

# GURPS UltraLite Character Sheet: INFILTRATOR

**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

**INFILTRATOR ABILITIES** *(To have access to an ability, you must choose all of its boxes or circles.)* [23]

**Advantages** *Choose 6 boxes.* [30]

- Absolute Direction
- Acute Sense (\_\_\_\_\_) IQ+3
- Cat Fall
- Craftiness IQ+1
- Danger Sense IQ
- Extraordinary Luck
- Flexibility +3 *Climb, Esc*
- Manual Dex +1 KT, LP
- Night Vision 5
- Perception IQ+1
- Perfect Balance +1 A, C, P
- Peripheral Vision

**Disads** *Choose 5 boxes.* [-25]

- Cowardice (CR12)
- Curious (CR12)
- Extraordinary Luck
- Impulsiveness (CR12)
- Overconfidence (CR12)
- Shyness
- Skinny
- Stubbornness
- Sense of Duty (Team)

**Skills** *Choose 2 circles.* [18]

- Acrobatics DX
- Climbing DX
- E Op (Security) IQ
- Escape DX
- Forced Entry DX
- Jumping DX
- Lockpicking IQ
- Traps DX

**CUSTOMIZATION SKILLS** *Choose 9 circles.* [9]

- |   |   |   |
|---|---|---|
| <input type="checkbox"/> Animal Handling IQ       | <input type="checkbox"/> E Repair (Security) IQ | <input type="checkbox"/> Piloting (Helicopter) IQ   |
| <input type="checkbox"/> Architecture IQ          | <input type="checkbox"/> Filch DX               | <input type="checkbox"/> Piloting (H-P Airplane) IQ |
| <input checked="" type="checkbox"/> Camouflage IQ | <input type="checkbox"/> Holdout IQ             | <input type="checkbox"/> Scuba IQ                   |
| <input type="checkbox"/> Cartography IQ           | <input type="checkbox"/> Knot-Tying DX          | <input type="checkbox"/> Search IQ(Per)             |
| <input type="checkbox"/> Criminology IQ           | <input type="checkbox"/> Observation IQ(Per)    | <input type="checkbox"/> Throwing DX                |
| <input type="checkbox"/> Driving (Cycle) DX       | <input type="checkbox"/> Photography IQ         |   |

**EQUIPMENT** *Choose diamonds but total weight may not exceed your VT<sup>2</sup>/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							