

ZOMBIELAND

Name: Lev Ibramovitch

Race: Human

Appearance: Nach seiner Dienstzeit in der russischen Armee bei den Genietruppen hat er sich nach Deutschland durchgeschlagen und als Hausmeister und Handwerker gearbeitet. Seiner grossen Liebe folgte er in die Schweiz in den Zirkus.

Player: Stefan Leuenberger

Ht: 1.78 Wt: 80kg Age: 31

Spent: 100

Unspent: 0

CHARACTER SHEET

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

* Cond. +3 from 'Resistant to Disease'

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

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
10 9 8 7 6 5 4 3 2 1	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.

FP	0 FP	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	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	0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, or 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	-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

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, or 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	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 'Merchant' when buying or selling, Cond. +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Hausmeister' when met by a tenant

CULTURAL FAMILIARITIES

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

LANGUAGES

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

ADVANTAGES

Name	Pts
Hausmeister 1 {p. B89} Description: Gives a skill bonus to the following skills: Carpentry, Electrician, Housekeeping, Machinist, Masonry	[5]
Luck {p. B66, P59}	[15]
Resistant to Disease (+3 to resist) {p. B81}	[3]

DISADVANTAGES

Name	Pts
Alcoholism {p. B122}	[-15]
Selfless (12 or less, *1) {p. B153}	[-5]
Sense of Duty (Friends) (Small Group) {p. B153}	[-5]

QUIRKS

Name	Pts
Attentive {p. B163} Usenotes: +1 to lengthy tasks; -3 to notice anything important	[-1]
Congenial {p. B163} Usenotes: This is a milder form of Chummy. You like company and work well with others. You always choose group action over individual action. This is incompatible with Uncongenial (below).	[-1]
Never smiles {p. B163}	[-1]
Obsession (Get back together with Susi) {p. B163}	[-1]
Show off {p. B163} Usenotes: You like the attention your activities bring you, and you try to do things with a flair and a touch of theatrics.	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	9	DX-2	[1]
Administration {p. B174}	11	IQ-1	[1]
Area Knowledge (Stadt Solothurn) {p. B176}	12	IQ+0	[1]
Carousing {p. B183}	12	HT+0	[1]
Carpentry {p. B183}	13*	IQ+1	[1]
Climbing {p. B183}	10	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	10	DX-1	[1]
Driving/TL8 (Construction Equipment) {p. B188}	10	DX-1	[1]
Electrician/TL8 {p. B189}	12*	IQ+0	[1]
Engineer/TL8 (Combat) {p. B190}	10	IQ-2	[1]
First Aid/TL8 (Human) {p. B195}	12	IQ+0	[1]
Forced Entry {p. B196}	11	DX+0	[1]
♣Guns/TL8 (Pistol) {p. B198}	7	DX-4	[0]
♣Guns/TL8 (Rifle) {p. B198}	7	DX-4	[0]
Hiking {p. B200}	11	HT-1	[1]
Housekeeping {p. B200}	13*	IQ+1	[1]
♣Knife {p. B208} Parry: 5	7	DX-4	[0]
Leadership {p. B204}	11	IQ-1	[1]
Machinist/TL8 {p. B206}	12*	IQ+0	[1]
Masonry {p. B207}	13*	IQ+1	[1]
Mathematics/TL8 (Applied) {p. B207}	10	IQ-2	[1]
Mechanic/TL8 (Construction Equipment) {p. B207}	11	IQ-1	[1]
Merchant {p. B209}	11	IQ-1	[1]
Soldier/TL8 {p. B221}	11	IQ-1	[1]
♣Spear {p. B208} Parry: 6	6	DX-5	[0]
♣Staff {p. B208} Parry: 8	6	DX-5	[0]
Stealth {p. B222}	10	DX-1	[1]

* +1 from 'Hausmeister'

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

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

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	8	
DX	DX	DX	None	

Eyes	Skull	Loc.	HP	#
DR: 0 HP: 0	DR: 2 HP: 0	Eyes	2	—
Neck	Face	Neck	—	—
DR: 0 HP: 0	DR: 0 HP: 0	Skull	—	—
Torso	Arms	Face	—	—
DR: 0 HP: 0	DR: 0 HP: 0	Torso	—	—
	Hands	Groin	—	—
	DR: 0 HP: 0	Arms	6	—
	Feet	Hands	4	—
	DR: 0 HP: 0	Groin	6	—
	Legs	Feet	4	—
	DR: 0 HP: 0			
	Feet			
	DR: 2* HP: 0			

Bonus DR: 0
Bonus DB: 0

Notes:

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

SCRATCH PAD	



CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
<small>12.02.2013: 0 pts</small>		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	80
Advantages, Perks	28
Disadvantages, Quirks	-30
Skills, Techniques	22
Total Points Spent:	100
Unspent Points:	0

DESCRIPTION

=== Lev Ibramovitch ===

[[File:Zombieland PC Lev Ibramovitch.jpg|thumb|Lev Ibramovitch]]

Nach seiner Dienstzeit in der russischen Armee bei den Genietruppen hat er sich nach Deutschland durchgeschlagen und als Hausmeister und Handwerker gearbeitet. Seiner grossen Liebe folgte er in die Schweiz, diese besitzt einen kleinen Laden in der Altstadt für Cosplayer, Lev beliefert diesen mit selbst geschmiedeten Waffen.

Weil er seine russische Heimat vermisst, säuft Lev bei praktisch jeder Gelegenheit. Das hat dazu geführt, dass seine Liebe zerbrach. Seither ist er absolut selbstlos und tut für seine Freunde praktisch alles.

*[[File:Lev Ibramovitch.pdf]]

====Charakterentwicklung====

Saufen oder nicht, das ist hier die Frage. Falls man "Drunken Fighting" nehmen darf, ist es klar wohin die Reise führt. Falls nicht, ebenfalls!