

ZOMBIELAND		CP	100
SURVIVOR TEMPLATE			
Attributes	ST 10 DX 10 IQ 10 HT 10 HP 10 Will 10 Per 10 FP 10 Basic Speed 5.00 Basic Move 5 It is recommended to invest approximately 60 CP into Attributes +ST 1-4 [10/level], +DX 1-2 [20/level], +IQ 1-2 [20/level], +HT 1-4 [10/level], +HP 1-3 [2/level], +FP 1-3 [3/level], +Will 1-2 [5/level], +Per 1-2 [5/level], +Basic Speed 0.25-0.5 [5/level], + Basic Move 1-2 [5/level]		60
Advantages	It is recommended to invest approximately 40 CP into Advantages Language (Native) (German) [0] Culture (Native) (Western) [0] Absolute Direction, Absolute Timing, Acute Hearing 1-2, Acute Taste and Smell 1-2, Acute Touch 1-2, Acute Vision 1-2, Ambidexterity, Animal Empathy, Animal Friend, Appearance, Artificer, Charisma, Clerical Investment, Common Sense, Cultural Familiarity, Deep Sleeper, Eidetic Memory or Photographic Memory, Fearlessness 1-2, Fit or Very Fit, Flexibility or Double- Jointed, Gigantism, Green Thumb, Healer, High Manual Dexterity, Intuition, Intuitive Mathematician, Language Talent, Less Sleep 1, Lightning Calculator, Luck 1, Outdoorsman, Penetrating Voice, Perfect Balance, Pitiable, Rapid Healing or Very Rapid Healing, Reduced Consumption 1, Resistant (Max. +3), Sensitive or Empathy, Serendipity 1, Single-Minded, Smooth Operator, Talent, Temperature Tolerance 1-2, Versatile, Voice 3D Spatial Sense, Autotrance, Business Acumen, Cultural Adaptability, Fashion Sense, Gifted Artist, Improved G-Tolerance, Longevity 1, Mathematical Ability, Musical Ability, Rapier Wit, Social Chameleon Each Perk costs [1]. You may take 2 Perk / 50 CP spent. So 2 in total when you create your Character. Alcohol Tolerance, Brave, Dual Ready, Deep Sleeper, Equipment Bond, Eye for Distance, Focused, Forgettable Face, Good with (Animal), Good with (Social Group), Efficient, Honest Face, Natural Pockets, No Hangover, No Nuisance Rolls, Off-Hand Training, One-Task Wonder (Hotwiring Cars), One-Task Wonder (Intuitive Repairman), Passing Appearance, Penetrating Voice, Shticks (Convincing Nod), Shticks (Disarming Smile), Shticks (Fearsome Stare), Shticks (Gangster Swagger), Shticks (Haughty Sneer), Shticks (Sexy Pose)		40
Perks	You may take up to -25 CP in Disadvantages		-25
Disadvantages	Appearance, Odious Personal Habits, Absent-Mindedness, Addiction, Alcoholism, Appearance, Bad Temper, Bloodlust, Bully, Charitable, Chronic Depression, Chummy or Gregarious, Clueless, Code of Honor, Compulsive Behaviour, Delusions [-5/-10], Dependents, Disciplines of Faith, Disturbing Voice, Easy to Read, Extra Sleep, Flashbacks, Fanaticism, Fat or Very Fat, Gluttony, Guilt Complex, Gullibility, Honesty, Intolerance, Jealousy, Kleptomania, Lecherousness, Manic-Depressive, Nightmares, Oblivious, Obsession, On the Edge, Overconfidence, Paranoia, Phobia, Selfish, Selfless, Sense of Duty, Shyness, Slow Riser, Social Stigma, Stubbornness, Stuttering, Truthfulness It is recommended to invest approximately 25 CP in Skills		25
Recommended Skills	Area Knowledge, Armoury/TL, Carpentry, Chemistry/TL, Diagnosis/TL, Driving/TL, Electrician/TL, Electronics Operation/TL, Electronics Repair/TL, Engineer/TL, Explosives/TL, Falconry, Farming/TL, First Aid/TL, Fishing, Forced Entry, Freight Handling/TL, Gardening, Gesture, Hazardous Materials/TL, Herb Lore/TL, Hiking, Housekeeping, Jumping, Knot-Tying, Leatherworking, Lockpicking/TL, Machinist/TL, Masonry, Mechanic/TL, Meteorology/TL, Observation, Packing, Pharmacy/TL, Photography/TL, Physician/TL, Physics/TL, Physiology/TL, Pickpocket, Piloting/TL, Prospecting/TL, Riding, Running, Scrounging, Search, Sewing/TL, Smith/TL, Soldier/TL, Stealth, Surgery/TL, Survival, Tactics, Teaching, Teamster, Throwing, Tracking, Traps/TL, Urban Survival, Veterinary/TL		
Allowed Skills	Acrobatics, Acting, Animal Handling, Architecture/TL, Autohypnosis, Bicycling, Bioengineering/TL, Biology/TL, Boating/TL, Body Control, Body Language, Body Sense, Breath Control, Camouflage, Carousing, Cartography, Climbing, Combat Art Sport, Computer Hacking/TL, Computer Operation/TL, Computer Programming/TL, Connoisseur, Cooking, Counterfeiting/TL, Crewman/TL, Criminology/TL, Cryptography/TL, Dancing, Detect Lies, Diplomacy, Disguise/TL, Diving Suit/TL, Environment Suit/TL, Erotic Art, Escape, Esoteric Medicine, Expert Skill, Fast- Talk, Filch, Forgery/TL, Forward Observer/TL, Gambling, Games, Holdout, Hypnotism, Interrogation, Intimidation, Lasso, Leadership, Lifting HT, Lip Reading, Mathematics/TL, Meditation, Mental Strength, Merchant, Metallurgy/TL, Mimicry, Musical Instrument, Naturalist, Navigation/TL, NBC Suit/TL, Poisons/TL, Professional Skill, Psychology, Public Speaking, Research/TL, Savoir-Faire, Scuba/TL, Seamanship/TL, Sex Appeal, Shadowing, Shiphandling/TL, Singing, Skating, Skiing, Sleight of Hand, Speed-Reading, Sports, Stage Combat, Strategy, Streetwise, Submarine/TL, Submariner/TL, Swimming, Theology, Ventriloquism, Weird Science, Writing		
Not Recommended	Accounting, Administration, Airshipman/TL, Anthropology, Archaeology, Artist, Astronomy/TL, Brainwashing/TL, Current Affairs/TL, Dreaming, Economics, Exorcism, Finance, Fire Eating, Forensics/TL, Fortune-Telling, Geography/TL, Geology/TL, Group Performance, Heraldry, History, Hobby Skill, Intelligence Analysis/TL, Jeweler/TL, Law, Linguistics, Literature, Makeup/TL, Market Analysis, Musical Composition, Occultism, Paleontology/TL, Panhandling, Parachuting/TL, Performance, Philosophy, Poetry, Politics, Propaganda/TL, Religious Ritual, Smuggling, Sociology, Typing		
+ 5 CP from Quirks to customize your character			