

ZOMBIELAND

Name: Dr. Max Schnider
Race: Human
Appearance:

Player: Sam Ritschard
Ht: 1.85m Wt: 190 lbs Age: 39

Spent: 101
Unspent: 5

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 6 [5]
DX 11 [20]	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

* Cond. -5 from 'Absent-Mindedness' when concentrating on another task

TL 8 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 12
Hearing 13*	Fright Check 12	
Touch 12	Consciousness 12	

* +1 from 'Acute Hearing'

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
10 9 8 7 6 5 4 3 2 1	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	FP loss effects are cumulative with each other and any effects suffered from HP loss.
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	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.
7 6 5 4 3	-5 -6 -7 -8 -9	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.
2 1	-10 -11	-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

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. 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: +0*	

* Cond. +1 from 'Medic' when recognized by someone who received help

ADVANTAGES	
Name	Pts
Acute Hearing 1 {p. B35}	[2]
Luck {p. B66, P59}	[15]
Medic 1 {p. B89}	[6]
Resistant (Disease) (Occasional) (+3, *1/3) {p. B80, P71}	[3]

DISADVANTAGES	
Name	Pts
Absent-Mindedness {p. B122}	[-15]
Laziness {p. B142}	[-10]

QUIRKS	
Name	Pts
Always Smiles {p. B163}	[-1]
Antitheist {p. B163}	[-1]
Attentive {p. B163}	[-1]
Knuckle Cracker {p. B163}	[-1]

QUIRKS (continued)	
Name	Pts
Musical Cartilage {p. B163}	[-1]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Solothurn, Stadt) {p. B176}	12	IQ+0	[1]
Area Knowledge (Wasseramt, Bezirk) {p. B176}	12	IQ+0	[1]
Bioengineering/TL8 (Genetic Engineering) {p. B180}	10	IQ-2	[1]
Biology/TL8 (Earthlike) {p. B180}	9	IQ-3	[1]
Chemistry/TL8 {p. B183}	10	IQ-2	[1]
Diagnosis/TL8 (Human) {p. B187}	11*	IQ-1	[1]
Diplomacy {p. B187}	10	IQ-2	[1]
Electronics Operation/TL8 (Medical) {p. B189}	11	IQ-1	[1]
First Aid/TL8 (Human) {p. B195}	13*	IQ+1	[1]
Freight Handling/TL8 {p. B197}	11	IQ-1	[1]
Hazardous Materials/TL8 (Biological) {p. B199}	11	IQ-1	[1]
Hazardous Materials/TL8 (Chemical) {p. B199}	11	IQ-1	[1]
Knife {p. B208}	11	DX+0	[1]
Pharmacy/TL8 (Synthetic) {p. B213}	11*	IQ-1	[1]
Physician/TL8 (Human) {p. B213}	11*	IQ-1	[1]
Poisons/TL8 {p. B214}	10	IQ-2	[1]
Scrounging {p. B218}	12	Per+0	[1]
Surgery/TL8 (Human) {p. B223}	10*	IQ-2	[1]
Veterinary/TL8 {p. B228}	11*	IQ-1	[1]
Weird Science {p. B228}	9	IQ-3	[1]

* +1 from 'Medic'

CAMPAIGN LOG	
Points: (logged) 6 + (other) 0 = (total) 6	
Session 2	13.12.2013
<p>Junge Frau aus Auto befreit, Herrenweg 3 Schwwo gefunden, Haus befestigt, Mike beinahe zu Zombie geworden - Vorher abgestochen.</p> <p><i>14.12.2013: 3 pts</i></p>	
Zombieland - Solothurn	12.12.2013
<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><i>12.12.2013: 3 pts</i></p>	
Initial Character Creation	
<p>Character created using GURPS Character Assistant 4</p> <p><i>12.05.2013: 0 pts</i></p>	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[85]
Advantages, Perks	[26]
Disadvantages, Quirks	[-30]
Skills, Techniques	[20]
Total Points Spent:	101
Unspent Points:	5