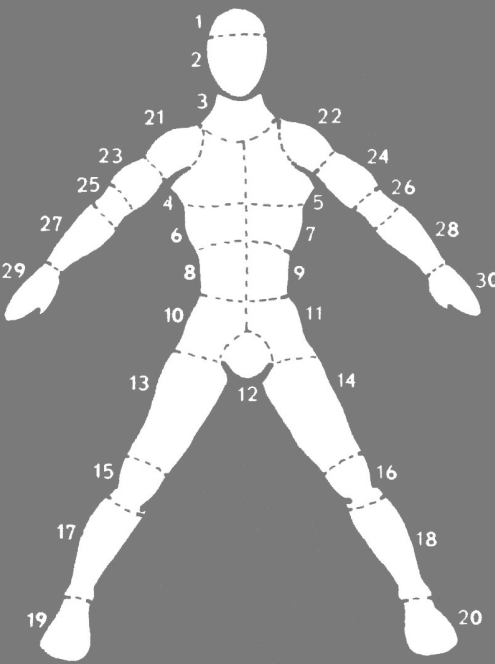


Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	3	Healing Rate (HLH Group)	2	Talents Charismatic Current <u>1</u> Combative <u>3</u> Communicative <u>3</u> Esthetic <u>1</u> Mechanical <u>1</u> Natural <u>10</u> Scientific <u>9</u> Version 3.8 Character Creator i314.org Attribute Add:5 points Standard Aftermath					
WT		19		9	6	Freely Improvable Skills (WT & WL)	35	Shock Factor (10 + Healing Rate)	12						
WL		16		8	5	ST R Group	2	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	26						
STR		12		6	4	Maximum Number of Actions (DFT Group)	2	Damage Taken							
DFT		13		6	4	Base Action Phase (SPD AST)	6	Lethal							
SPD		12		6	4	Phases Consumed in Action ((BAP/MNA).d)	3	Subdual		Critical damage	Location	Amount			
HLH		12		6	4	Combat Dodge Ability ((DFT & SPD)/20.n)	1	Total							
Encumbrance Maximum value carried with status Unnumbered Partially Enc. Fully Enc. 4.0 6.0 8.0						Enter Armor Value on Location covered 						Skills		SCORE	BCS
SKILL Brawling Throwing Unarmed Combat WDA 1 2 1												Off-Hand Dexterity			16
												Advanced Farming		42	8
												Advanced Medical		41	8
												Basic Research		47	9
						Blacksmithing		33	6						
						Blowgun		34	6						
						Bola		35	7						
						Botany		38	7						
						Bowyer		33	6						
						Brawling		28	5						
						Carpentry		33	6						
						Chemistry		38	7						
						Computer Science		29	5						
						Culture, Post-Ruin		23	4						
						Culture, Pre-Ruin		23	4						
						Dirt Farming		35	7						
						Electrician		33	6						
						Fermentation		39	7						
						First Aid		41	8						
						Fishing, Hook		42	8						
						Handicraft		42	8						
						High Technology Use		66	13						
						Hunting, Trap		42	8						
						Lab Technique		33	6						
						Laser Technology		29	5						
						Leatherworking		33	6						
						Literacy, English		38	7						
						Masonry		27	5						
						Mathematics		29	5						
						Operational Command		31	6						
						Pistol, Modern		35	7						
						Search, Rural		48	9						
						Stealth, Rural		42	8						
						Survival, Rural		38	7						
						Swimming		34	6						
						Tactics		50	10						
						Tailor		27	5						
						Technology Use		33	6						
						Throwing		35	7						
						Tracking, Urban		39	7						
						Unarmed Combat		28	5						

SKILL	FORMULA	FORMAT
Advanced Farming	WT + DFT + Natural	1
Advanced Medical	WT + DFT + Scientific	1
Basic Research	WT + WT + Scientific	1
Blacksmithing	DFT + WT + Mechanical	1
Blowgun	HLH + WT + Combative	3
Bola	DFT + WT + Combative	3
Botany	WT + Scientific + Natural	1
Bowyer	DFT + WT + Mechanical	1
Brawling	STR + DFT + Combative	3
Carpentry	DFT + WT + Mechanical	1
Chemistry	WT + Scientific + Natural	1
Computer Science	WT + Scientific + Mechanical	1
Culture, Post-Ruin	WT + Communicative + Esthetic	1
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Dirt Farming	HLH + DFT + Natural	1
Electrician	DFT + WT + Mechanical	1
Fermentation	WT + Natural + Natural	1
First Aid	DFT + WT + Scientific	1
Fishing, Hook	DFT + WT + Natural	2
Handicraft	DFT + WT + Natural	1
High Technology Use	DFT + WT + Mechanical	1
Hunting, Trap	DFT + WT + Natural	2
Lab Technique	DFT + WT + Mechanical	1
Laser Technology	WT + Scientific + Mechanical	1
Leatherworking	DFT + WT + Esthetic	1
Literacy, English	WT + WL + Communicative	1
Masonry	DFT + DFT + Mechanical	1
Mathematics	WT + Scientific + Mechanical	1
Operational Command	WT + Combative + Scientific	1
Pistol, Modern	DFT + WT + Combative	3
Search, Rural	WT + WT + Natural	2
Stealth, Rural	DFT + WT + Natural	2
Survival, Rural	HLH + WL + Natural	1
Swimming	HLH + STR + Natural	1
Tactics	WT + Combative + Communicative	1
Tailor	DFT + DFT + Esthetic	1
Technology Use	DFT + WT + Mechanical	1
Throwing	DFT + WT + Combative	3
Tracking, Urban	WT + Natural + Natural	2
Unarmed Combat	DFT + SPD + Combative	3

Talent Bonuses

Natural Talent Bonus: Natural sense of direction. +1 to Natural based learning rate.