

ZOMBIELAND

Name: Gerhard Stüssi

Race: Human

Appearance: Durchschnittlicher Typ, der die meiste Zeit mit basteln für sein Larp Hobby verbringt. Gelernt hat er Mechaniker. Kürzlich hat er ausserdem die RS beendet. Er ist immer aufrichtig und hilfsbereit.

Player: Reto Mägli

Ht: 1.75 Wt: 154 lbs Age: 21

Spent: 105

Unspent: 4

CHARACTER SHEET

ST 11 [10]	HP 11 [0]	Basic Speed 6 [10]
DX 11 [20]	Will 11 [0]	Basic Move 6 [0]
IQ 11 [20]	Per 11 [0]	BL 24 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-1 Sw 1d+1

TL 8 [0]	SM +0
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Vision 11	Taste/Smell 11	Death Check 11
Hearing 11	Fright Check 11	
Touch 11	Consciousness 11	

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15 -16 -17 -18 -19 -20	-21 -22 -23 -24 -25 -26 -27 -28 -29 -30 -31	-32 -33 -34 -35 -36 -37 -38 -39 -40 -41 -42 -43	-44 -45 -46 -47 -48 -49 -50 -51 -52 -53 -54

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death.

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

* Takes 2 seconds to complete † Takes 4 seconds to complete ‡ Double with a running start § Lose 1 FP/sec while over X-Hvy enc.

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Cond. +1 from 'Merchant' when buying or selling, Cond. +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known, Cond. +2 from 'LARP Artist' when talent matters

CULTURAL FAMILIARITIES

Name	Pts
Western (Native) {p. B23}	0

LANGUAGES

Name	Spoken	Written	Pts
German (Native) {p. B24}	Native	Native	0

ADVANTAGES

Name	Pts
High Manual Dexterity 1 {p. B59}	5
LARP Artist 2 {p. B89}	14
Description: +1 to Armoury, Leatherworking, Engineer, Mechanic, Sewing, Smith, Machinist	
Luck {p. B66, P59}	15

DISADVANTAGES

Name	Pts
Charitable (12 or less, *) {p. B125}	-15
Curious (12 or less, *) {p. B129}	-5
Sense of Duty (Friends) (Small Group) {p. B153}	-5

QUIRKS

Name	Pts
Alcohol Intolerance {p. B165}	-1
Dreamer {p. B164}	-1
Horrible Hangovers {p. B165}	-1
Likes Milk {p. B164}	-1
Pallid	-1
Trademark on his items {p. B164}	-1

SKILLS

Name	Level	Relative	Pts
Area Knowledge (Solithurn und Umgebung) {p. B176}	11	IQ+0	1
Armoury/TL8 (Body Armor) {p. B178}	12*	IQ+1	1
Armoury/TL8 (Melee Weapons) {p. B178}	12*	IQ+1	1
Armoury/TL8 (Missile Weapons) {p. B178}	12*	IQ+1	1
Armoury/TL8 (Small Arms) {p. B178}	12*	IQ+1	1
Armoury/TL8 (Vehicular Armor) {p. B178}	12*	IQ+1	1
♣Axe/Mace {p. B208}	6	DX-5	0
Parry: 6			
♣Bow {p. B182}	6	DX-5	0
Camouflage {p. B183}	11	IQ+0	1
Climbing {p. B183}	10	DX-1	1
♣Crossbow {p. B186}	7	DX-4	0
Driving/TL8 (Automobile) {p. B188}	10	DX-1	1
Driving/TL8 (Heavy Wheeled) {p. B188}	10	DX-1	1
Engineer/TL8 (Automobile) {p. B190}	11*	IQ+0	1
Engineer/TL8 (Body Armor) {p. B190}	11*	IQ+0	1
Engineer/TL8 (Melee Weapons) {p. B190}	11*	IQ+0	1
Engineer/TL8 (Missile Weapons) {p. B190}	11*	IQ+0	1
Fast-Talk {p. B195}	10	IQ-1	1
First Aid/TL8 (Human) {p. B195}	11	IQ+0	1
Gesture {p. B198}	11	IQ+0	1
♣Guns/TL8 (Pistol) {p. B198}	7	DX-4	0
♣Guns/TL8 (Rifle) {p. B198}	7	DX-4	0
♣Guns/TL8 (Shotgun) {p. B198}	7	DX-4	0
♣Knife {p. B208}	7	DX-4	0
Parry: 5			
Leatherworking {p. B205}	13†	DX+2	1
Machinist/TL8 {p. B206}	12‡	IQ+1	1
Mathematics/TL8 (Applied) {p. B207}	9	IQ-2	1
Mechanic/TL8 (Automobile) {p. B207}	12‡	IQ+1	1
Mechanic/TL8 (Robotics) {p. B207}	12‡	IQ+1	1
Merchant {p. B209}	10	IQ-1	1
Scrounging {p. B218}	11	Per+0	1
Search {p. B219}	10	Per-1	1
Sewing/TL8 {p. B219}	13†	DX+2	1
♣Shortsword {p. B209}	6	DX-5	0
Parry: 6			
Smith/TL8 (Iron) {p. B221}	12*	IQ+1	1
Soldier/TL8 {p. B221}	10	IQ-1	1
Spears {p. B208}	10	DX-1	1
Parry: 8			
Staff {p. B208}	10	DX-1	1
Parry: 10			
Stealth {p. B222}	10	DX-1	1
Throwing {p. B226}	10	DX-1	1
* +2 from 'LARP Artist'	† +2 from 'LARP Artist', Cond. +1 from 'High Manual Dexterity' when performing DX-based tasks	‡ +2 from 'LARP Artist', Cond. +1 from 'High Manual Dexterity' when performing fine DX-based tasks	

