

Player  
Character **Massaro**

Age Group	1	Base Age	22	Actual Age	25	Recog. Factor	0
Size	5'7"	Bulk	148 lbs	Looks	Mediocre	Personal ENC	4.4

Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	3	Healing Rate (HLH Group)	2	<div>Talents<div>Charismatic1<div>Current</div></div><div>Combative5</div><div>Communicative2</div><div>Esthetic2</div><div>Mechanical1</div><div>Natural5</div><div>Scientific2</div></div>
WT		15		7	5	Freely Improvable Skills (WT & WL)	25	Shock Factor (IO + Healing Rate)	12	
WL		10		5	3	STR Group	2	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	23	
STR		13		6	4	Maximum Number of Actions (DFT Group)	3	Damage Taken		
DFT		16		8	5	Base Action Phase (SPD AST)	5	Lethal		
SPD		10		5	3	Phases Consumed in Action ((BAP/MNA).d)	1	Subdual		
HLH		11		5	4	Combat Dodge Ability ((DFT & SPD)/20.n)	1	Total		
								Critical damage		
								Location	Amount	

### Encumbrance

Maximum value carried with status

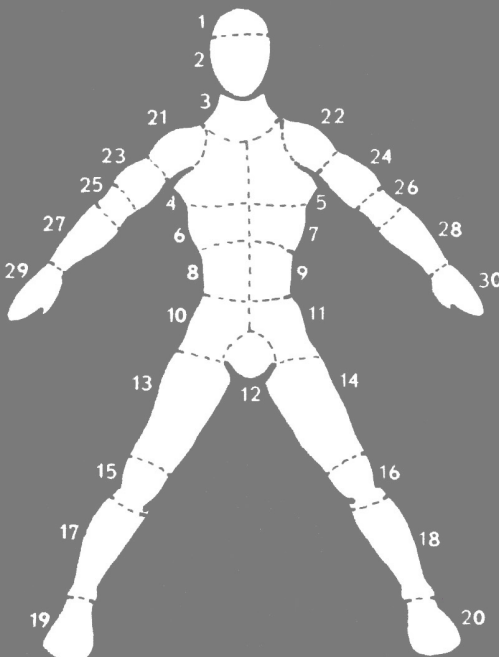
Unnumbered    Partially Enc.    Fully Enc.

4.0                      6.8                      9.0

## SKILL

Brawling	2
Knife	2
Longsword	2
Single Weapon	2
Unarmed Combat	2

Enter Armor Value on Location covered



## Skills

Off-Hand Dexterity		9
Archery	36	7
Beast Riding	34	6
Boating	33	6
Bola	36	7
Brawling	34	6
Climbing	34	6
Crossbow	36	7
Culture, Post-Ruin	19	3
First Aid	33	6
Fishing, Hook	36	7
Hunting, Shoot	36	7
Knife	31	6
Longsword	34	6
Pistol, Primitive	36	7
Search, Rural	35	7
Search, Urban	35	7
Single Weapon	34	6
Stealth, Rural	36	7
Stealth, Urban	36	7
Survival, Desert	26	5
Survival, Rural	26	5
Survival, Urban	26	5
Swimming	29	5
Technology Use	32	6
Unarmed Combat	31	6

## Reputation

Merit	Counts	Rep	Recog Factor		

SKILL	FORMULA	FORMAT
Archery	DFT + WT + Combative	3
Beast Riding	DFT + STR + Natural	1
Boating	STR + WT + Natural	1
Bola	DFT + WT + Combative	3
Brawling	STR + DFT + Combative	3
Climbing	STR + DFT + Natural	1
Crossbow	DFT + WT + Combative	3
Culture, Post-Ruin	WT + Communicative + Esthetic	1
First Aid	DFT + WT + Scientific	1
Fishing, Hook	DFT + WT + Natural	2
Hunting, Shoot	DFT + WT + Natural	2
Knife	DFT + SPD + Combative	3
Longsword	STR + DFT + Combative	3
Pistol, Primitive	DFT + WT + Combative	3
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, Desert	HLH + WL + Natural	1
Survival, Rural	HLH + WL + Natural	1
Survival, Urban	HLH + WL + Natural	1
Swimming	HLH + STR + Natural	1
Technology Use	DFT + WT + Mechanical	1
Unarmed Combat	DFT + SPD + Combative	3

No talent based bonuses.

# CHANGED

## LIMB

Limb Modification. This could be minor such as the loss or addition of a toe or finger. It could be more extreme with the actual or functional loss of a whole limb. This would cause varying penalties due to circumstances. Optionally the modification could be the addition of another limb or pair of limbs. Whether such limbs were functional and to what degree is left to the descretion of the Gamesmaster.