	Wealthy	[] +1 Lv	Charismatic	[]+1 Lv
ST	Weak (8)	Normal (10)	Strong (14)	V. Strong (18)
Strength	[] -1 Lv	[] 0 Lv	[]+1 Lv	[] +2 Lv
Melee damage	1D6/2 >1	1D6	2D6	3D6
Hit Points	8 hp	10 hp	14 hp	18 hp
нт	Sickly (8)	Normal (10)	Hardy (14)	V. Hardy (18)
Health	[] -1 Lv	[]0Lv	[]+1 Lv	[] +2 Lv

DX	Clumsy (8)	Normal (10)	Agile (12)	V. Agile (14)	Extreme (16)
Dexterity	[]-1 Lv	[]0Lv	[] +1 Lv	[] +2 Lv	[] +3 Lv
IQ	Dull (8)	Normal (10)	Smart (12)	V. Smart (14)	Genius (16)
Intelligence	[]-1 Lv	[] 0 Lv	[] +1 Lv	[] +2 Lv	[] +3 Lv

Skills: Skills include relevant equipment

_			
R	าท	1	ıc

Level x4 =	
Level x4 =	
Level x4 =	
Level x4 =	

Combat calculation:

Melee	(DX + skill bonus + wealth) - opponent (DX + skill bonus)/2
Ranged	(DX + skill bonus + wealth) - (<11) based on range
Damage, muscle powered	ST (XD6) + skill level (+wealth) - half the score if unarmed.
Defend, DX and/or skill	Vs Melee: - skill bonus Vs Ranged = - 50% skill bonus
Armor, -X dmg	-1 light, -2 heavy, -3 modern light, -4 modern heavy
Modern weapons	Pistol = 2D6 Rifle = 5D6

Death:

At 0 HP, roll base HT each turn before acting; failure means you pass out. At -HP, you collapse; roll base HT or die. If you survive, make a daily HT roll to recover 1 HP.

GURPS Ultra-Lite Version 0.8 is copyright © 2009 by Steve Jackson Games Incorporated. GURPS is a trademark of Steve Jackson Games, and its rules and art are copyrighted by Steve Jackson Games. All rights are reserved by Steve Jackson Games. PDF enhancements to this game aid by Warren "Mook" Wilson, based on an original creation by Neigutten, and is released for free distribution, and not for resale, under the permissions granted in the Steve Jackson Games Online Policy.