

ZOMBIELAND

Name: Imba M'Bolo

Race: Human

Appearance: Assylant aus Somalia, hat einer Miliz angehört... obschon das schon ein paar Jahre zurück liegt, hat er seit dem Ausbruch nichts gemacht als Zombies umgebracht. Er ist ein exzellenter Schütze

Player: Stefan Leuenberger

Ht: Wt: Age:

Spent: 141

Unspent: 0

CHARACTER SHEET

ST 11 [10]	HP 14 [6]	Basic Speed 6 [0]
DX 12 [40]	Will 10 [0]	Basic Move 6 [0]
IQ 10 [0]	Per 11 [5]	BL 24 lb (ST×ST)/5
HT 12* [20]	FP 12 [0]	Thr 1d-1 Sw 1d+1

* Cond. +3 from 'Resistant to Disease'

TL 8 [0]	SM +0
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Vision 11	Taste/Smell 11	Death Check 12
Hearing 11	Fright Check 10	
Touch 11	Consciousness 12	

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
14 13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-5 -6 -7 -8 -9	-10 -11 -12 -13	-14 -15 -16 -17 -18	-19 -20 -21 -22 -23

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
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4

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: -2*	

* -2 from 'Bully', Cond. -1 from 'Callous' when past victim, or has Empathy

CULTURAL FAMILIARITIES	
Native	Pts
African (Native) {p. B23}	[0]
Non-native	Pts
Western {p. B23}	[1]

LANGUAGES			
Native	Spoken	Written	Pts
Somali (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
German {p. B24}	Accented	Accented	[4]

ADVANTAGES	
Name	Pts
Luck {p. B66, P59}	[15]
Resistant to Disease (+3 to resist) {p. B81}	[3]

PERKS	
Name	Pts
Style Familiarity (Assaulter) {p. MA149, PU2:7}	[1]

PERKS (continued)	
Name	Pts
Tracer Eyes	[1]

DISADVANTAGES	
Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]
Bully (12 or less, *1) {p. B125}	[-10]
Callous {p. B125}	[-5]

QUIRKS	
Name	Pts
Chauvinistic {p. B164}	[-1]
Delusion (Somalia has a great political system) {p. B164}	[-1]
Habit (Spits ALL the time) {p. B164}	[-1]
Proud {p. B164}	[-1]
Trademark {p. B164}	[-1]

SKILLS			
Name	Level	Relative	Pts
Driving/TL7 (Automobile) {p. B188}	11	DX-1	[1]
Driving/TL7 (Heavy Wheeled) {p. B188}	11	DX-1	[1]
Explosives/TL8 (Demolition) {p. B194}	10	IQ+0	[2]
Farming/TL7 {p. B194}	9	IQ-1	[1]
Fast-Draw/TL8 (Ammo) {p. B194}	12	DX+0	[1]
Fast-Draw (Long Arm) {p. B194}	12	DX+0	[1]
Fast-Draw (Pistol) {p. B194}	12	DX+0	[1]
Fast-Talk {p. B195}	9	IQ-1	[1]
Fishing {p. B195}	11	Per+0	[1]
Freight Handling/TL7 {p. B197}	9	IQ-1	[1]
Gesture {p. B198}	10	IQ+0	[1]
Guns/TL8 (Pistol) {p. B198}	16	DX+4	[1]
Guns/TL8 (Rifle) {p. B198}	18	DX+6	[20]
Hidden Lore (Zombies) {p. B199}	9	IQ-1	[1]
Hiking {p. B200}	11	HT-1	[1]
Holdout {p. B200}	9	IQ-1	[1]
Intimidation {p. B202}	9*	Will-1	[1]
Knife {p. B208}	12	DX+0	[1]
Parry: 8			
Lockpicking/TL8 {p. B206}	9	IQ-1	[1]
Masonry {p. B207}	10	IQ+0	[1]
Mechanic/TL7 (Agricultural Vehicles) {p. B207}	9	IQ-1	[1]
Observation {p. B211}	10	Per-1	[1]
Scrounging {p. B218}	12	Per+1	[2]
Search {p. B219}	10	Per-1	[1]
Smuggling {p. B221}	9	IQ-1	[1]
Soldier/TL7 {p. B221}	9	IQ-1	[1]
Streetwise {p. B223}	9	IQ-1	[1]
Traps/TL7 {p. B226}	9	IQ-1	[1]

* Cond. +1 from 'Callous' when you use threats or torture

