

GURPS UltraLite Character Sheet: GUNMAN [200]

ATTRIBUTES *The sum of your three attributes must be 37. Circle your choices (VT 8 for females only).* [140]

Vitality (VT)	8	9	10	11	12	13	14	15
<i>thrust</i>	<i>1d-3</i>	<i>1d-2</i>	<i>1d-2</i>	<i>1d-1</i>	<i>1d-1</i>	<i>1d</i>	<i>1d</i>	<i>1d+1</i>
<i>swing</i>	<i>1d-2</i>	<i>1d-1</i>	<i>1d</i>	<i>1d+1</i>	<i>1d+2</i>	<i>2d-1</i>	<i>2d</i>	<i>2d+1</i>
Punch	1d-4	1d-3	1d-3	1d-2	1d-2	1d-1	1d-1	1d
Dexterity (DX)	9	10	11	12	13	14	15	
Intelligence (IQ)	9	10	11	12	13	14	15	

NAME: _____

Description: _____

Basic Speed = _____ = (VT+DX)/4
Dodge = _____ = BS (round down)+4(+C.R.)

GUNMAN ABILITIES *(To have access to an ability, you must choose all of its boxes or circles.)*

Advantages *Choose 6 boxes.* [35]

- Ambidexterity
- Combat Reflexes
- Danger Sense
- Daredevil
- Dual Shooting (_____)
- Extra Life
- Fit
- increase to Very Fit
- Gun Slinger
- High Pain Threshold
- Lang. (Toscani)
- Luck
- Unfazeable

Secondary *Choose 9 circles.* [12]

- Acrobatics DX
- Armory (Sm Arms) IQ
- Climbing DX
- First Aid IQ
- Hiking HT
- Holdout IQ
- Interrogation IQ
- Intel Analysis IQ
- Occultism IQ
- Observation IQ(Per)
- Running HT
- Soldier IQ
- Stealth DX
- Tactics IQ
- Tracking IQ(Per)
- Urban Survival IQ(Per)

Disadvantage *Choose 7 boxes.* [-35]

- Alcoholism
- Bad Temper (12)
- Berserk (12)
- Bloodlust (12)
- Bully (12)
- Callous
- Code of Honor (Soldier's)
- Greed (12)
- Honesty (12)
- Impulsiveness (12)
- Jealousy
- Nightmares
- Oblivious
- Odious Personal Habit (_____)
- Overconfidence (12)
- Sense of Duty (Team)
- Stubbornness
- Truthfulness (12)
- Vow (Never kill a human)
- Wounded

Background *Choose 5 circles.* [5]

- Area Knowledge IQ
- Camouflage IQ
- Carousing HT
- Current Affairs IQ
- Gambling IQ
- Gesture IQ
- Jumping DX
- Riding (Horse) DX
- Swimming HT
- Teamster (Equines) DX

Choose one to be at DX+4. [12]

- Guns (Musket) DX+ _____
- Guns (Pistol) DX+ _____
- Guns (Shotgun) DX+ _____

All other Guns at DX+2.

Primary *Choose 5 circles.* [7]

- Axe/Mace DX
- Boxing DX
- Brawling DX
- Broadsword DX
- Crossbow DX
- Fast-Draw (Gun+Am) DX
- Fencing School Lens
- Judo DX
- Karate DX
- Knife DX
- Shortsword DX
- Spear DX
- Sumo Wrestling DX
- Throwing DX
- Thrown (_____) DX
- Wrestling DX

Choose a Motivational Lens. [15]

Choose a Martial Lens. [5]

Choose 4 circles from the Know They Enemy skills list. [4]

EQUIPMENT *Choose diamonds; spend \$400 (\$800 if you have Comfortable Wealth, \$2000 if Very Wealthy)*

◇ Arquebus, .60 caliber	10	\$150	◇ Rapier	2.75	\$500
◇ Blunderbuss, shotgun	11.2	\$165	◇ Saber	2	\$700
◇ Bow–Straight Composite	2.25	\$600	◇ Shortsword	2	\$400
◇ Crossbow–Composite	7	\$150	◇ Staff–Quarterstaff	4	\$10
◇ Pocket Pistol, .33 caliber	0.7	\$190	◇ Candles–Beeswax, 12h	1	\$9
◇ 0.33 balls x10, powder, wad	0.08	\$1.54	◇ Cloak, heavy, 2DB, 1DR cut	5	\$50
◇ 0.33 <i>silver</i> balls x10, ...	0.07	\$68.46	◇ First Aid Kit, +1	2	\$50
◇ 0.60 balls x10, powder, wad	0.46	\$9.27	◇ Hammer	3	\$15
◇ 0.60 <i>silver</i> balls x10, ...	0.43	\$411.49	◇ Religious Symbol		\$1
◇ arrows/bolts x10, ...	1	\$20	◇ <i>Silver</i> a religious symbol.		+\$19
◇ Axe	4	\$50	◇ <i>Silver</i> a weapon edge		+\$80
◇ Knife, large	1	\$190	◇ Wineskin, 1 gal	0.25	\$10
◇ Main-Gauche	1.25	\$50	◇ 1 gal water	8	
◇ Pike	13	\$80	◇ Wooden Stake	1	\$8