

ZOMBIELAND

Name: Dr. Max Schnider
Race: Human
Appearance:

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

Spent: 101
Unspent: 4

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
† Cond. +3 from 'Resistant to Disease'

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	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
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-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.
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.	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 'Medic' when recognized by someone who received help

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

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

ADVANTAGES	
Name	Pts
Acute Hearing 1 {p. B35} Roll to hear: 13 (Hearing)	[2]
Luck {p. B66, P59}	[15]
Medic 1 {p. B89} Description: This Talent gives a bonus to Diagnosis, First Aid, Pharmacy, Physician, Surgery, Veterinary	[6]
Resistant to Disease (+3 to resist) {p. B81}	[3]

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

DISADVANTAGES (continued)	
Name	Pts
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]
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 (Vaccines) {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} Parry: 7	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 (continued)	
Session 3	21. 12. 2013
Feuerwehrmagazin erobert, zwei (drei?) neue Zombietypen gefunden. <i>24.12.2013: 4 pts</i>	
Initial Character Creation	
Character created using GURPS Character Assistant 4 <i>12.05.2013: 0 pts</i>	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[85]
Advantages, Perks	[26]
Disadvantages, Quirks	[-30]
Skills, Techniques	[20]
Total Points Spent:	101
Unspent Points:	4