

# Lieutenant David Jones

## 500 Points

**Attributes:** ST 12 [20]; DX 13 [60]; IQ 14 [80]; HT 13 [30].

**Secondary Characteristics:** Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 14 [0]; Per 14 [0]; FP 12 [0]; Basic Speed 7 [10]; Basic Move 7 [0].

**Social Background:** TL 8 [0]; CF Western; Homeline [0]; **Languages** English (Native) [0]; French (Native) [4]; German (Native) [4]; Spanish (Native) [4].

**Advantages:** Attractive [4]; Born Soldier 1 [5]; Charisma 1 [5]; Combat Reflexes [15]; Damage Resistance 12 (Ablative, -80%) [12]; Damage Resistance 2 (Tough Skin, -40%) [6]; Danger Sense [15]; Daredevil [15]; Fit [5]; High Pain Threshold [10]; Fearlessness 5 [10]; Language Talent [10]; Legal Enforcement Powers [15]; Military Courtesy Rank 4 [4]; Naval Training [1]; Reputation +4 (For valor; Military personnel of the U.S. and allied nations; All the time) [6]; Ridiculous Luck [60].

**Disadvantages:** Code of Honor (Soldier's) [-10]; Compulsive Carousing (12) [-5]; Duty (To ISWAT, 15 or less; Extremely Hazardous) [-20]; Hard of Hearing (Mitigator, -70%) [-3]; Impulsiveness (12) [-10]; Sense of Duty (Team Mates) [-5]; Stubborn [-5];

**Perks:** Alcohol Tolerance [1].

**Quirks:** hates being called "Davy," likes cowboy gear, patriot, rude to people he doesn't like or trust [-4].

**Primary Skills:** Acting (A) IQ [2]-14; Administration (A) IQ-1 [1]-13; Anthropology (H) IQ [4]-14; Armoury/TL8 (Small Arms) (A) IQ-1 [1]-13; Boating/TL8 (Unpowered) (A) DX+1 [4]-14; Brawling (E) DX+2 [2]-14; Camouflage (E) IQ [1]-14; Diplomacy (H) IQ-1 [2]-13; Electronics Operation/TL8 (Comm) (A) IQ-1 [1]-13; Electronics Operation/TL8^ (Parachronic) (A) IQ [2]-14; Explosives/TL8 (Demolition) (A) IQ [2]-14; Explosives/TL8 (UD) (A) IQ [1]-13; Fast-Draw/TL8 (Ammo) (E) DX [1]-13; First Aid/TL8 (E) IQ [1]-14; Guns/TL8 (Rifle) (E) DX+2 [4]-15; Guns/TL8 (Pistol) [3]-15\*; Guns/TL8 (Shotgun) [3]-15\*; History (20<sup>th</sup> Century US) (H) IQ [4]-14; Judo (H) DX-1 [2]-12; Karate (H) DX+1 [8]-14; Leadership (A) IQ+2 [2]-16+; Mind Block (A) IQ-1 [1]-13; Navigation/TL8 (Land) (A) IQ [2]-14; Observation (A) Per [2]-14; Parachuting/TL8 (E) DX [1]-13; Running (A) HT [2]-13; Savoir-Faire (E) IQ [1]-14; Savoir-Faire (Military) (E) IQ+1 [1]-15+; Scuba/TL8 (A) IQ [2]-14; Soldier/TL8 (A) IQ+2 [4]-16+; Stealth (A) DX [2]-13; Survival (Island/Beach) (A) IQ [2]-14; Survival (Jungle) (A) IQ [2]-14; Survival (Mountain) (A) IQ-1 [1]-13; Survival (Plains) (A) IQ-1 [1]-13; Survival (Woodlands) (A) IQ-1 [1]-13; Swimming (E) HT+2 [4]-15; Tactics (H) IQ+1 [4]-15+; Teaching (A) IQ-1 [1]-13; Throwing (A) DX-1 [1]-12; Traps/TL8 (A) IQ-1 [1]-13.

**Secondary Skills:** Artillery/TL8 (Cannon) (A) IQ-1 [1]-12; Boating/TL8 (Motorboat) (A) DX-1 [1]-12; Breath Control (H) HT-2 [1]-11; Cartography/TL8 (A) IQ-1 [1]-13; Climbing (A) DX [2]-13; Explosives/TL8 (EOD) (A) IQ-1 [1]-13; Forced Entry (E) DX [1]-13; Forward Observer/TL8 (A) IQ-1 [1]-13; Gunner/TL8 (Machine Gun) (A) DX-1 [1]-12; Guns/TL8 (GL) (E) DX+1 [2]-14; Guns/TL8 (LAW) (E) DX [1]-13; Guns/TL8 (LMG) (E) DX+1 [1]-14\*; Guns/TL8 (SMG) (E) DX+1 [1]-14\*; Hiking (A) HT [2]-13; Interrogation (A) IQ-1 [1]-13; Intimidation (A) Will-1 [1]-13; Jumping (E) DX [1]-13; Knife (E) DX [1]-13; Knot-Tying (E) DX [1]-13; NBC-Suit/TL8 (A) DX-1 [1]-12; Scrounging (E) Per+1 [1]-

15+; Seamanship/TL8 (E) IQ [1]-14; Tracking (A) Per-1 [1]-13.

**Background Skills:** Area Knowledge (Indiana) (E) IQ [1]-14; Bicycle (E) DX [1]-13; Carousing (E) HT [1]-13; Chemistry/TL8 (H) IQ-2 [1]-12; Computer Operation (E) IQ [1]-14; Driving/TL8 (Automobile) (A) DX-1 [1]-12; Economics (H) IQ-2 [1]-12; Engineer/TL8 (Electronic) (H) IQ [4]-14; Engineer/TL8 (Ships) (H) IQ-2 [1]-14; Expert Skill (Oceanography) (H) IQ-2 [1]-12; Fast-Talk (A) IQ-1 [1]-13; Games (Billiards) (E) DX+1 [2]-14; Intelligence Analysis/TL8 (H) (IQ-2) [1]-12; Mathematics/TL8 (Applied) (H) IQ-2 [1]-12; Musical Instrument (Guitar) (A) IQ-1 [1]-13; Navigation/TL8 (Sea) (A) IQ-1 [1]-13; Physics (VH) IQ-3 [1]-11; Research/TL8 (A) IQ-1 [1]-13; Sex Appeal (A) HT [2]-13; Sports (Basketball) (A) DX-1 [1]-12; Sports (Volleyball) (A) DX [2]-13; Vacc Suit (A) DX+1 [4]-14; Writing (A) IQ-1 [1]-13.

**Techniques:** Arm Lock (A) [1]-13; Breakfall (A) [1]-13; Disarming (Brawling) (H) [2]-15; Immediate Action (Guns/TL8 (Rifle)) (A) [2]-13; Immediate Action (Guns/TL8 (Pistol)) (A) [2]-13; Rappelling (A) [1]-13; Set Trap (H) [2]-12.

\* Default from Guns/TL8 (Rifle).

+ Includes +1 from Born Soldier

‡ Includes +1 from Charisma

§ See **GURPS High-Tech**.

David Jones began his career as an officer in the U.S. Navy SEALs. After being awarded the Medal of Honor, he came to the attention of Infinity, and learned that they wanted him for a secret group tasked with the most difficult and dangerous of crosstime operations. His career with the Patrol began in an unremarkable manner, with training at the Academy as a contact specialist. Infinity also gave him an implant to compensate for the hearing damage caused by being around guns too much without adequate ear protection. Once his training was finished, though, he was assigned to an ISWAT team alongside some of the most remarkable individuals Infinity has managed to recruit. While his abilities may seem rather mundane by comparison, "the Lieutenant" quickly won his teammates' respect, and even came to be treated as their *de facto* leader. Jones has proven that he's very good at what he does, and with all his training, "what he does" covers quite a bit.

**Designer's Notes:** This character was created as an example of an "ordinary" person who might be able to compete with those who have super-human abilities. His Damage Resistance and Ridiculous luck represent the charmed life that many cinematic heroes lead, but take those away and you would still have an example of a mostly realistic character worth over 400 points.