

ZOMBIELAND

Name: Tobi Hofer

Race: Human

Appearance: Kiffender Sport Lehramt-Student, ist in der Stadt Bern aufgewachsen. 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: 103

Unspent: 0

CHARACTER SHEET

ST 12	[20]	HP 12	[0]	Basic Speed 6	[0]
DX 12	[40]	Will 10	[0]	Basic Move 6	[0]
IQ 10*	[0]	Per 12	[10]	BL 29 lb	(ST×ST)/5
HT 12	[20]	FP 12	[0]	Thr 1d-1	Sw 1d+2
* Cond. -1 from 'Gregarious' when in a group of four or less, Cond. -4 from 'Gregarious' when alone					
TL 8	[0]	SM +0			
Vision	12	Taste/Smell	12	Death Check	12
Hearing	12	Fright Check	10		
Touch	12	Consciousness	12		

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-12 -13 -14 -15 -16 -17 -18 -19 -20 -21	-24 -25 -26 -27 -28 -29 -30 -31 -32 -33	-36 -37 -38 -39 -40 -41 -42 -43 -44 -45	-48 -49 -50 -51 -52
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-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.

-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	
7 6 5 4 3	-5 -6 -7 -8 -9	
2 1	-10 -11	

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	58 lb	232 lb	348 lb	435 lb	1450 lb
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ 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.	

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

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

ADVANTAGES	
Name	Pts
Luck {p. B66, P59}	[15]
Night Vision 1 {p. B71, P87}	[1]
Stalker 1 {p. MA:FC17, SV15, PU3:15}	[5]
Description: Camouflage, Hiking, Navigation (Land), Stealth and Tracking	

DISADVANTAGES	
Name	Pts
Bad Temper (15 or less, *0.5) {p. B124}	[-5]
Gregarious {p. B126}	[-10]

DISADVANTAGES (continued)	
Name	Pts
Honesty (12 or less, *) {p. B138}	[-10]

QUIRKS	
Name	Pts
Adrenaline Junkie {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.	
Annoying Gamer {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.	
Chauvinistic {p. B163}	[-1]
Distinctive Feature (Scar on right cheek) {p. B163}	[-1]
Immodest {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]
Knife {p. B208}	12	DX+0	[1]
Parry: 8			
Navigation/TL8 (Land) {p. B211}	10*	IQ+0	[1]
Observation {p. B211}	11	Per-1	[1]
Running {p. B218}	11	HT-1	[1]
Saber {p. B208}	11	DX-1	[1]
Parry: 8			
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'			

MELEE ATTACKS										
Non-Equipment based			Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite			12	-	1d-2 cr	C	-	-	-	
<i>Skill used: DX</i>										
Kick			10	-	1d-1 cr	C,1	-	-	-	
<i>Skill used: DX-2</i>										
Punch			12	9	1d-2 cr	C	-	-	-	
<i>Skill used: DX</i>										
Equipment based			Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Küchenmesser: Swing			12	8	1d cut	C,1	5	.5	4	
<i>Skill used: Knife</i>										
Küchenmesser: Thrust			12	8	1d-1 imp	C	5	.5	4	[1]
<i>Skill used: Knife</i>										
Saber: Swing			11	8F	1d+2 cut	1	8	2	4	
<i>Skill used: Saber</i>										
Saber: Thrust			11	-	1d+1 imp	1	8	2	4	
<i>Skill used: Saber</i>										

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Küchenmesser: Thrown	8	1d-1 imp	-	6 yd / 12 yd	1	T(1)	5	-1	-	.5	4	
<i>Skill used: DX-4</i>												

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE			
Mvmt. Dmg.	1-2	3-4	5-7
	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	9	
DX	DX	DX	None	

Eyes DR: 0 HP: 0	Skull DR: 2 HP: 0	Loc. Eyes	HP 2	#	
Neck DR: 0 HP: 0	Face DR: 0 HP: 0	Neck	-		
Torso DR: 0 HP: 0	Arms DR: 0 HP: 0	Skull	-		
	Hands DR: 0 HP: 0	Face	-		
	Groin DR: 0 HP: 0	Torso	-		
	Legs DR: 0 HP: 0	Groin	-		
	Feet DR: 0 HP: 0	Arms	7		
		Hands	5		
		Legs	7		
		Feet	5		
		Bonus DR: 0			
		Bonus DB: 0			
		Notes:			

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
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
Dodge	9	8	7	6	5

SCRATCH PAD



CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 3
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>Habe meine Bonus CP in die Skills Knife und Saber gesteckt sowie 1 Level Night Vision gekauft</p> <p><i>12.12.2013: 3 pts</i></p>		
Initial Character Creation		
Character created using GURPS Character Assistant 4		
<i>12.04.2013: 0 pts</i>		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[90]
Advantages, Perks	[21]
Disadvantages, Quirks	[-30]
Skills, Techniques	[22]
Total Points Spent:	103
Unspent Points:	0