

GURPS UltraLite Character Sheet: FACE MAN

ATTRIBUTES *The sum of your three attributes must be 35.*

Circle your choices (VT 8 for females only). [100]

Vitality (VT)	8	9	10	11	12	13
Punch	1d-3	1d-2	1d-2	1d-1	1d-1	1d
Baton	1d-2	1d-1	1d	1d+1	1d+2	2d-1
Knife (x1.5)	1d-4	1d-3	1d-2	1d-1	1d	1d+1
Dexterity (DX)		9	10	11	12	13
Intelligence (IQ)		9	10	11	12	13

NAME: _____

Description: _____

Basic Speed = _____ = (VT+DX)/4

Dodge = _____ = BS (round down) + 4

TIME CORPS ACADEMY [68]

Advantages *Choose 3 boxes. [57]*

- Combat Reflexes
- Daredevil
 - Fit
 - Language Talent
 - Lang. (English)
 - Lang. (_____)
 - Lang. (_____)
- Luck
- Serendipity 1

Disadvantage [-20]

- Duty (Time Corps)

Basic Skills [31]

- BW (Pistol) DX
- Comp Op/TL8 IQ
- Driving (Car) DX
- E Op (Parachronic) IQ
- First Aid IQ
- Guns (Pistol) DX

History (_____) IQ

- Karate DX
- Research IQ
- Running VT
- Soldier IQ
- Shortsword DX
- Stealth DX
- Survival (Plains) IQ
- Swimming VT

FACE MAN ABILITIES *(To have access to an ability, you must choose all of its boxes or circles.) [26]*

Advantages *Choose 6 boxes. [30]*

- Attractive
- Charisma 1
- Extraordinary Luck
- Fashion Sense
- Lang. (_____)
- Sensitive +1 *DL, Psych*
- Empathy +3 *DL, Psych*
- Smooth Operator IQ+1
- Voice +2 *Act, Dip, FT, SA*

Disads *Choose 5 boxes. [-25]*

- Chummy
- Gregarious
- Cmplsv Carousing (CR12)
- Cmplsv Lying (CR12)
- Curious (CR12)
- Impulsiveness (DR12)
- Jealousy
- Lecherousness (CR12)
- Overconfidence (CR12)
- Sense of Duty (Team)

Skills [21]

- Acting IQ*
- Carousing VT*
- Detect Lies IQ(Per)*
- Diplomacy IQ*
- Fast Talk IQ*
- Holdout IQ
- Intimidation IQ(Will)*
- Merchant IQ
- Sex Appeal VT*

CUSTOMIZATION SKILLS *Choose 6 circles. [6]*

- | | | |
|---|--|---|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Accounting IQ | <input type="checkbox"/> <input type="checkbox"/> E Op (Media) IQ | <input type="checkbox"/> <input type="checkbox"/> Propaganda IQ |
| <input type="checkbox"/> <input type="checkbox"/> Body Language Per | <input type="checkbox"/> Fast-Draw (Pistol) DX | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Psychology IQ |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Brainwashing IQ | <input type="checkbox"/> <input type="checkbox"/> Filch DX | <input type="checkbox"/> <input type="checkbox"/> Search IQ(Per) |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Counterfeiting IQ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Forgery IQ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slight of Hand DX |
| <input type="checkbox"/> <input type="checkbox"/> Criminology IQ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Intelligence Analysis IQ | <input type="checkbox"/> <input type="checkbox"/> Smuggling |
| <input type="checkbox"/> <input type="checkbox"/> Dancing DX | <input type="checkbox"/> <input type="checkbox"/> Interrogation IQ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tactics IQ |
| <input type="checkbox"/> <input type="checkbox"/> Disguise IQ | <input type="checkbox"/> <input type="checkbox"/> Photography IQ | |
| <input type="checkbox"/> <input type="checkbox"/> Driving (Cycle) DX | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Pickpocket DX | |

EQUIPMENT *Choose diamonds but total weight may not exceed your VT²/5.*

Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LCTL
◇ Stunner (sonic pistol, BW)	HT-4 aff	2	200/600	0.36/0.1	3	104(3)	2	-1	1	\$1200	3 9^
◇ Stinger (needle pistol, 5mm)	1d-1 pi	1	100/390	2.1/1.1	3	25+1(3)	5	-3	2	\$200	4 9
◇ Super Stinger (needle rifle)	1d-1 pi	1	400/1560	12.6/6.6	3	25+1(3)	5	-3	2	\$400	4 9
◇ Undercover, .38 Special	2d-1 pi	1	90/1000	1.2/0.17	3	5(3i)	9	-1	2	\$350	3 7
◇ Walther P38, 9x19mm	2d+2 pi	1	160/1800	2.4/0.4	3	8+1(3)	9	-2	2	\$530	3 7
◇ Remington, 12G 2.75"	1d+1 pi	3	40/800	7.6/0.6	2x9	5+1(2i)	10†	-6	1/5	\$330	3 7
◇ Colt M16A1	5d pi	5	500/3200	7.2/0.7	13	20+1(3)	8†	-5	2	\$550	2 7
◇ Backpack, holds 40 lbs.				\$100		◇ Compass				\$50	
◇ Frag Vest, DR 5/2, 9 lbs.				\$350		◇ First Aid Kit, +1 to skill, 2 lbs.				\$50	
◇ Binoculars, +4 to vision, 2 lbs.				\$400		◇ Flashlight, Heavy (club), 30' beam, 1 lb.				\$20	
◇ "Notebook", +5 night vision, 1 lb.				\$1000		◇ Knife, 1 lb.				\$40	
◇ Canteen, holds 1 quart, 1lb. (2 lbs. full)				\$10							