ZOMBIELAND

CHARACTER SHEET

Name: Claude Disler
Race: Human
Appearance: Berufssoldat, hält Kommunikationseinrichtigungen in Stand. Sportlich Unterwegs unternimmt er in seiner Freizeit Wanderungen und zum Teil auch Kletterpartien. Neustens trainiert er für einen Marathon.

Player: Stefan Leuenberger
Ht: 1.74m   **Wt:** 171 lbs   **Age:** 26
Spent: 100
Unspent: 0

ST 11 [10]	**HP** 11 [0]	**Basic Speed** 6 [0]
DX 12* [40]	**Will** 11 [0]	**Basic Move** 6 [0]
IQ 11 [20]	**Per** 11 [0]	**BL** 24 lb (ST×ST)/5
HT 12 [20]	**FP** 12 [0]	Thr 1d-1 Sw 1d+1

* Cond. -3 from 'Bad Sight (Farsighted)' when performing close manual tasks

TL 8 [0]   **SM** +0

Vision	11*	Taste/Smell	11	Death Check 12
Hearing	11	Fright Check	11	
Touch	11	Consciousness	12	

* Cond. -6 from 'Bad Sight (Farsighted)' when item is within 1 yard

SKILLS

Name	Level	Relative	Pts
Administration {p. B174}	10	IQ-1	[1]
Area Knowledge (Wangen an der Aare) {p. B176}	11	IQ+0	[1]
Climbing {p. B183}	11	DX-1	[1]
Diplomacy {p. B187}	9	IQ-2	[1]
Driving/TL8 (Automobile) {p. B188}	11	DX-1	[1]
Driving/TL8 (Tracked) {p. B188}	11	DX-1	[1]
Electrician/TL8 {p. B189}	10	IQ-1	[1]
Electronics Operation/TL8 (Communications) {p. B189}	10	IQ-1	[1]
Electronics Repair/TL8 (Communications) {p. B190}	10	IQ-1	[1]
First Aid/TL8 (Human) {p. B195}	11	IQ+0	[1]
Hiking {p. B200}	11	HT-1	[1]
Leadership {p. B204}	11*	IQ+0	[1]
NBC Suit/TL8 {p. B192}	11	DX-1	[1]
Running {p. B218}	11	HT-1	[1]
Savoir-Faire (Military) {p. B218}	12*	IQ+1	[1]
Scrounging {p. B218}	12*	Per+1	[1]
Soldier/TL8 {p. B221}	11*	IQ+0	[1]
Stealth {p. B222}	11	DX-1	[1]
Tactics {p. B224}	10*	IQ-1	[1]
Throwing {p. B226}	11	DX-1	[1]

* +1 from 'Born Soldier'

HP

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
6 5 4 3 2	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10		-32	-43	-54

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

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	48 lb	192 lb	288 lb	360 lb	1200 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 'Born Soldier' when Other soldiers

ADVANTAGES

Name	Pts
Born Soldier 1 {p. MA:FC17, SV15, PU3:12}	[5]
Description: Leadership, Savoir-Faire (Military), Scrounging, Soldier and Tactics	
Luck {p. B66, P59}	[15]

DISADVANTAGES

Name	Pts
Bad Sight *(Farsighted)* {p. B123}	[-25]

QUIRKS

Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite Skill used: DX	12	–	1d-2 cr	C	–	–	–	
Kick Skill used: DX-2	10	–	1d-1 cr	C,1	–	–	–	
Punch Skill used: DX	12	9	1d-2 cr	C	–	–	–	

SLAM TABLE

Mvmt.	1–2	3–4	5–7
Dmg.	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

Neck
DR: 0
HP: 0

Face
DR: 0
HP: 0

Torso
DR: 0
HP: 0

Arms
DR: 0
HP: 0

Hands
DR: 0
HP: 0

Groin
DR: 0
HP: 0

Legs
DR: 0
HP: 0

Feet
DR: 0
HP: 0

Loc.	HP	#
Eyes	2	_____
Neck	–	_____
Skull	–	_____
Face	–	_____
Torso	–	_____
Groin	–	_____
Arms	6	_____
Hands	4	_____
Legs	6	_____
Feet	4	_____

Bonus DR: 0
Bonus DB: 0

Notes:

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
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
	–	-1	-2	-3	-4
Dodge	9	8	7	6	5

SCRATCH PAD

CAMPAIGN LOG

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

Initial Character Creation
Character created using GURPS Character Assistant 4
22.12.2013: 0 pts

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[90]
Advantages, Perks	[20]
Disadvantages, Quirks	[-30]
Skills, Techniques	[20]
Total Points Spent:	**100**
Unspent Points:	0