

Player
Character **James Tallman**

Age Group	3	Base Age	40	Actual Age	46	Recog. Factor	0
Size	5'8"	Bulk	158 lbs	Looks	Comely	Personal ENC	4.2

Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	3	Healing Rate (HLH Group)	2	Talents Charismatic Combative Communicative Esthetic Mechanical Natural Scientific Version 3.9 Character Creator i314.org Attribute Add:3 points Unlimited	
WT		20		10	7	Freely Improvable Skills (WT & WL)	30	Shock Factor (IO + Healing Rate)	12		Current
WL		10		5	3	STR Group	2	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	24		1
STR		14		7	5	Maximum Number of Actions (DFT Group)	2	Damage Taken			6
DFT		14		7	5	Base Action Phase (SPD AST)	5	Lethal			3
SPD		11		5	4	Phases Consumed in Action ((BAP/MNA).d)	2	Subdual			2
HLH		12		6	4	Combat Dodge Ability ((DFT & SPD)/20.n)	1	Total			5
								Critical damage			
								Location	Amount		

Encumbrance

Maximum value carried with status

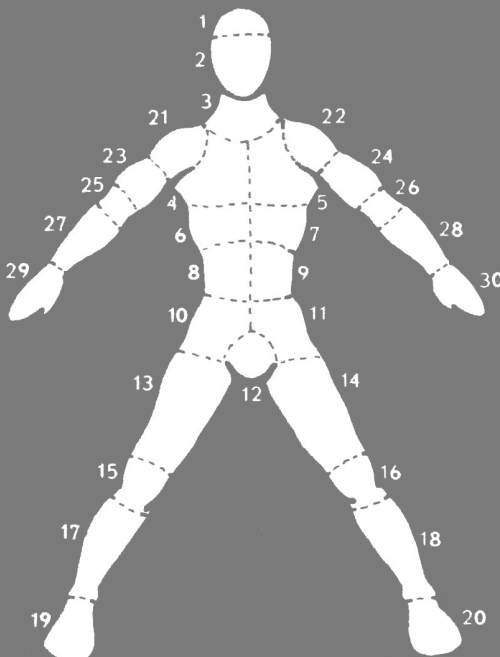
Unnumbered Partially Enc. Fully Enc.

4.0 6.0 8.0

SKILL

Brawling	3
Fencing	2
Knife	2
Polearm	3
Single Weapon	2
Unarmed Combat	3

Enter Armor Value on Location covered



Reputation

Merit	Counts	Rep	Recog Factor		

Skills

Off-Hand Dexterity		10
Aerial Recon		
Interpretation	54	10
Automobile Driving	78	15
Autoweapon	40	8
Basic Research	90	18
Bicycle Riding	33	6
Brawling	68	13
Chemistry	62	12
Computer Science	30	6
Culture, Pre-Ruin	25	5
Decontamination	78	15
Dirt Farming	64	12
Fencing	31	6
First Aid	78	15
Grenade Launcher	80	16
Heavy Equipment		
Driving	39	7
High Technology Use	78	15
Interrogation	62	12
Knife	31	6
Lab Technique	78	15
Literacy, English	66	13
Mathematics	60	12
Nutritionist	31	6
Physics	60	12
Pistol, Modern	40	8
Polearm	68	13
Radio Communications	39	7
Rifle, Modern	80	16
Rocket Launcher	80	16
Search, Rural	92	18
Search, Urban	92	18
Single Weapon	34	6
Stealth, Rural	40	8
Stealth, Urban	80	16
Survival, Rural	28	5
Survival, Urban	56	11
Tactics	58	11
Technology Use	39	7
Unarmed Combat	62	12
Zoology, Pre-Ruin	62	12

SKILL	FORMULA	FORMAT
Aerial Recon Interpretation	WT + Scientific + Esthetic	1
Automobile Driving	DFT + WT + Mechanical	1
Autoweapon	DFT + WT + Combative	1
Basic Research	WT + WT + Scientific	1
Bicycle Riding	DFT + STR + Mechanical	1
Brawling	STR + DFT + Combative	3
Chemistry	WT + Scientific + Natural	1
Computer Science	WT + Scientific + Mechanical	1
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Decontamination	WT + DFT + Scientific	1
Dirt Farming	HLH + DFT + Natural	1
Fencing	SPD + DFT + Combative	3
First Aid	DFT + WT + Scientific	1
Grenade Launcher	DFT + WT + Combative	1
Heavy Equipment Driving	DFT + WT + Mechanical	1
High Technology Use	DFT + WT + Mechanical	1
Interrogation	WT + WL + Charismatic	1
Knife	DFT + SPD + Combative	3
Lab Technique	DFT + WT + Mechanical	1
Literacy, English	WT + WL + Communicative	1
Mathematics	WT + Scientific + Mechanical	1
Nutritionist	WT + Scientific + Natural	1
Physics	WT + Mechanical + Scientific	1
Pistol, Modern	DFT + WT + Combative	3
Polearm	STR + DFT + Combative	3
Radio Communications	WT + DFT + Mechanical	1
Rifle, Modern	DFT + WT + Combative	3
Rocket Launcher	DFT + WT + Combative	1
Search, Rural	WT + WT + Natural	2
Search, Urban	WT + WT + Natural	2
Single Weapon	STR + DFT + Combative	3
Stealth, Rural	DFT + WT + Natural	2
Stealth, Urban	DFT + WT + Natural	2
Survival, Rural	HLH + WL + Natural	1
Survival, Urban	HLH + WL + Natural	1
Tactics	WT + Combative + Communicative	1
Technology Use	DFT + WT + Mechanical	1
Unarmed Combat	DFT + SPD + Combative	3
Zoology, Pre-Ruin	WT + Scientific + Natural	2

No talent based bonuses.