

GURPS

CHARACTER SHEET

Name: **The Assassin**
 Race: **Human**
 Appearance:

Player: **Sven Mangold**
 Ht: **1.88m** Wt: **88kg** Age: **33**

Spent: **315**
 Unspent: **0**

ST 12 [20]	HP 12 [0]	Basic Speed 7 [0]
DX 16 [120]	Will 12 [0]	Basic Move 7 [0]
IQ 12 [40]	Per 14 [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 14	Fright Check 12	High Jump 2.67 ft
Hearing 14	Consciousness 12	Money -23555
Touch 14	Death Check 12	
Taste/Smell 14	Broad Jump 3.67 yd	

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	10	9	8	7	6

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
Assassin {p. A1:7}	[0]

Description: Hit man, license to kill, or a sniper with a uniform and serial number -- you kill people for a living.

REACTION MODIFIERS	
Appearance: +0	
Status: +1*	* Includes: +1 from 'Rank (BND)'
Other: +0†	† Conditional: -1 from 'Callous' when past victim, or has Empathy, +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	
Name	Pts
Western (Native) {p. B23}	[0]

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

ADVANTAGES	
Name	Pts
Craftiness 4 {p. A1:19}	[20]
Description: Acting, Camouflage, Disguise, Holdout, Shadowing, and Stealth	
Notes: Cinematic, not a realistic Talent	
Gunslinger {p. B58}	[25]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 15 (Will+3)	
Luck {p. B66}	[15]
Patrons (BND; 9 or less, *1) {p. B72}	[20]
Description: An extremely powerful organization (assets of at least 1 million times starting wealth)	
Rank 3 (BND) {p. B29}	[15]

PERKS	
Name	Pts
Weapon Bond (Helga) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]

DISADVANTAGES	
Name	Pts
Callous {p. B125}	[-5]



DISADVANTAGES (continued)	
Name	Pts
Duty (BND; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[-20]
Intolerance (Jews; One group) {p. B140}	[-5]
Lecherousness (12 or less, *1) {p. B142}	[-15]
Secret (Professional Killer; Imprisonment or Exile) {p. B152}	[-20]
Sense of Duty (Nation) {p. B153}	[-10]
Sense of Duty (Team) {p. B153}	[-5]

QUIRKS	
Name	Pts
Chauvinistic {p. B163}	[-1]
Dislikes 'entartete Kunst' {p. B163}	[-1]
Habit (Always carries a prussian blue handkerchief) {p. B164}	[-1]
Likes Wagner {p. B163}	[-1]
Proud {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	16	DX+0	[4]
Brawling {p. B182}	17	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: 11			
Climbing {p. B183}	15	DX-1	[1]
Crossbow {p. B186}	17	DX+1	[2]
Driving/TL8 (Automobile) {p. B188}	15	DX-1	[1]
Driving/TL8 (Motorcycle) {p. B188}	16	DX+0	[2]
Fast-Draw/TL8 (Ammo) {p. B194}	16	DX+0	[1]
Fast-Draw (Long Arm) {p. B194}	16	DX+0	[1]
Fast-Draw (Pistol) {p. B194}	16	DX+0	[1]
Forced Entry {p. B196}	17	DX+1	[2]
Garrote {p. B197}	16	DX+0	[1]
dGuns/TL8 (Pistol) {p. B198}	20	DX+4	[1]
Guns/TL8 (Rifle) {p. B198}	22*	DX+6	[20]
dGuns/TL8 (Shotgun) {p. B198}	20	DX+4	[1]
dGuns/TL8 (Submachine Gun) {p. B198}	20	DX+4	[1]
Knife {p. B208}	16	DX+0	[1]
Parry: 10			
Stealth {p. B222}	19†	DX+3	[1]
Throwing {p. B226}	15	DX-1	[1]
Wrestling {p. B228}	16	DX+0	[2]
Parry: 11			
HT based	Level	Relative	Pts
Swimming {p. B224}	12	HT+0	[1]
IQ based	Level	Relative	Pts
Acting {p. B174}	16†	IQ+4	[2]
Area Knowledge (Middle East) {p. B176}	13	IQ+1	[2]
Camouflage {p. B183}	17†	IQ+5	[2]
Computer Operation/TL8 {p. B184}	12	IQ+0	[1]
Cryptography/TL8 {p. B186}	11	IQ-1	[2]
Current Affairs/TL8 (Terrorism) {p. B186}	13	IQ+1	[2]
Disguise/TL8 (Human) {p. B187}	15†	IQ+3	[1]
Electronics Operation/TL8 (Security) {p. B189}	12	IQ+0	[2]
First Aid/TL8 (Human) {p. B195}	12	IQ+0	[1]
Gesture {p. B198}	12	IQ+0	[1]
Holdout {p. B200}	15†	IQ+3	[1]
Intelligence Analysis/TL8 {p. B201}	11	IQ-1	[2]
Interrogation {p. B202}	12‡	IQ+0	[2]
Poisons/TL8 {p. B214}	11	IQ-1	[2]
Shadowing {p. B219}	16†	IQ+4	[2]
Smuggling {p. B221}	12	IQ+0	[2]
Per based	Level	Relative	Pts
Observation {p. B211}	15	Per+1	[4]
Tracking {p. B226}	14	Per+0	[2]
* Conditional: +1 from 'Weapon Bond (Helga)'			
† Includes: +4 from 'Craftiness'			
‡ Conditional: +1 from 'Callous' when you use threats or torture			

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>		17	11	1d-2 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>		17	-	1d-2 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>		15	-	1d-1 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Garrote <i>Skill used: Garrote</i>		16	-	spcl.	C	-	4	[8]
Small Knife: swing <i>Skill used: Knife</i>		16	10	1d cut	C,1	5	4	
Small Knife: thrust <i>Skill used: Knife</i>		16	10	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 MK 17 MOD 0 SV, 7.62x51mm (Helga) <i>Skill used: Guns (Rifle)+2</i>	24	7d pi	5+5	1000 yd / 2.39 mi	10	20+1(3)	10†	-7*	3	2	[8]
Fragmentation Grenade <i>Skill used: Throwing</i>	15	8d cr ex [3d]	-	42 yd	-	-	-	-	-	2	[2]
H&K USP, .40 S&W <i>Skill used: Guns (Pistol)+1</i>	21	2d+2 pi+	2	160 yd / 1.02 mi	3	13+1(3)	9	-2	2	3	[4,6]
Small Knife <i>Skill used: DX-4</i>	12	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	5-8
1d-3	1d-2	1d-1

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

Loc. HP #

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

- DR:** DR: 0, DR: 2, DR: 0, DR: 0, DR: 4/1*, DR: 0, DR: 35/5*+4/1*, DR: 4/1*, DR: 0, DR: 4/1*, DR: 0, DR: 4/1*, DR: 0, DR: 2*+4/1*, DR: 0
- DB:** DB: 0, DB: 0

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.

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, impaling, 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 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11	-12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35	-36 -37 -38 -39 -40 -41 -42 -43 -44 -45 -46 -47	-48 -49 -50 -51 -52 -53 -54 -55 -56 -57 -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.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Advanced Body Armor (Pinnacle SOV Dragonskin) {p. HT66} 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	4600	17 lb
1	Boots {p. HT68} 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	80	3 lb
1	Fireproof Suit {p. HT75} 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	1026	13.85 lb
1	Load-Bearing Vest {p. B289} Description: TL:6 Notes: Belt and suspenders with pouches and rings for gear.	826	9.85 lb
1	Small Knife {p. B272, B276} 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]]	30	8 oz
1	Garrote {p. B272} Description: TL:0 LC:4, Dam: spcl. Reach:C Parry:No ST:- Skill:Garrote Notes: [8] A piece of rope used to strangle; see Garrotes (p. B405) Notes: [8]	2	12.8 dr
1	Smartphone {p. B288} Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.	500	4 oz
1	Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr.	10	4 oz
1	Cigarette Lighter {p. B288} Description: TL:6 Notes: Lights fires.	10	-
1	FN MK 17, 7.62x51mm APHC (Ammunition, 20 Cartridges) Usernotes: Armor-Piercing Hardcore Adds armor divisor of (2), reduces damage type to pi-	72	1.6 lb
1	FN MK 17, 7.62x51mm JHP (Ammunition, 20 Cartridges) Usernotes: Jacketed Hollow-Point Add armor divisor (0.5) - min. DR 1, increase damage type to pi+	36	1.6 lb
1	FN MK 17, 7.62x51mm FMJ (Ammunition, 20 Cartridges) Usernotes: Full Metal Jacketed	36	1.6 lb
2	Fragmentation Grenade {p. 277} Description: TL:7 LC:2 Dam:8d Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2]	80	2 lb
1	Holster, Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives -1 to Fast-Draw.	2334	5.5 lb
1	H&K USP, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800 RoF:3 Shots:13+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[4, 6], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407). [6] Accessory rail (p. 161). Notes: [4, 6]	2220	3.3 lb
1	Integral Targeting Laser (H&K USP) {p. B289} 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.	450	-
1	Baffle Suppressor (H&K USP) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per die, see Silencers (p. B412), -4 to Hearing, -1 to Bulk	1000	1 lb
2	H&K USP, .40 S&W (Ammunition, 13 Cartridges)	64	1.2 lb
1	Patrol Sling {p. HT154}	22600	16.2 lb
1	FN MK 17 MOD 0 SV, 7.62x51mm (Helga) {p. HT122} Description: TL:8 LC:2 Ammo:1.6 lb. Damage:7d pi Acc:5+2 Range:1000/4200 RoF:9 Shots:20+1(3) ST:10† Bulk:-5* Rcl:3 Skill:Guns (Rifle) Notes:[8], [8] Accessory rail (p. 161). Notes: [8]	22550	14.2 lb
1	Mini-Computer Sight {p. HT157} Description: Includes a targeting program (+1 Gunner/Guns), a laser rangefinder (+3 Acc out to 2,000 yards), 4x magnification (+2 Acc), and Infravision. Adds -1 Bulk. \$20,000, 2.5 lbs., 2xS/2 hrs. LC2.	20000	2.5 lb
1	Gripod {p. HT160} Description: Bipod and forward grip in one - gives braced to the weapon	50	8 oz
1	Baffle Suppressor (FN MK 17 MOD 0 SV) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per die, see Silencers (p. B412), -4 to Hearing, -1 to Bulk	1000	1.5 lb
1	Radio, Headset, Secure/Encrypted {p. B288} Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.	5000	8 oz
Totals:		35640	56.05 lb

LOAD-OUTS (continued)			
Qty	Rest	Cost	Weight
1	Suitcase, Hard {p. B288} Description: TL:5 Notes: Holds 100 lbs. DR 4 with key lock.	7915	18.25 lb
1	Personal Basics {p. B288} 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.	5	1 lb
1	Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	60	3 lb
1	High Fashion Clothes {p. B266} 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.	3000	2 lb
1	Ordinary Clothes (Formal) {p. B266} 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.	400	2 lb
1	Wallet	2200	4 oz
1	Credit Cards	0	-
1	US Dollars	1000	-
1	Euros	1000	-
1	Formal Wear {p. B266} Description: Your "best outfit," which will usually include at least some accessories (hat, gloves, etc.) or jewelry. 40% of cost of living; 2lbs.	2000	2 lb
Totals:		7915	18.25 lb

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	210
Advantages, Perks	110
Disadvantages, Quirks	-85
Skills, Techniques	80
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>ASSASSIN</u></p> <p><i>The rifle is the first weapon you learn how to use, because it lets you keep your distance from the client. The closer you get to being a pro, the closer you can get to the client. The knife, for example, is the last thing you learn.</i></p> <p>- Léon, Léon</p> <p>You might be a hit man, a spy with a license to kill, or a sniper with a uniform and a serial number. Whatever your background, your specialty is quick, silent death. Where the demolition man (pp. 8-9) might demolish a city block “just to be sure,” and the shooter (p. 14) would dive right in, guns blazing, you take pride in precision. On a squad, you’re the one the mooks don’t see, covering your allies from a stealthy perch.</p> <p>A cinematic assassin is nearly always a deadly sniper - his major choices concern his modus operandi the rest of the time. To strike from afar, he’ll want several Guns skills, possibly Crossbow, Armoury (for expensive rifles), and Observation (for spotting). For close-range ambush, Garrote, Knife, and Fast-Draw are valuable - as are Acting and Disguise. Other “weapons” include speeding cars (Driving) and overdoses (Poisons).</p> <p>A shadowy “wet work” specialist knows targets and locations (Area Knowledge and Current Affairs), and likely has a sideline in Interrogation. A flamboyant secret agent prefers classic “spy skills” - Cryptography, Intelligence Analysis, etc. Either might have unusual skills; e.g., Liquid Projector, for cyanide-spraying cigarette lighters.</p>