

Player
Character **Benedict Wayfare**

Age Group **3** Base Age **40** Actual Age **44** Recog. Factor **0**
Size **5'8"** Bulk **151 lbs** Looks **Mediocre** Personal ENC **4.4**

Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	3	Healing Rate (HLH Group)	2	Talents Charismatic2 Combative4 Communicative2 Esthetic2 Mechanical3 Natural2 Scientific5	
WT		17		8	6	Freely Improvable Skills (WT & WL)	31	Shock Factor (IO + Healing Rate)	12		
WL		14		7	5	STR Group	2	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	28		
STR		14		7	5	Maximum Number of Actions (DFT Group)	2	Damage Taken			
DFT		14		7	5	Base Action Phase (SPD AST)	6	Lethal			
SPD		13		6	4	Phases Consumed in Action ((BAP/MNA).d)	3	Subdual			
HLH		14		7	5	Combat Dodge Ability ((DFT & SPD)/20.n)	1	Total			
									Critical damage		
									Location		Amount
Version 4.0 Character Creator i314.org											
Attribute Add:3 points											
Standard Aftermath											

Encumbrance

Maximum value carried with status

Unnumbered Partially Enc. Fully Enc.

4.0 6.0 8.0

SKILL

Brawling

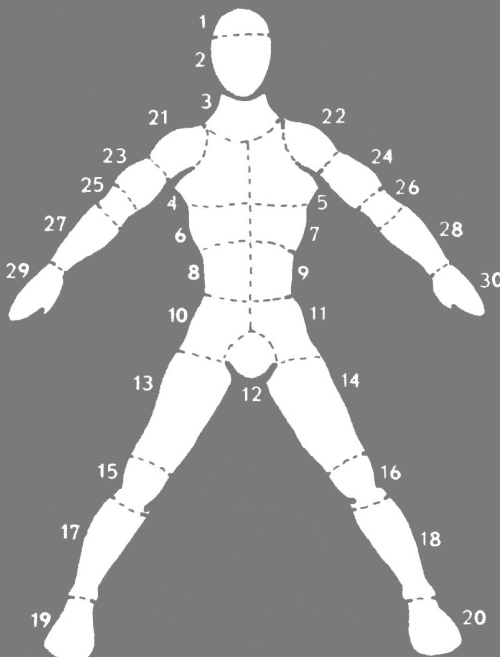
Single Weapon

WDA

3

2

Enter Armor Value on Location covered



Reputation

Merit	Counts	Rep	Recog Factor		
Weaponsmithing, Wood Weaver - Spinner					

SKILL	FORMULA	FORMAT
Advanced Medical	WT + DFT + Scientific	1
Archery	DFT + WT + Combative	3
Basic Research	WT + WT + Scientific	1
Beast Riding	DFT + STR + Natural	1
Blacksmithing	DFT + WT + Mechanical	1
Brawling	STR + DFT + Combative	3
Carpentry	DFT + WT + Mechanical	1
Chemistry	WT + Scientific + Natural	1
Climbing	STR + DFT + Natural	1
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
First Aid	DFT + WT + Scientific	1
High Technology Use	DFT + WT + Mechanical	1
Lab Technique	DFT + WT + Mechanical	1
Literacy, English	WT + WL + Communicative	1
Pistol, Modern	DFT + WT + Combative	3
Plastic Synthesization	WT + Scientific + Mechanical	1
Plastics Forming	DFT + WT + Mechanical	1
Rifle, Modern	DFT + WT + Combative	3
Search, Rural	WT + WT + Natural	2
Single Weapon	STR + DFT + Combative	3
Survival, Rural	HLH + WL + Natural	1
Technology Use	DFT + WT + Mechanical	1
Tracking, Rural	WT + Natural + Natural	2
Weaponsmithing, Wood	DFT + WT + Mechanical	1
Weaver - Spinner	DFT + WT + Esthetic	1

No talent based bonuses.