

Player
Character **Mcmillian**

Age Group	2	Base Age	31	Actual Age	37	Recog. Factor	0
Size	5'9"	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	Talents Charismatic2 Combative5 Communicative2 Esthetic1 Mechanical1 Natural6 Scientific3
WT		20		10	7	Freely Improvable Skills (WT & WL)	30	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		12		6	4	Maximum Number of Actions (DFT Group)	3	Damage Taken		
DFT		17		8	6	Base Action Phase (SPD AST)	7	Lethal		
SPD		14		7	5	Phases Consumed in Action ((BAP/MNA).d)	2	Subdual		
HLH		12		6	4	Combat Dodge Ability ((DFT & SPD)/20.n)	2	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 6.8 9.0

SKILL

Brawling

Knife

Throwing

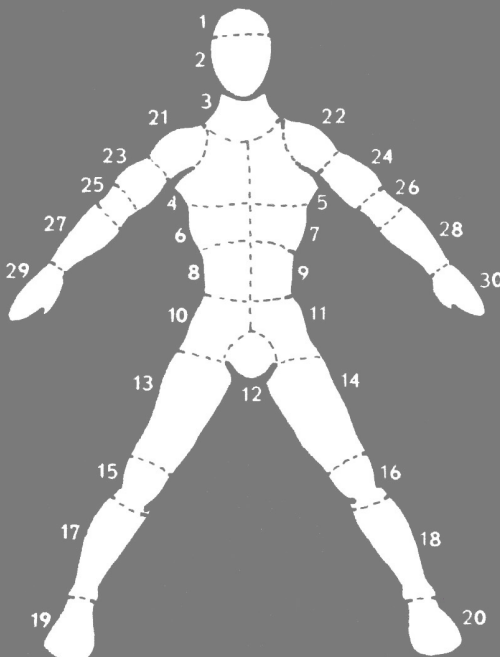
WDA

3

2

2

Enter Armor Value on Location covered



Skills

Off-Hand Dexterity

Automobile Driving

Brawling

Culture, Pre-Ruin

Handloading

Hunting, Shoot

Knife

Literacy, English

Nutritionist

Pistol, Modern

Rifle, Modern

Search, Rural

Search, Urban

Stealth, Rural

Stealth, Urban

Survival, Rural

Survival, Urban

Swimming

Technology U

Throwing

Tracking, Rur

Reputation

Merit	Counts	Rep	Recog Factor		

Skills	SCORE	BGS
Off-Hand Dexterity		12
Automobile Driving	38	7
Brawling	68	13
Culture, Pre-Ruin	23	4
Handloading	43	8
Hunting, Shoot	43	8
Knife	36	7
Literacy, English	32	6
Nutritionist	29	5
Pistol, Modern	42	8
Rifle, Modern	84	16
Search, Rural	46	9
Search, Urban	46	9
Stealth, Rural	86	17
Stealth, Urban	43	8
Survival, Rural	56	11
Survival, Urban	28	5
Swimming	30	6
Technology Use	38	7
Throwing	42	8
Tracking, Rural	32	6

SKILL	FORMULA	FORMAT
Automobile Driving	DFT + WT + Mechanical	1
Brawling	STR + DFT + Combative	3
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Handloading	DFT + WT + Natural	1
Hunting, Shoot	DFT + WT + Natural	2
Knife	DFT + SPD + Combative	3
Literacy, English	WT + WL + Communicative	1
Nutritionist	WT + Scientific + Natural	1
Pistol, Modern	DFT + WT + Combative	3
Rifle, Modern	DFT + WT + Combative	3
Search, Rural	WT + WT + Natural	2
Search, Urban	WT + WT + Natural	2
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, Rural	WT + Natural + Natural	2

No talent based bonuses.