ZOMBIELAND

Name: Lev Ibramovitch
Race: Human
Appearance:

Player: Stefan Leuenberger
Ht: 1.78   **Wt:** 80kg   **Age:** 31

Spent: 100
Unspent: 0

CHARACTER SHEET

ST	11	[10]	HP	11	[0]	Basic Speed	5,75 [5]
DX	11	[20]	Will	11	[0]	Basic Move	5 [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

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	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
6 5 4 3 2	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10	-21	-32	-43	-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	0 -1 -2 -3 -4
6 5 4 3 2	-5 -6 -7 -8 -9
1	-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+
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. +3 from 'Handyman' when when Talent is known, Cond. +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known

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
Handyman 3 {p. B89}	[24]
Description: +1 per Level to the following Skills: Armoury, Carpentry, Electrician, Leatherworking, Machinist, Mechanic, Sewing, Smith	
Luck {p. B66, P59}	[15]

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}	[-1]
Usernotes: +1 to lengthy tasks; -3 to notice anything important	
Congenial {p. B163}	[-1]
Usernotes: 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).	
Never smiles {p. B163}	[-1]
Obsession (Get back together with Susi) {p. B163}	[-1]
Show off {p. B163}	[-1]
Usernotes: You like the attention your activities bring you, and you try to do things with a flair and a touch of theatrics.	

SKILLS

Name	Level	Relative	Pts
Area Knowledge (Stadt Solothurn) {p. B176}	11	IQ+0	[1]
Armoury/TL8 (Body Armor) {p. B178}	13*	IQ+2	[1]
Armoury/TL8 (Melee Weapons) {p. B178}	13*	IQ+2	[1]
Armoury/TL8 (Missile Weapons) {p. B178}	13*	IQ+2	[1]
Carousing {p. B183}	11	HT+0	[1]
Carpentry {p. B183}	14*	IQ+3	[1]
Climbing {p. B183}	10	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	10	DX-1	[1]
Driving/TL8 (Heavy Wheeled) {p. B188}	10	DX-1	[1]
Electrician/TL8 {p. B189}	13*	IQ+2	[1]
Engineer/TL8 (Combat) {p. B190}	9	IQ-2	[1]
First Aid/TL8 (Human) {p. B195}	11	IQ+0	[1]
Forced Entry {p. B196}	11	DX+0	[1]
Hiking {p. B200}	10	HT-1	[1]
Leatherworking {p. B205}	14*	DX+3	[1]
Machinist/TL8 {p. B206}	13*	IQ+2	[1]
Mathematics/TL8 (Applied) {p. B207}	9	IQ-2	[1]
Merchant {p. B209}	10	IQ-1	[1]
Sewing/TL8 {p. B219}	14*	DX+3	[1]
Smith/TL8 (Iron) {p. B221}	13*	IQ+2	[1]
Soldier/TL8 {p. B221}	10	IQ-1	[1]

* +3 from 'Handyman'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite Skill used: DX	11	–	1d-2 cr	C	–	–	–	
Kick Skill used: DX-2	9	–	1d-1 cr	C,1	–	–	–	
Punch Skill used: DX	11	8	1d-2 cr	C	–	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Axe Skill used: DX-5	6	6U	1d+4 cut	1	11	4	4	
Long Knife: Knife swing Skill used: DX-2	9	7	1d+2 cut	C,1	7	1.5	4	
Long Knife: Knife thrust Skill used: DX-2	9	7	1d+1 imp	C,1	7	1.5	4	
Multi-Tool: Swing Skill used: DX-4	7	5	1d-1 cut	C,1	5	.5	4	
Multi-Tool: Thrust Skill used: DX-4	7	5	1d-1 imp	C	5	.5	4	[1]
Quarterstaff: Staff swing Skill used: DX-5	6	8	1d+3 cr	1,2	7†	4	4	
Quarterstaff: Staff thrust Skill used: DX-5	6	8	1d+1 cr	1,2	7†	4	4	

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).
ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Composite Bow (ST 12): Barbed-head Skill used: DX-5	6	1d+2 imp	3	240 yd / 300 yd	1	1(2)	10†	-7	–	4	4	[3]
Multi-Tool: Thrown Skill used: DX-4	7	1d-1 imp	–	6 yd / 11 yd	1	T(1)	5	-1	–	.5	4	

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.
Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE

Mvmt.	1–2	3–4	5–6
Dmg.	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	7/8	
DX	DX	DX	Light	

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: 2*	HP: 0

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

Notes:

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
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
	–	-1	-2	-3	-4
Dodge	8	7	6	5	4

LOAD-OUTS

Qty	Backpack	Cost	Weight
1	Backpack, Small (50 lbs.) {p. MH1:54}	225	22.5 lb
	Per Unit - Cost: 120, Weight: 1.5 lb Contents - Cost: 105, Weight: 21 lb		
1	Personal Basics (TL0) {p. B288}	5	1 lb
	Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		
1	Group Basics (TL0) {p. B288}	50	20 lb
	Description: TL:0 Notes: Basic equipment for Cooking and Survival skill for a group. Cook pot, rope, hatchet, etc., for 3-8 campers.		
1	Compass (TL6) {p. B288}	50	–
	Description: TL:6 Notes: +1 to Navigation skill		
	Totals:	**225**	**22.5 lb**

Qty	« Combat »	Cost	Weight
1	Combat	4763	26 lb
	Contents - Cost: 4763, Weight: 26 lb		
1	Armor	80	3 lb
	Contents - Cost: 80, Weight: 3 lb		
1	Boots (TL5) {p. HT68}	80	3 lb
	Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet		
1	Load-Bearing Vest (20 lbs.) {p. MH1:54}	68	3.9 lb
	Per Unit - Cost: 30, Weight: 2 lb Contents - Cost: 38, Weight: 1.9 lb		
1	Cigarette Lighter (TL6)	10	1.6 oz
1	Duct Tape, 15 yds. {p. MH1:54}	1	8 oz
	Description: Pocket-sized flat roll.		
1	Flashlight, Mini (5 yds.) {p. wiki}	10	3.2 oz
	Description: 5 -yard beam, 10 h		
1	Mirror, Pocket {p. MH1:54}	5	–
1	Notebook, Pencil, & Chalk {p. MH1:54}	2	1.6 oz
1	First Aid Kit {p. MH1:56}	10	1 lb
1	Hands	2400	1.5 lb
	Contents - Cost: 2400, Weight: 1.5 lb		
1	Long Knife (TL2; Signature Gear, +0; Weapon Bond, +0; _Remove Attack Mode (Shortsword swing), +0; _Remove Attack Mode (Shortsword thrust), +0; Fine (Balance), *5; Very Fine Quality, *4) {p. MA228, MA229}	2400	1.5 lb
	Description: TL:2 LC:4 [Mode:knife swing Damage:sw-1 cut Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:knife thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:shortsword swing Damage:sw-1 cut Reach:1 Parry:0 ST:7 Skill:Shortsword], [Mode:shortsword thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Shortsword]		
1	Wrists	20	–
	Contents - Cost: 20		
1	Wristwatch (TL6) {p. B288}	20	–
	Description: TL:6		
1	Ankles	50	8 oz
	Contents - Cost: 50, Weight: 8 oz		
1	Multi-Tool (TL0; Fine, +0%) {p. B272, B276}	50	8 oz
	Description: A folding, Leatherman-style belt tool, that counts as improvised gear (-5) for most repairs and includes a small knife. $50, 0.5 lb. Notes: |[1]		
1	Back	910	8 lb
	Contents - Cost: 910, Weight: 8 lb		
1	Composite Bow (ST 12; TL1) {p. B275}	900	4 lb
	Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3] Notes: [3]		
1	Quarterstaff (TL0; _Remove Attack Mode (Sword swing), +0; _Remove Attack Mode (Sword thrust), +0) {p. B273, B274}	10	4 lb
	Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]		
1	Belt	105	7 lb
	Contents - Cost: 105, Weight: 7 lb		
1	Hip Quiver (TL0) {p. B289}	55	3 lb
	Per Unit - Cost: 15, Weight: 1 lb Contents - Cost: 40, Weight: 2 lb Description: TL:0 Notes: Holds 20 arrows or bolts.		
20	Arrow (TL0) {p. B275}	40	2 lb
	20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 Per Unit - Cost: 2, Weight: 1.6 oz		
1	Axe (TL0; Fine Quality, *1) {p. B271}	50	4 lb
	Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace		

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	Combat	4763	26 lb
1	Ordinary Clothes (Status +0; TL0) {p. B266}	1130	2.1 lb
	Per Unit - Cost: 120, Weight: 2 lb Contents - Cost: 1010, Weight: 1.6 oz Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.		
1	Wallet (TL1)	1010	1.6 oz
	Per Unit - Cost: 10, Weight: 1.6 oz Contents - Cost: 1000		
1000	Dollar (TL8)	1000	–
	Per Unit - Cost: 1		
	Totals:	**4763**	**26 lb**

SCRATCH PAD

CAMPAIGN LOG

Points: (logged) 0   + (other) 0   = (total) 0

Initial Character Creation
Character created using GURPS Character Assistant 4
12.02.2013: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[65]
Advantages, Perks	[44]
Disadvantages, Quirks	[-30]
Skills, Techniques	[21]
Total Points Spent:	**100**
Unspent Points:	0