

GURPS UltraLite Character Sheet: INVESTIGATOR [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>	1d-3	1d-2	1d-2	1d-1	1d-1	1d	1d	1d+1
<i>swing</i>	1d-2	1d-1	1d	1d+1	1d+2	2d-1	2d	2d+1
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.)

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

Advantages *Choose 6 boxes.* [35]

- Combat Reflexes
- Common Sense
- Contact Group (on 9, supernatural, _____)
- Contact (on 9, _____, supernatural)
- Higher Purpose (Acquire Knowledge)
- Intuition
- Language Talent
 - Lang. (Toscani)
 - Lang. (_____)
- Luck
- Photographic Memory
- Prophetic Dreams
- Single Minded
- Unfazeable

Primary *Choose 4 circles.* [4]

- Armory (Melee) IQ
- Armory (Sm Arms) IQ
- Artist (Drawing) IQ
- Esoteric Med IQ
- Intel Analysis IQ
- Meditation IQ
- Naturalist IQ
 - Observation IQ
 - Occultism IQ
- Psychology IQ
 - Research IQ
- Tactics IQ

Disadvantage *Choose 7 boxes.* [-35]

- Absent Minded
- Bad Sight (w/ glasses)
- Charitable
- Clueless
- Curious (12)
- Honesty (12)
- Oblivious
- Obsession (Learn a particular secret)
- Post Combat Shakes
- Sense of Duty (Team)
- Skinny
- Stuttering
- Vow (Never kill a human)

Secondary *Choose 7 circles.* [7]

- Axe/Mace DX
- Boxing DX
- Brawling DX
- Crossbow DX
- Fencing School Lens
 - Guns (Pistol) DX
 - Guns (Shotgun) DX
 - Knife DX
- Saber DX
- Shortsword DX
- Staff DX
- Stealth DX
- Whip DX
- Wrestling DX

You do these at IQ+1. [12]

- Forensics IQ+1
- Search IQ+1

Background *Choose 5 circles.* [5]

- Architecture IQ
- Area Knowledge IQ
- Criminology IQ
- Current Affairs IQ
- Expert Skill (Nat Sci) Per
 - First Aid IQ
 - Gesture IQ
 - Holdout IQ
 - Housekeeping IQ
 - Knot Tying DX
 - Riding (Horse) DX
 - Teaching IQ
 - Teamster (Equines) DX
 - Traps IQ
 - Writing IQ

Choose a **Motivational Lens**. [15]

Choose a **Martial Lens**. [5]

Choose 12 circles from the **Know Thy Enemy skills list**. [12]

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