

GURPS UltraLite Character Sheet: **SWORDSMAN [200]**

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

<b>Vitality (VT)</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
<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
<b>Dexterity (DX)</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	
<b>Intelligence (IQ)</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	

NAME: \_\_\_\_\_

Description: \_\_\_\_\_

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

**MUSCLE 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
- Enhance Parry (\_\_\_\_)
- Enhance Parry (all)
- Extra Attack
- Extra Life
- High Pain Threshold
- Lang. (Toscani)
- Luck
- Rapid Healing
- Unfazeable
- Weapon Master (\_\_\_\_)
- Weapon Master (\_\_\_\_)

**Secondary** *Choose 7 circles.* [10]

- Camouflage IQ
- Climbing DX
- Fast Draw (\_\_\_\_) DX
- First Aid IQ
- Forced Entry DX
- Gesture IQ
- Hiking HT
- Holdout IQ
- Jumping DX
- Lifting HT
- Occultism IQ
- Running HT
- Stealth DX

**Disadvantage** *Choose 7 boxes.* [-35]

- Bad Temper (12)
- Bully (12)
- Berserk (12)
- Callous
- Charitable
- Curious (12)
- Gluttony (12)
- Honesty (12)
- Impulsiveness (12)
- Nightmares (12)
- No Sense of Humor
- Oblivious
- On The Edge
- Overconfidence (12)
- Sense of Duty (Team)
- Social Stigma (Record)
- Stubbornness
- Truthfulness (12)
- Vow (Never kill a human)

**Background** *Choose 5 circles.* [5]

- Armory (Melee) IQ
- Area Knowledge IQ
- Breath Control HT
- Carousing HT
- Current Affairs IQ
- Riding (Horse) DX
- Scrounging IQ(Per)
- Swimming HT
- Teamster (Equines) DX

*You use these at DX+2.* [16]

- Broadsword DX+2
- 2-Hand Sword DX+2

**Primary** *Choose 4 circles.* [5]

- Acrobatics DX
- Axe/Mace DX
- Bow DX
- Boxing DX
- Crossbow DX
- Fencing School Lens
- Guns (Musket) DX
- Guns (Pistol) DX
- Guns (Shotgun) DX
- Knife DX
- Saber DX
- Shortsword DX
- Spear DX
- Staff DX
- Throwing DX
- Thrown (\_\_\_\_) DX
- 2-Hand Axe/Mace DX
- Whip 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 silver 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 silver balls x10, ...	0.43	\$411.49	◇ Religious Symbol		\$1
◇ arrows/bolts x10, ...	1	\$20	◇ Silver a religious symbol.		\$19
◇ Axe	4	\$50	◇ Silver 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