

ZOMBIELAND

Name: Imba M'Bolo

Race: Human

Appearance: Assylant 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

Player: Stefan Leuenberger

Ht: Wt: Age:

Spent: 141

Unspent: 0

CHARACTER SHEET

| | | |
|---------------------|---------------------|--------------------------------|
| ST 11 [10] | HP 14 [6] | Basic Speed 6 [0] |
| DX 12 [40] | Will 10 [0] | Basic Move 6 [0] |
| IQ 10 [0] | Per 11 [5] | BL 24 lb (ST×ST)/5 |
| HT 12* [20] | FP 12 [0] | Thr 1d-1 Sw 1d+1 |

* Cond. +3 from 'Resistant to Disease'

| | |
|------------------|--------------|
| TL 8 [0] | SM +0 |
|------------------|--------------|

| | | |
|------------|------------------|----------------|
| 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 9 8 7 6 5 4 3 2 1 | 0 -1 -2 -3 -4 | -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 -60 -61 -62 -63 -64 -65 -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 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 | 48 lb | 192 lb | 288 lb | 360 lb | 1200 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. High Broad | Rest | 1 | 2 | 3 | 4 | 5+ |
| | 2.17 ft | 2.67 ft | 1.06 yd | 1.22 yd | 1.39 yd | 1.44 yd |
| | 3 yd | 3.67 yd | 4.33 yd | 5 yd | 5.67 yd | 6 yd |

| REACTION MODIFIERS | |
|--------------------|-----|
| Appearance: | +0 |
| Status: | +0 |
| Other: | -2* |

* -2 from 'Bully', 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, *) {p. B125} | [-10] |
| Bully (12 or less, *) {p. B125} | [-10] |
| Callous {p. B125} | [-5] |

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

| 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] |
| Guns/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) {p. B207} | 9 | IQ-1 | [1] |
| 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

