

Player
Character **Klein**

Age Group 1	Base Age 22	Actual Age 31	Recog. Factor 0
Size 5'7"	Bulk 225 lbs	Looks Average	Personal ENC 4.6

Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	Healing Rate (HLH Group)
WT		25		12	8	4	3
WL		10		5	3	Freely Improvable Skills (WT & WL) 35	Shock Factor (ID + Healing Rate) 13
STR		15		7	5	STR Group 3	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL) 28
DFT		25		12	8	Maximum Number of Actions (DFT Group) 4	Damage Taken
SPD		20		10	7	Base Action Phase (SPD AST) 10	Lethal _____
HLH		15		7	5	Phases Consumed in Action ((BAP/MNA).d) 2	Subdual _____
						Combat Dodge Ability ((DFT & SPD)/20.n) 2	Total _____
							Critical damage
							Location Amount

Talents	Current
Charismatic	0
Combative	10
Communicative	5
Esthetic	3
Mechanical	5
Natural	0
Scientific	0

Version 3.9 Character Creator i314.org

Attribute Add:6 points

Standard Aftermath

Encumbrance

Maximum value carried with status

Unnumbered	Partially Enc.	Fully Enc.
1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
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22	23	24
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36		

6.0 9.8 13.0

SKILL

Brawling

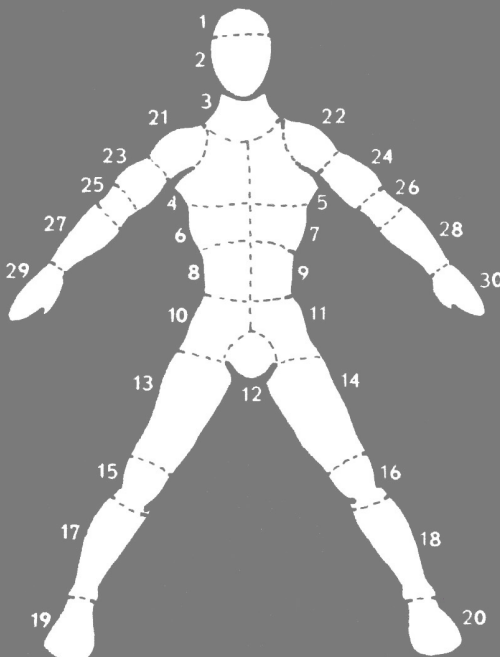
Unarmed Combat

WDA

3

5

Enter Armor Value on Location covered



Skills

Off-Hand Dexterity		15
Advanced Medical	50	10
Basic Research	100	20
Brawling	50	10
Culture, Post-Ruin	33	6
First Aid	50	10
Lab Technique	55	11
Literacy, English	40	8
Pistol, Modern	120	20/4/1
Search, Urban	100	20
Stealth, Urban	100	20
Survival, Urban	25	5
Technology Use	100	20
Unarmed Combat	110	20/2

Reputation

Merit	Counts	Rep	Recog Factor		

SKILL	FORMULA	FORMAT
Advanced Medical	WT + DFT + Scientific	1
Basic Research	WT + WT + Scientific	1
Brawling	STR + DFT + Combative	3
Culture, Post-Ruin	WT + Communicative + Esthetic	1
First Aid	DFT + WT + Scientific	1
Lab Technique	DFT + WT + Mechanical	1
Literacy, English	WT + WL + Communicative	1
Pistol, Modern	DFT + WT + Combative	3
Search, Urban	WT + WT + Natural	2
Stealth, Urban	DFT + WT + Natural	2
Survival, Urban	HLH + WL + Natural	1
Technology Use	DFT + WT + Mechanical	1
Unarmed Combat	DFT + SPD + Combative	3

Talent Bonuses

Combative Talent Bonus: BCS of 3 for gauging opponents. +1 to Combative based learning rate.