*A	FTI	ERM	ATH	Playı Char		acombe		ge Group 2 Size 5'11 "	-		ecog. Facto rsonal ENC	•
WT WL STR DFT SPD HLH		Permenent 15 10 15 17 25 25		AST 7 5 7 8 12 12	CSI 5 3 5 6 8 8	Learning Rate (WT Group) Freely Improvable Sk (WT & WL) ST R Group Maximum Number ((DFT Group) Base Action Phase (SP0 AST) Phases Consumed ((BAP/MNA).d) Combat Dodge Abil ((DFT & SPD)/2D.n) Enter Armo	3 He (HI) ills 25 St (ID) 3 Da Da of Actions Da Da 12 in Action Cr ity 2 Cr	ealing Rate LH Group) nock Factor <u>1 + Healing Rate)</u> amage Resista LH + 1/2 STR + 1/2 1 amage Taken Lethal Lethal Total Total Location	4 14 Ince Total WL) 38	Talents Current Charismatic 0 Combative 10 Communicative 10 Communicative 10 Esthetic 1 Mechanical 3 Natural 4 Scientific 1 Version 4.0 Character C Attribute Add:15 points 20 Year Aftermath Skills		
Maximu Unnur SKILI Brawl Polea	ation	e carried d Part 9	with stati ially End .0	:. Fully	Enc. 2.0	2 23 25 27 29 13 13 15 17 19	Recog Factor	22		Skills Off-Hand Dexterity Brawling Commerce Crossbow Culture, Pre-Ruin Foreign Language, (Russian) Foreign Language, (Spanish) Foreign Language, (Specify) Leatherworking Literacy, English Polearm Search, Rural Search, Urban Stealth, Urban Streith, Urban Tactics Technology Use Unarmed Combat	SEDRE 42 50 42 26 35 35 70 66 35 84 34 34 72 39 35 35 104	BUS 10 8 10 8 5 7 7 14 13 7 16 6 6 14 7 7 20

SKILL	FORMULA	FORMAT
Brawling	STR + DFT + Combative	3
Commerce	WL + WT + Charismatic	1
Crossbow	DFT + WT + Combative	3
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Foreign Language, (Russian)	WT + WL + Communicative	2
Foreign Language, (Spanish)	WT + WL + Communicative	2
Foreign Language, (Specify)	WT + WL + Communicative	2
Leatherworking	DFT + WT + Esthetic	1
Literacy, English	WT + WL + Communicative	1
Polearm	STR + DFT + Combative	3
Search, Rural	WT + WT + Natural	2
Search, Urban	WT + WT + Natural	2
Stealth, Urban	DFT + WT + Natural	2
Survival, Urban	HLH + WL + Natural	1
Tactics	WT + Combative + Communicative	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.

Communicative Talent Bonus: Character can use talent to determine general sense of foreign launguage communication. +1 to Communicative based learning rate. Gifted Teacher, +1 to others learning rate.