

CHARACTER SHEET

Name: Imba M'Bolo Player: Stefan Leuenberger Spent: 141 Race: Human Ht: Wt: Unspent: 0 Age:

Callous {p. B125}

Appearance: Asylant aus Somalia, hat einer Miliz angehört... obschon das schon ein paar Jahre zurück liegt, hat er seit dem Ausbruch nichts gemacht als Zombies umgebracht. Er ist ein

exzellenter Schütze

DX 1	0 1								
ן בא	2 [40]	Will	10	[0]	Basic Move 6	[(0]
IQ 1] 0	0]	Per	11	[5]	BL 24 lb) (ST×ST)/5
HT 1	2 * [20]	FP	12	[0]	Thr 1d-1	^{Sw} 1d+1	

	TL	8	[0]	SM	+0
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Vision 11	Taste/Smell	11	Death Check	12
Hearing 11	Fright Check	10		
Touch 11	Consciousness	12		

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
14 13 12 11 10	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
98765	-5 -6 -7 -8 -9	-19 -20 -21 -22 -23	-33 -34 -35 -36 -37	-47 -48 -49 -50 -51	-61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69

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

-5×HP or less: Immediate death

FP	0 FP
12111098	
76543	-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.

O 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.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LIFTING FEATS							
1-Hand 2-Hand Shove / Carry on Shift							
Name	Lift*	Lift†	Over [‡]	Back§	Slightly		
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb		
* Takes 2 seconds to complete							
† Takes 4 seconds to complete § Lose 1 FP/sec while over				while over X-Hv	y 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 vd	3.67 vd	4.33 vd	5 vd	5.67 vd	6 vd		

REACTION MODIFIERS				
Appearance: +0				
Status: +0				
Other: -2*				
* -2 from 'Rully' Cond -1 from 'Callous' when past victim or has Empathy				

CULTURAL FAMILIARITIES	
Native	Pts
African (Native) {p. B23}	0
Non-native	Pts
Western {p. B23}	1

LANGUAGES							
Native	Spoken	Written	Pts				
Somali (Native) {p. B24}	Native	Native	[0]				
Non-native	Spoken	Written	Pts				
German (p. B24)	Accented	Accented	[4]				

ADVANTAGES	
Name	Pts
Luck (p. B66, P59)	[15]
Resistant to Disease (+3 to resist) (p. B81)	[3]

PERKS	
Name	Pts
Style Familiarity (Assaulter) {p. MA149, PU2:7}	[1]

PERKS (continued)	
Name	Pts
Tracer Eyes	[1]
DISADVANTAGES	
Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]

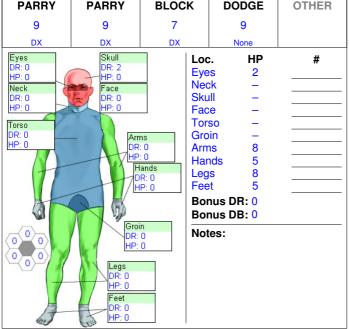
QUIRKS	
Name	Pts
Chauvinistic (p. B164)	[-1]
Proud {p. B164}	[-1]

Froud {ρ. Β104}			<u> </u>			
SKILLS						
Name	Level	Relative	Pts			
Driving/TL7 (Automobile) {p. B188}	11	DX-1	[1]			
Driving/TL8 (Heavy Wheeled) {p. B188}	11	DX-1	[1]			
Farming/TL7 {p. B194}	9	IQ-1	[1]			
Fast-Draw/TL8 (Ammo) {p. B194}	12	DX+0	[1]			
Fast-Draw (Long Arm) {p. B194}	12	DX+0	[1]			
Fast-Draw (Pistol) {p. B194}	12	DX+0	[1]			
Fast-Talk {p. B195}	9	IQ-1	[1]			
Fishing {p. B195}	11	Per+0	[1]			
Freight Handling/TL8 (p. B197)	9	IQ-1	[1]			
Gesture (p. B198)	10	IQ+0	[1]			
dGuns/TL8 (Pistol) {p. B198}	16	DX+4	[1]			
Guns/TL8 (Rifle) {p. B198}	18	DX+6	[20]			
Hidden Lore (Zombies) {p. B199}	9	IQ-1	[1]			
Hiking {p. B200}	11	HT-1	[1]			
Holdout (p. B200)	9	IQ-1	[1]			
Intimidation {p. B202}	9*	Will-1	[1]			
Knife {p. B208}	12	DX+0	[1]			
Parry: 8						
Lockpicking/TL8 {p. B206}	9	IQ-1	[1]			
Masonry (p. B207)	10	IQ+0	[1]			
Mechanic/TL7 (Agricultural Vehicles)	9	IQ-1	[1]			
{p. B207}						
Observation (p. B211)	10	Per-1	[1]			
Scrounging {p. B218}	11	Per+0	[1]			
Search {p. B219}	10	Per-1	[1]			
Smuggling {p. B221}	9	IQ-1	[1]			
Soldier/TL7 {p. B221}	9	IQ-1	[1]			
Streetwise {p. B223}	9	IQ-1	[1]			
Traps/TL7 {p. B226}	9	IQ-1	[1]			
* Cond. +1 from 'Callous' when you use threats or torture						

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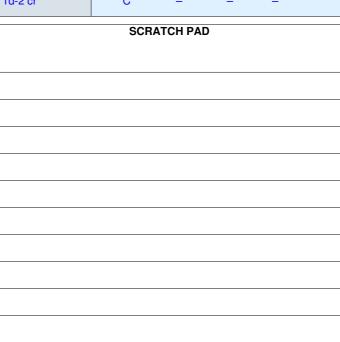
		MELEE A	ATTACKS					
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	12	_	1d-2 cr	С	_	_	_	
Skill used: DX								
Kick	10	_	1d-1 cr	C,1	_	_	_	
Skill used: DX-2								
Punch	12	9	1d-2 cr	С	_	_		
Skill used: DX								

SLAM TABLE								
Mvmt. 1 2–3 4–7								
Dmg.	1d-0	3	3 1d-2			1d-1		
D. 1. D. D. V								
PARRY	PARRY	BLC	CK	DODGE	=	OTHER		
9	9	7	7	9				
		I _						



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	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		

TECHNIQUES						
Name	Level	Relative	Pts	s		
Immediate Action (Guns (Rifle))	16	def+4	[4]		
{p. HT251}						
Masked Shooting (Guns (Rifle)) {p. B229}	16	def+2	[2]		
Quick-Shot/TL8 (Guns (Rifle)) {p. HT252}	18	def+6	[6]		
Targeted Attack/TL8 (Guns (Rifle)/Face)	16	def+3	[4]		
{n. HT252}			-	-		





CAMPAIGN LOG					
Points: (logged) 0	+ (other) 0	= (total) 0			
Initial Character Creation					
Character created using GURPS Character Assistant 4					
13.03.2014: 0 pts					

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [81]
Advantages, Perks [25]
Disadvantages, Quirks [-27]
Skills, Techniques [62]
Total Points Spent:	141
Unspent Points:	0

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