p. 16) at surveillance, but you still get the facts, and can coordinate these experts and analyze their results.

Like real spies, cinematic ones often utilize dogged research and tedious surveillance. Background training consists of many Area Knowledge and Current Affairs specialties, plus additional points plowed into primary and secondary areas.