ZOMBIELAND

CHARACTER SHEET

Name: Gianni Bruto
Race: Human
Appearance:

Player: Stefan Leuenberger
Ht: 1.60m **Wt:** 130 lbs **Age:** 26
Spent: 100
Unspent: 0

ST 10 [0]	HP 10 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 12 [0]	Basic Move 6 [0]
IQ 12 [40]	Per 12 [0]	BL 20 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-2 Sw 1d

TL 8 [0] SM +0

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	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
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-5 -6 -7 -8 -9
2 1	-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. -2 from 'Stuttering', Cond. +1 from 'Merchant' when buying or selling, Cond. +1 from 'Burglar' when recognized by fellow thief

CULTURAL FAMILIARITIES

Name	Pts
Western (Native) {p. B23}	0

LANGUAGES

Native	Spoken	Written	Pts
Italian (Native) {p. B24}	Native	Native	0

Non-native	Spoken	Written	Pts
German {p. B24}	Broken	–	1

ADVANTAGES

Name	Pts
Burglar 1 {p. B89}	6

Description: Gives a bonus of +1 per level to the following Skills: Acrobatics, Electronics Operation (Security), Filch, Lockpicking, Stealth, Traps. +1 to Reaction from Thieves

DISADVANTAGES

Name	Pts
Greed (12 or less, *1) {p. B137}	-15
Stuttering {p. B157}	-10

QUIRKS

Name	Pts
Devout Catholic {p. B163}	-1
Usernotes: Orthodox	
Knuckle Cracker {p. B163}	-1
Sensitive about Appearance (Hairstyle) {p. B163}	-1
Speed Freak {p. B163}	-1
Usernotes: I like to go fast	
Talks to himself (In Italian) {p. B163}	-1

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	11*	DX-1	1
Armoury/TL8 (Heavy Weapons) {p. B178}	11	IQ-1	1
Armoury/TL8 (Small Arms) {p. B178}	11	IQ-1	1
Driving/TL8 (Automobile) {p. B188}	11	DX-1	1
Driving/TL8 (Heavy Wheeled) {p. B188}	11	DX-1	1
Electrician/TL8 {p. B189}	11	IQ-1	1
Electronics Operation/TL8 (Security) {p. B189}	12*	IQ+0	1
Electronics Repair/TL8 (Security) {p. B190}	11	IQ-1	1
Explosives/TL8 (Demolition) {p. B194}	11	IQ-1	1
Filch {p. B195}	12*	DX+0	1
Forced Entry {p. B196}	12	DX+0	1
Gambling {p. B197}	11	IQ-1	1
Holdout {p. B200}	11	IQ-1	1
Intimidation {p. B202}	11	Will-1	1
Lockpicking/TL8 {p. B206}	12*	IQ+0	1
Merchant {p. B209}	11	IQ-1	1
Observation {p. B211}	11	Per-1	1
Pickpocket {p. B213}	10	DX-2	1
Savoir-Faire (Mafia) {p. B218}	12	IQ+0	1
Stealth {p. B222}	12*	DX+0	1
Streetwise {p. B223}	11	IQ-1	1
Traps/TL8 {p. B226}	12*	IQ+0	1
Urban Survival {p. B228}	11	Per-1	1

*+1 from 'Burglar'

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	12	–	1d-3 cr	C	–	–	–	
Skill used: DX								
Kick	10	–	1d-2 cr	C,1	–	–	–	
Skill used: DX-2								
Punch	12	9	1d-3 cr	C	–	–	–	
Skill used: DX								

SLAM TABLE

Mvmt.	1–2	3–5	6–7
Dmg.	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	9	
DX	DX	DX	None	

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

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	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
	–	-1	-2	-3	-4
Dodge	9	8	7	6	5

SCRATCH PAD

CAMPAIGN LOG

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

Initial Character Creation
Character created using GURPS Character Assistant 4
12.10.2013: 0 pts

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[100]
Advantages, Perks	[7]
Disadvantages, Quirks	[-30]
Skills, Techniques	[23]
Total Points Spent:	**100**
Unspent Points:	0