

ZOMBIELAND

Name: Claude Disler

Race: Human

Appearance: Berufssoldat, hält Kommunikationseinrichtungen in Stand. Fliegt in der Freizeit Helis.

Player: Stefan Leuenberger

Ht: 1.74m Wt: 171 lbs Age: 26

Spent: 100

Unspent: 0

Sportlich Unterwegs unternimmt er in seiner Freizeit Wanderungen und zum Teil auch Kletterpartien. Neustens trainiert er für einen Marathon.

CHARACTER SHEET

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

TL 8 [0]	SM +0
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Vision 11	Taste/Smell 11	Death Check 12
Hearing 11	Fright Check 11	
Touch 11	Consciousness 12	

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-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			

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

ADVANTAGES

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

DISADVANTAGES

Name	Pts
Code of Honor (Soldier's) {p. B127}	[-10]
Curious (12 or less, *1) {p. B129}	[-5]
Gullibility (12 or less, *1) {p. B137}	[-10]

QUIRKS

Name	Pts
Congenial {p. B164}	[-1]
Dreamer {p. B164} Usenotes: -1 long tasks	[-1]
Responsive {p. B164}	[-1]
Slow Driver	[-1]
Vow (Treat all ladies with courtesy) {p. B165}	[-1]

SKILLS

Name	Level	Relative	Pts
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]
Piloting/TL8 (Helicopter) {p. B214}	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'

MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <small>Skill used: DX</small>	12	—	1d-2 cr	C	—	—	—	
Kick <small>Skill used: DX-2</small>	10	—	1d-1 cr	C,1	—	—	—	
Punch <small>Skill used: DX</small>	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	

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

Bonus DR: 0
Bonus DB: 0
Notes:



CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
22.12.2013: 0 pts		

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 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

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

SCRATCH PAD