

# ZOMBIELAND

Name: Dr Max Schnider  
Race: Human  
Appearance:

Player: Sam Ritschard  
Ht: 1.85m Wt: 190 lbs Age: 39

Spent: 103  
Unspent: 2

## CHARACTER SHEET

<b>ST</b> 10 [ 0 ]	<b>HP</b> 10 [ 0 ]	<b>Basic Speed</b> 6 [ 5 ]
<b>DX</b> 11 [ 20 ]	<b>Will</b> 12 [ 0 ]	<b>Basic Move</b> 6 [ 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

\* Cond. -5 from 'Absent-Mindedness' when concentrating on another task  
† Cond. +3 from 'Resistant to Disease'

<b>TL</b> 8 [ 0 ]	<b>SM</b> +0
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Vision 12	Taste/Smell 12	Death Check 12
Hearing 13*	Fright Check 12	
Touch 12	Consciousness 12	

\* +1 from 'Acute Hearing'

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

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	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	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 'Medic' when recognized by someone who received help

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native) {p. B23}	[ 0 ]

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

ADVANTAGES	
Name	Pts
Acute Hearing 1 {p. B35} Roll to hear: 13 (Hearing)	[ 2 ]
Luck {p. B66, P59}	[ 15 ]
Medic 1 {p. B89} Description: This Talent gives a bonus to Diagnosis, First Aid, Pharmacy, Physician, Surgery, Veterinary	[ 6 ]
Resistant to Disease (+3 to resist) {p. B81}	[ 3 ]

DISADVANTAGES	
Name	Pts
Absent-Mindedness {p. B122}	[ -15 ]

DISADVANTAGES (continued)	
Name	Pts
Laziness {p. B142}	[ -10 ]

QUIRKS	
Name	Pts
Always Smiles {p. B163}	[ -1 ]
Antitheist {p. B163}	[ -1 ]
Attentive {p. B163}	[ -1 ]
Knuckle Cracker {p. B163}	[ -1 ]
Musical Cartilage {p. B163}	[ -1 ]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Solothurn, Stadt) {p. B176}	12	IQ+0	[ 1 ]
Area Knowledge (Wasseramt, Bezirk) {p. B176}	12	IQ+0	[ 1 ]
Bioengineering/TL8 (Vaccines) {p. B180}	10	IQ-2	[ 1 ]
Biology/TL8 (Earthlike) {p. B180}	9	IQ-3	[ 1 ]
Chemistry/TL8 {p. B183}	10	IQ-2	[ 1 ]
Diagnosis/TL8 (Human) {p. B187}	11*	IQ-1	[ 1 ]
Diplomacy {p. B187}	10	IQ-2	[ 1 ]
Driving/TL8 (Automobile) {p. B188}	10	DX-1	[ 1 ]
Electronics Operation/TL8 (Medical) {p. B189}	11	IQ-1	[ 1 ]
First Aid/TL8 (Human) {p. B195}	13*	IQ+1	[ 1 ]
Freight Handling/TL8 {p. B197}	11	IQ-1	[ 1 ]
Hazardous Materials/TL8 (Biological) {p. B199}	11	IQ-1	[ 1 ]
Hazardous Materials/TL8 (Chemical) {p. B199}	11	IQ-1	[ 1 ]
Knife {p. B208}	11	DX+0	[ 1 ]
Parry: 7			
Pharmacy/TL8 (Synthetic) {p. B213}	11*	IQ-1	[ 1 ]
Physician/TL8 (Human) {p. B213}	11*	IQ-1	[ 1 ]
Poisons/TL8 {p. B214}	10	IQ-2	[ 1 ]
Scrounging {p. B218}	12	Per+0	[ 1 ]
Search {p. B219}	11	Per-1	[ 1 ]
Surgery/TL8 (Human) {p. B223}	10*	IQ-2	[ 1 ]
Veterinary/TL8 {p. B228}	11*	IQ-1	[ 1 ]
Weird Science {p. B228}	9	IQ-3	[ 1 ]

\* +1 from 'Medic'



CAMPAIGN LOG (continued)	
<b>Session 3</b>	<b>21. 12. 2013</b>
Feuerwehrmagazin erobert, zwei (drei?) neue Zombietypen gefunden. <i>24.12.2013: 4 pts</i>	
<b>Initial Character Creation</b>	
Character created using GURPS Character Assistant 4 <i>12.05.2013: 0 pts</i>	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[ 85 ]
Advantages, Perks	[ 26 ]
Disadvantages, Quirks	[ -30 ]
Skills, Techniques	[ 22 ]
<b>Total Points Spent:</b>	<b>103</b>
<b>Unspent Points:</b>	<b>2</b>