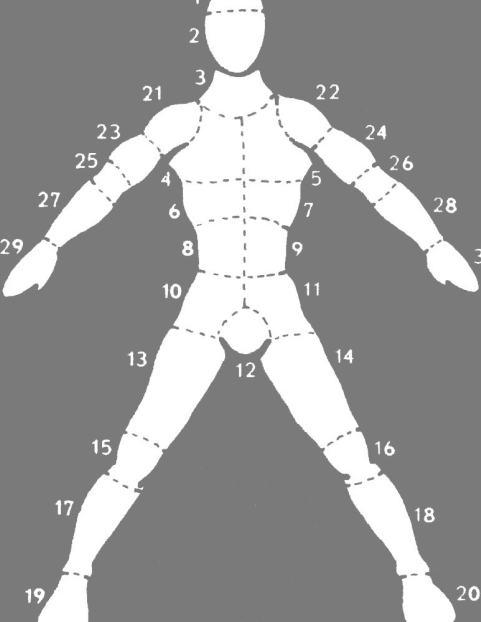


Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	2	Healing Rate (HLH Group)	2	<div>Talents<div>Charismatic6Combative5Communicative4Esthetic2Mechanical6Natural3Scientific5</div></div>
WT		13		6	4	Freely Improvable Skills (WT & WL)	25	Shock Factor (IO + Healing Rate)	12	
WL		12		6	4	STR Group	3	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	29	
STR		19		9	6	Maximum Number of Actions (DFT Group)	2	Damage Taken		
DFT		14		7	5	Base Action Phase (SPD AST)	7	Lethal		
SPD		14		7	5	Phases Consumed in Action ((BAP/MNA).d)	3	Subdual		
HLH		13		6	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. 5.0 8.3 11.0		Enter Armor Value on Location covered 	Skills	SCORE	BCS
SKILL Brawling Knife Single Weapon Throwing	WDA 2 3 2 3		Off-Hand Dexterity Automobile Driving Automobile Mechanic Brawling Climbing Demolitions First Aid Knife Literacy, English Lockpicking Magnalock Penetration Mathematics Motorcycle Driving Pistol, Modern Rifle, Modern Search, Urban Single Weapon Stealth, Rural Stealth, Urban Survival, Rural Survival, Urban Swimming Technology Use Throwing Tracking, Urban	 33 33 38 36 33 32 66 58 66 33 24 66 32 32 29 38 30 60 28 56 35 33 64 19	9 6 6 7 7 6 6 13 11 13 6 4 13 6 6 5 7 6 12 5 11 7 6 12 3
Reputation					

Merit	Counts	Rep	Recog Factor		

SKILL	FORMULA	FORMAT
Automobile Driving	DFT + WT + Mechanical	1
Automobile Mechanic	DFT + WT + Mechanical	1
Brawling	STR + DFT + Combative	3
Climbing	STR + DFT + Natural	1
Demolitions	DFT + WT + Mechanical	1
First Aid	DFT + WT + Scientific	1
Knife	DFT + SPD + Combative	3
Literacy, English	WT + WL + Communicative	1
Lockpicking	DFT + WT + Mechanical	1
Magnalock Penetration	DFT + WT + Mechanical	1
Mathematics	WT + Scientific + Mechanical	1
Motorcycle Driving	DFT + WT + Mechanical	1
Pistol, Modern	DFT + WT + Combative	3
Rifle, Modern	DFT + WT + Combative	3
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
Swimming	HLH + STR + Natural	1
Technology Use	DFT + WT + Mechanical	1
Throwing	DFT + WT + Combative	3
Tracking, Urban	WT + Natural + Natural	2

No talent based bonuses.