

# ZOMBIELAND

Name: Tobi Hofer

Race: Human

Appearance: Kiffender Sport Lehramt-Student, ist in der Stadt Bern aufgewachsen. In seiner Freizeit wandert, klettert und kumpiert er gerne. Von seinem Vater hat er das Talent zur Jagd geerbt. Er baut sein Ganja selbst an.

Player: Stefan Leuenberger

Ht: 1.90m Wt: 86 kg Age: 19

Spent: 117

Unspent: 1

## CHARACTER SHEET

ST 12 [ 20]	HP 12 [ 0]	Basic Speed 6 [ 0]
DX 12 [ 40]	Will 10 [ 0]	Basic Move 6 [ 0]
IQ 10* [ 0]	Per 12 [ 10]	BL 29 lb (ST×ST)/5
HT 12† [ 20]	FP 12 [ 0]	Thr 1d-1 Sw 1d+2

\* Cond. -1 from 'Gregarious' when in a group of four or less, Cond. -4 from 'Gregarious' when alone  
 † 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 10	
Touch 12	Consciousness 12	

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-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 -45 -46 -47	-48 -49 -50 -51 -52 -53 -54 -55 -56 -57 -58 -59

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	58 lb	232 lb	348 lb	435 lb	1450 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 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved, Cond. +1 from 'Stalker' when Hunters, trackers, etc.

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

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

ADVANTAGES	
Name	Pts
Luck {p. B66, P59}	15
Resistant to Disease (+3 to resist) {p. B81}	3
Signature Gear (BOWTECH Xperience Black OPS) 1 {p. B85}	1
Signature Gear (KCC Edge Long Knife) 1 {p. B85}	1
Stalker 1 {p. MA:FC17, SV15, PU3:15}	5

Description: Camouflage, Hiking, Navigation (Land), Stealth and Tracking

DISADVANTAGES	
Name	Pts
Bad Temper (15 or less, *0.5) {p. B124}	-5
Gregarious {p. B126}	-10
Honesty (12 or less, *1) {p. B138}	-10

QUIRKS	
Name	Pts
Adrenaline Junkie {p. B163}	-1
Annoying Gamer {p. B163}	-1
Chauvinistic {p. B163}	-1
Distinctive Feature (Scar on right cheek) {p. B163}	-1
Immodest {p. B163}	-1
Nightmares (The Aunt-Killing) {p. B163}	-1

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	12	DX+0	4
Area Knowledge (Bern, Stadt) {p. B176}	10	IQ+0	1
Bow {p. B182}	7	DX-5	0
Camouflage {p. B183}	11*	IQ+1	1
Climbing {p. B183}	11	DX-1	1
First Aid/TL8 (Human) {p. B195}	10	IQ+0	1
Gardening {p. B197}	10	IQ+0	1
Guns/TL8 (Pistol) {p. B198}	10	DX-2	0
Guns/TL8 (Rifle) {p. B198}	12	DX+0	1
Guns/TL8 (Shotgun) {p. B198}	12	DX+0	1
Hidden Lore (Zombies) {p. B199}	9	IQ-1	1
Hiking {p. B200}	12*	HT+0	1
Housekeeping {p. B200}	10	IQ+0	1
Jumping {p. B203}	12	DX+0	1
Knife {p. B208}	14	DX+2	4
Navigation/TL8 (Land) {p. B211}	10*	IQ+0	1
Observation {p. B211}	11	Per-1	1
Running {p. B218}	11	HT-1	1
Saber {p. B208}	11	DX-1	1
Scrounging {p. B218}	12	Per+0	1
Search {p. B219}	11	Per-1	1
Skiing {p. B221}	10	HT-2	1
Stealth {p. B222}	12*	DX+0	1
Survival (Mountain) {p. B223}	11	Per-1	1
Swimming {p. B224}	12	HT+0	1
Teaching {p. B224}	9	IQ-1	1
Throwing {p. B226}	11	DX-1	1
Tracking {p. B226}	12*	Per+0	1
Writing {p. B228}	9	IQ-1	1

\* +1 from 'Stalker'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	12	-	1d-2 cr	C	-	-	-	
Kick <i>Skill used: DX-2</i>	10	-	1d-1 cr	C,1	-	-	-	
Punch <i>Skill used: DX</i>	12	9	1d-2 cr	C	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KCC Edge: Knife swing <i>Skill used: Knife+1</i>	15	10	1d+3 cut	C,1	7	1.125	4	
KCC Edge: Knife thrust <i>Skill used: Knife+1</i>	15	10	1d+1 imp	C,1	7	1.125	4	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
BOWTECH Xperience Black OPS (ST 14): Barbed-head <i>Skill used: Bow+1</i>	8	1d+3 imp	4	280 yd / 350 yd	1	1(2)	10†	-7	-	3	4	[3]
H&K P30 <i>Skill used: Guns (Pistol)</i>	10	2d+2 pi	2	160 yd / 1.14 mi	3	15+1(3)	8	-2	2	2.1	3	
Remington Model 870, 12G 2.75": Shot <i>Skill used: Guns (Shotgun)</i>	12	1d+1 pi	3	40 yd / 800 yd	2x9	5+1(2)	10†	-6	1/5	7.6	3	[1]

**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 "I":** Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

SLAM TABLE			
Mvmt. Dmg.	1-2	3-4	5-7
	1d-3	1d-2	1d-1

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

	<table border="1"> <tr><td>Skull</td><td>DR: 3/1*+8</td><td>HP: 0</td></tr> <tr><td>Face</td><td>DR: 9</td><td>HP: 0</td></tr> <tr><td>Arms</td><td>DR: 3/1*</td><td>HP: 0</td></tr> <tr><td>Hands</td><td>DR: 3/1*</td><td>HP: 0</td></tr> <tr><td>Groin</td><td>DR: 3/1*</td><td>HP: 0</td></tr> <tr><td>Legs</td><td>DR: 3/1*</td><td>HP: 0</td></tr> <tr><td>Feet</td><td>DR: 2</td><td>HP: 0</td></tr> </table>	Skull	DR: 3/1*+8	HP: 0	Face	DR: 9	HP: 0	Arms	DR: 3/1*	HP: 0	Hands	DR: 3/1*	HP: 0	Groin	DR: 3/1*	HP: 0	Legs	DR: 3/1*	HP: 0	Feet	DR: 2	HP: 0	<table border="1"> <tr><th>Loc.</th><th>HP</th><th>#</th></tr> <tr><td>Eyes</td><td>2</td><td>_____</td></tr> <tr><td>Neck</td><td>-</td><td>_____</td></tr> <tr><td>Skull</td><td>-</td><td>_____</td></tr> <tr><td>Face</td><td>-</td><td>_____</td></tr> <tr><td>Torso</td><td>-</td><td>_____</td></tr> <tr><td>Groin</td><td>-</td><td>_____</td></tr> <tr><td>Arms</td><td>7</td><td>_____</td></tr> <tr><td>Hands</td><td>5</td><td>_____</td></tr> <tr><td>Legs</td><td>7</td><td>_____</td></tr> <tr><td>Feet</td><td>5</td><td>_____</td></tr> <tr><td><b>Bonus DR:</b></td><td>0</td><td></td></tr> <tr><td><b>Bonus DB:</b></td><td>0</td><td></td></tr> <tr><td><b>Notes:</b></td><td></td><td></td></tr> </table>	Loc.	HP	#	Eyes	2	_____	Neck	-	_____	Skull	-	_____	Face	-	_____	Torso	-	_____	Groin	-	_____	Arms	7	_____	Hands	5	_____	Legs	7	_____	Feet	5	_____	<b>Bonus DR:</b>	0		<b>Bonus DB:</b>	0		<b>Notes:</b>		
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ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
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
Dodge	9	8	7	6	5



CAMPAIGN LOG (continued)	
<b>Session 2</b>	<b>13.12.2013</b>
Junge Frau aus Auto befreit, Herrenweg 3 Schwwo gefunden, Haus befestigt, Mike beinahe zu Zombie geworden - Vorher abgestochen. <i>14.12.2013: 3 pts</i>	
<b>Failed Fright Check - New Quirk</b>	<b>13.12.2013</b>
Zombie-Tante umgebracht <i>14.12.2013: -1 pts</i>	
<b>Zombieland - Solothurn</b>	<b>12.12.2013</b>
<p>Unsere Rollenspielrunde wurde durch einen Zombie gestört. Dr. Ritschard hat ihn mit einem blitzartigen Manöver zur Strecke gebracht, während Stüssy und ich nur wie angewurzelt stehen bleiben konnten.</p> <p>Danach wurde uns schlagartig bewusst: Die Apokalypse ist hereingebrochen, also haben wir die Obach Klinik gelootet... achja, meine Schwester sollten wir noch befreien. Sie heisst Melanie und ist am Herrenweg 3. Wir sind derzeit auf dem Weg dahin, zu uns gestossen ist Mike Bacher, ein Wachmann der sich im Spital versteckt hat.</p> <p>Habe meine Bonus CP in die Skills Knife und Saber gesteckt sowie 1 Level Night Vision gekauft <i>12.12.2013: 3 pts</i></p>	
<b>Initial Character Creation</b>	
Character created using GURPS Character Assistant 4 <i>12.04.2013: 0 pts</i>	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[ 90 ]
Advantages, Perks	[ 25 ]
Disadvantages, Quirks	[ -31 ]
Skills, Techniques	[ 33 ]
<b>Total Points Spent:</b>	<b>117</b>
<b>Unspent Points:</b>	<b>1</b>