

# ZOMBIELAND

Name: Tobi Hofer

Race: Human

Appearance: Kiffender Sport Lehramt-Student, ist in der Stadt Bern aufgewachsen. Wohnt jetzt in einer WG in Bern. In seiner Freizeit wandert, klettert und kumpiert er gerne. Von seinem Vater hat er das Talent zur Jagd geerbt. Er baut sein Ganja selbst an.

Player: Stefan Leuenberger

Ht: 1.90m Wt: 86 kg Age: 19

Spent: 100

Unspent: 0

## CHARACTER SHEET

<b>ST</b> 12 [ 20]	<b>HP</b> 12 [ 0]	<b>Basic Speed</b> 6 [ 0]
<b>DX</b> 12 [ 40]	<b>Will</b> 10 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 10* [ 0]	<b>Per</b> 12 [ 10]	<b>BL</b> 29 lb (ST×ST)/5
<b>HT</b> 12† [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+2

\* Cond. -1 from 'Gregarious' when in a group of four or less, Cond. -4 from 'Gregarious' when alone

† Cond. +2 from 'Very Fit'

<b>TL</b> 8 [ 0]	<b>SM</b> +0
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Vision 12	Taste/Smell 12	Death Check 14*
Hearing 12	Fright Check 10	
Touch 12	Consciousness 14*	

\* +2 from 'Very Fit'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11	12 13 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

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.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP 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.

-1xFP 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	58 lb	232 lb	348 lb	435 lb	1450 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 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved, Cond. +1 from 'Stalker' when Hunters, trackers, etc.

ADVANTAGES	
<b>Name</b>	<b>Pts</b>
<b>Stalker 1</b> {p. MA:FC17, SV15, PU3:15}	[ 5 ]
Description: Camouflage, Hiking, Navigation (Land), Stealth and Tracking	
<b>Very Fit</b> {p. B55}	[ 15 ]

DISADVANTAGES	
<b>Name</b>	<b>Pts</b>
<b>Bad Temper</b> (15 or less, *0.5) {p. B124}	[ -5 ]
<b>Gregarious</b> {p. B126}	[ -10 ]
<b>Honesty</b> (12 or less, *1) {p. B138}	[ -10 ]

QUIRKS	
<b>Name</b>	<b>Pts</b>
<b>Adrenaline Junkie</b> {p. B163}	[ -1 ]
Usernotes: You crave excitement. You are not On the Edge (yet), as the risks you take are not normally life-threatening, if the proper precautions are taken - bungee jumping, skydiving, etc. This may be a Quirk-level Addiction to an activity.	

QUIRKS (continued)	
<b>Name</b>	<b>Pts</b>
<b>Annoying Gamer</b> {p. B163}	[ -1 ]
Usernotes: You don't play any game or competition to win; you play in such a fashion as to keep all of your opponents from winning. In team sports, this may lead to accusations of unsportsmanlike conduct.	
<b>Chauvinistic</b> {p. B163}	[ -1 ]
<b>Distinctive Feature</b> ( <i>Scar on right cheek</i> ) {p. B163}	[ -1 ]
<b>Immodest</b> {p. B163}	[ -1 ]
Usernotes: You have no sense of modesty. This commonly means you walk around the house completely naked, talk crudely, etc, whenever you have the opportunity. You have enough common sense in order to "fake" modesty around others; if you do not have this common sense, consider taking Odious Personal Habits instead	

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	10	DX-2	[ 1 ]
Area Knowledge (Bern, Stadt) {p. B176}	10	IQ+0	[ 1 ]
Camouflage {p. B183}	11*	IQ+1	[ 1 ]
Climbing {p. B183}	11	DX-1	[ 1 ]
First Aid/TL8 (Human) {p. B195}	10	IQ+0	[ 1 ]
Gardening {p. B197}	10	IQ+0	[ 1 ]
Hiking {p. B200}	12*	HT+0	[ 1 ]
Housekeeping {p. B200}	10	IQ+0	[ 1 ]
Jumping {p. B203}	12	DX+0	[ 1 ]
Navigation/TL8 (Land) {p. B211}	10*	IQ+0	[ 1 ]
Observation {p. B211}	11	Per-1	[ 1 ]
Running {p. B218}	11	HT-1	[ 1 ]
Scrounging {p. B218}	12	Per+0	[ 1 ]
Skiing {p. B221}	10	HT-2	[ 1 ]
Stealth {p. B222}	12*	DX+0	[ 1 ]
Survival (Mountain) {p. B223}	11	Per-1	[ 1 ]
Swimming {p. B224}	12	HT+0	[ 1 ]
Teaching {p. B224}	9	IQ-1	[ 1 ]
Throwing {p. B226}	11	DX-1	[ 1 ]
Tracking {p. B226}	12*	Per+0	[ 1 ]

\* +1 from 'Stalker'



## NOTES

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Signature Gear (Rasierer (Long Knife (Titan, Very Fine (Quality), Balanced (Quality)))

Weapon Bond (Rasierer)

Knife

Fast-Draw (Knife)

Quick-Sheate (Knife)

Thrown Weapon (Knife)

Guns (Shotgun)

Fast-Draw (Longarm)

Fast-Draw (Ammo/TL8)

Quick Reload (Internal Magazine)

Quick Reload (Detachable Magazine)

Guns (Pistol)

Fast-Draw (Pistol)

Guns (Rifle)

Guns (Submachine Gun)

Axe/Mace

Shortsword

Broadsword

Staff

Combat Reflexes

High Pain Threshold

Resistant to Disease (As high as you can)

Shield (Buckler)

Shield (Shield)

Weapon Master (Knife & Shield)

Shieldwall Training

Weapon-and-Shield Fighter (Py3-61:10)

Rallying Cry (Py3-61:9)

Stalker 2 + 3 + 4

Gunslinger

IQ DX ST HT