AFT	ERM	THI	Player Chara		oung Badger		Age Group 1 Size 5'7 "	Base Age Bulk 160	22 Actual Age 29 Re Ibs Looks Mediocre Pe	ecog. Facto rsonal ENC	-
Attribute Allocated WT Current	Permanent 11 13 20 13 22 13 13 22 13		AST 5 10 6 11 6	CST 4 7 4 7 4 7	Learning Rate (WT Group) Freely Improvable Skil (WT & WL) ST R Group Maximum Number of (DFT Group) Base Action Phase (SPD AST) Phases Consumed ir ((BAP/MNA).d) Combat Dodge Abilit	2 (1 ls 24 (1 3 (1 Actions 2 11 1 Action 2 x	lealing Rate HLH Group) Hock Factor ID + Healing Rate) Damage Resista HLH + 1/2 STR + 1/2 V Damage Taken Lethal Lethal Total Total Location	vil) 30	TalentsCurrentCharismatic-2Combative7Communicative0Esthetic1Mechanical7Natural10Scientific0Version 4.0 Character CAttribute Add:8 pointsUnlimited		114.org
Encumber Maximum valu Unnumbere 5.0 SKILL Knife Longsword Polearm Throwing Weapon an	ance e carried w d Partie 8. 3	ith status ally Enc. 3		Enc.	((DFT & SPD)/20,n) Enter Armor 21 25 27 29 13 13 15 17 19 19 19	2 Value on	22	26 28 30	Skills Off-Hand Dexterity Archery Beast Riding Climbing First Aid Fishing, Hook Fishing, Trap Knife Longsword Polearm Search, Rural Stealth, Rural Survival, Rural Swimming Throwing Tracking, Urban Weapon and Shield	SCORE 31 43 43 24 34 34 42 40 40 32 34 36 43 31 40	BCS 9 6 8 8 4 6 6 8 8 6 6 7 8 6 6 8 8

SKILL FORMULA FORI	MAT
Archery DFT + WT + Combative 3	
Beast Riding DFT + STR + Natural 1	
Climbing STR + DFT + Natural 1	
First AidDFT + WT + Scientific1	
Fishing, HookDFT + WT + Natural2	
Fishing, TrapDFT + WT + Natural2	
KnifeDFT + SPD + Combative3	
Longsword STR + DFT + Combative 3	
PolearmSTR + DFT + Combative3	
Search, Rural WT + WT + Natural 2	
Stealth, Rural DFT + WT + Natural 2	
Survival, Rural HLH + WL + Natural 1	
SwimmingHLH + STR + Natural1	
ThrowingDFT + WT + Combative3	
Tracking, Urban WT + Natural + Natural 2	
Weapon and ShieldSTR + DFT + Combative3	

Talent Bonuses

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