

# ZOMBIELAND

Name: Christoph Schmid

Race: Human

Appearance: Ein Nerd wie er im Buche steht, keine sozialen Skills.

Player: Stefan Leuenberger

Ht: Wt: Age:

Spent: 100

Unspent: 0

## CHARACTER SHEET

<b>ST</b> 10 [ 0 ]	<b>HP</b> 10 [ 0 ]	<b>Basic Speed</b> 5,75 [ 0 ]
<b>DX</b> 11 [ 20 ]	<b>Will</b> 12 [ 0 ]	<b>Basic Move</b> 5 [ 0 ]
<b>IQ</b> 12 [ 40 ]	<b>Per</b> 12 [ 0 ]	<b>BL</b> 20 lb (ST×ST)/5
<b>HT</b> 12 [ 20 ]	<b>FP</b> 12 [ 0 ]	<b>Thr</b> 1d-2 <b>Sw</b> 1d

<b>TL</b> 8 [ 0 ]	<b>SM</b> +0
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Vision 12*	Taste/Smell 12	Death Check 12
Hearing 12	Fright Check 12	
Touch 12	Consciousness 12	

\* Cond. -6 from 'Bad Sight (Nearsighted)' when item is more than 1 yard away

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

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.

<b>FP</b>	<b>0 FP</b>	FP loss effects are cumulative with each other and any effects suffered from HP loss.
12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4	0 -1 -2 -3 -4	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.
7 6 5 4 3	-5 -6 -7 -8 -9	<b>0 FP or less:</b> 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.
2 1	-10 -11	<b>-1×FP or less:</b> 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	40 lb	160 lb	240 lb	300 lb	1000 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+
High	1.67 ft	2.17 ft	2.67 ft	1.06 yd	1.11 yd
Broad	2.33 yd	3 yd	3.67 yd	4.33 yd	4.67 yd

## REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Cond. +1 from 'Security Expert' when recognized by someone profiting from his protection

## ADVANTAGES

Name	Pts
Luck {p. B66, P59}	[ 15 ]
Security Expert 1 {p. B89}	[ 6 ]
Versatile {p. B96}	[ 5 ]

## DISADVANTAGES

Name	Pts
Addiction (Tobacco) (Expensive) (Highly addictive, -5) {p. B122}	[ -15 ]
Bad Sight (Nearsighted) (Glasses, -60%) {p. B123}	[ -10 ]

## QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[ -1 ]
Unused Quirk 2 {p. B163}	[ -1 ]
Unused Quirk 3 {p. B163}	[ -1 ]
Unused Quirk 4 {p. B163}	[ -1 ]
Unused Quirk 5 {p. B163}	[ -1 ]

## SKILLS

Name	Level	Relative	Pts
Architecture/TL8 {p. B176}	12*	IQ+0	[ 1 ]
Carpentry {p. B183}	13*	IQ+1	[ 1 ]
Computer Hacking/TL8 {p. B184}	9	IQ-3	[ 1 ]
Computer Operation/TL8 {p. B184}	12	IQ+0	[ 1 ]
Computer Programming/TL8 {p. B184}	10	IQ-2	[ 1 ]
Electrician/TL8 {p. B189}	11	IQ-1	[ 1 ]
Electronics Operation/TL8 (Communications) {p. B189}	12*	IQ+0	[ 1 ]
Electronics Operation/TL8 (Security) {p. B189}	12*	IQ+0	[ 1 ]
Electronics Operation/TL8 (Sensors) {p. B189}	12*	IQ+0	[ 1 ]
Electronics Operation/TL8 (Surveillance) {p. B189}	12*	IQ+0	[ 1 ]
Electronics Repair/TL8 (Communications) {p. B190}	12*	IQ+0	[ 1 ]
Electronics Repair/TL8 (Computers) {p. B190}	12*	IQ+0	[ 1 ]
Electronics Repair/TL8 (Security) {p. B190}	12*	IQ+0	[ 1 ]
Electronics Repair/TL8 (Sensors) {p. B190}	12*	IQ+0	[ 1 ]
Electronics Repair/TL8 (Surveillance) {p. B190}	12*	IQ+0	[ 1 ]
Engineer/TL8 (Civil) {p. B190}	11*	IQ-1	[ 1 ]
Engineer/TL8 (Combat) {p. B190}	11*	IQ-1	[ 1 ]
Engineer/TL8 (Electrical) {p. B190}	11*	IQ-1	[ 1 ]
Engineer/TL8 (Electronics) {p. B190}	11*	IQ-1	[ 1 ]
First Aid/TL8 (Human) {p. B195}	12	IQ+0	[ 1 ]
Machinist/TL8 {p. B206}	11	IQ-1	[ 1 ]
Masonry {p. B207}	13*	IQ+1	[ 1 ]
Mathematics/TL8 (Applied) {p. B207}	10	IQ-2	[ 1 ]
Stealth {p. B222}	10	DX-1	[ 1 ]

\* +1 from 'Security Expert'

MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
<b>Bite</b> <small>Skill used: DX</small>	11	-	1d-3 cr	C	-	-	-	
<b>Kick</b> <small>Skill used: DX-2</small>	9	-	1d-2 cr	C,1	-	-	-	
<b>Punch</b> <small>Skill used: DX</small>	11	8	1d-3 cr	C	-	-	-	

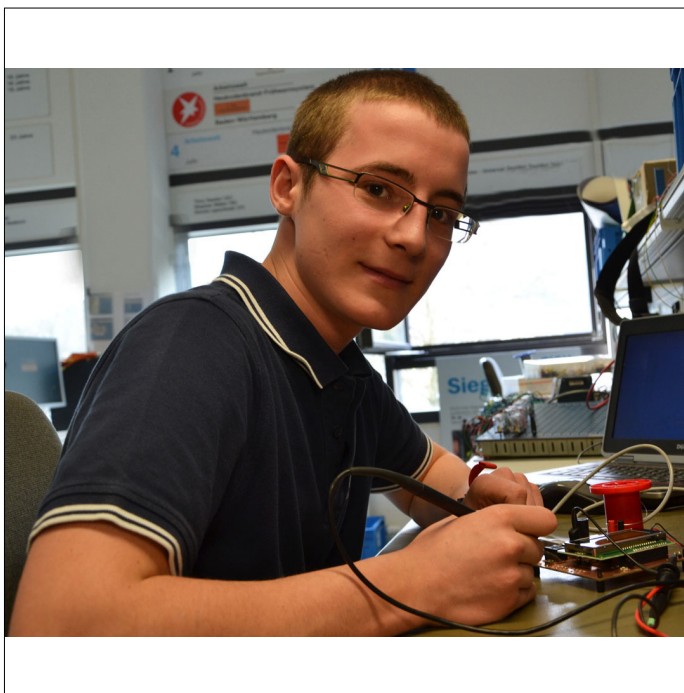
SLAM TABLE			
Mvmt. Dmg.	1-2	3-5	6
	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	8	
<small>DX</small>	<small>DX</small>	<small>DX</small>	<small>None</small>	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	6	
Hands	4	
Legs	6	
Feet	4	
Bonus DR: 0		
Bonus DB: 0		
Notes:		

Diagram labels and values:

- Eyes: DR: 0, HP: 0
- Skull: DR: 2, HP: 0
- Neck: DR: 0, HP: 0
- Face: DR: 0, HP: 0
- Torso: DR: 0, HP: 0
- Arms: DR: 0, HP: 0
- Hands: DR: 0, HP: 0
- Groin: DR: 0, HP: 0
- Legs: DR: 0, HP: 0
- Feet: DR: 0, HP: 0



CAMPAIGN LOG		
Points: (logged)	0	+ (other) 0 = (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
12.12.2013: 0 pts		

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		80
Advantages, Perks		26
Disadvantages, Quirks		-30
Skills, Techniques		24
<b>Total Points Spent:</b>		<b>100</b>
<b>Unspent Points:</b>		<b>0</b>

SCRATCH PAD