

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: 110

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		
† Cond. +3 from 'Resistant to Disease'		
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 -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.

-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	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.

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]
Resistant to Disease (+3 to resist) {p. B81}	[3]
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]

DISADVANTAGES (continued)

Name	Pts
Gregarious {p. B126}	[-10]
Honesty (12 or less, *1) {p. B138}	[-10]

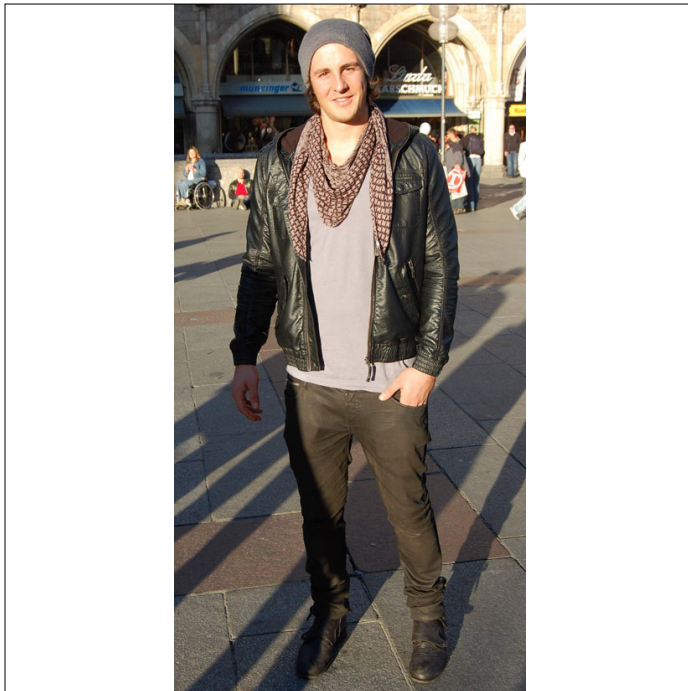
QUIRKS

Name	Pts
Adrenaline Junkie {p. B163}	[-1]
Usenotes: 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]
Usenotes: 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]
Usenotes: 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	
Nightmares (The Aunt-Killing) {p. B163}	[-1]
Usenotes: On 18, loose an FP that can only be recovered by sleep.	

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	12	DX+0	[4]
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]
Guns/TL8 (Shotgun) {p. B198}	12	DX+0	[1]
Hidden Lore (Zombies) {p. B199}	9	IQ-1	[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]
Search {p. B219}	11	Per-1	[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'



CAMPAIGN LOG

Points: (logged) 10 + (other) 0 = (total) 10

Session 3 21. 12. 2013

Feuerwehrmagazin erobert, zwei (drei?) neue Zombietypen gefunden.

24.12.2013: 4 pts

GM Bonus

Habe von Koschi einen Bonus CP erhalten weil ich viel geholfen habe.

22.12.2013: 1 pts

Session 2 13.12.2013

Junge Frau aus Auto befreit, Herrenweg 3 Schwö gefunden, Haus befestigt, Mike beinahe zu Zombie geworden - Vorher abgestochen.

14.12.2013: 3 pts

Failed Fright Check - New Quirk 13.12.2013

Zombie-Tante umgebracht

14.12.2013: -1 pts

Zombieland - Solothurn 12.12.2013

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.

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.

Habe meine Bonus CP in die Skills Knife und Saber gesteckt sowie 1 Level Night Vision gekauft

12.12.2013: 3 pts

Initial Character Creation

Character created using GURPS Character Assistant 4

12.04.2013: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	90
Advantages, Perks	23
Disadvantages, Quirks	-31
Skills, Techniques	28
Total Points Spent:	110
Unspent Points:	0