

Player
Character **Jean Bernard II**

Age Group **3** Base Age **40** Actual Age **46** Recog. Factor **0**
Size **5'8"** Bulk **173 lbs** Looks **Above Average** Personal ENC **4.4**

Attribute	Allocated	Permanent	Current	AST	GST	Learning Rate (WT Group)	Healing Rate (HLH Group)
WT		20		10	7	3	3
WL		10		5	3	Freely Improvable Skills (WT & WL) 30	Shock Factor (ID + Healing Rate) 13
STR		15		7	5	ST R Group 3	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL) 28
DFT		20		10	7	Maximum Number of Actions (DFT Group) 3	Damage Taken
SPD		15		7	5	Base Action Phase (SPD AST) 7	Lethal _____ Subdual _____ Total _____
HLH		15		7	5	Phases Consumed in Action (BAP/MNA,d) 2	Critical damage
						Combat Dodge Ability ((DFT & SPD)/20,n) 2	Location Amount

Talents

Charismatic 3

Combative 10

Communicative 3

Esthetic 2

Mechanical 10

Natural 5

Scientific 3

Version 4.0 Character Creator i314.org

Attribute Add:8 points

Astronaut - Command Track

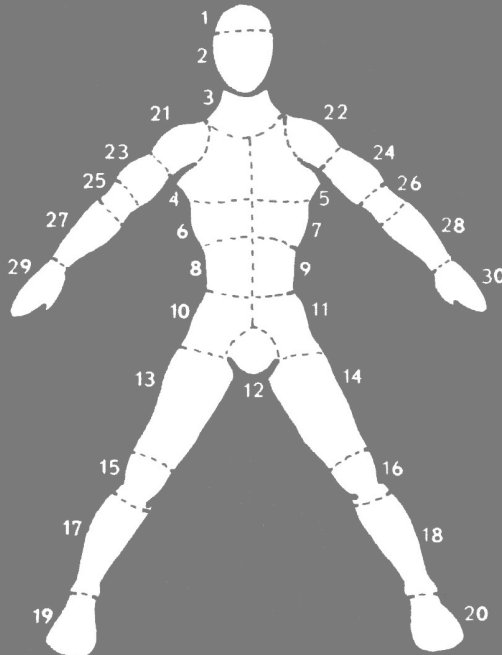
Encumbrance

Maximum value carried with status

Unnumbered	Partially Enc.	Fully Enc.
6.0	9.0	12.0

SKILL	WDA
Brawling	2
Polearm	2
Throwing	3
Unarmed Combat	2

Enter Armor Value on Location covered



Reputation

Merit	Counts	Rep	Recog Factor		

Skills

Skills	SCORE	BCS
Off-Hand Dexterity		9
Automobile Driving	50	10
Autoweapon	50	10
Aviation Mechanic	100	20
Beast Riding	40	8
Blacksmithing	50	10
Brawling	45	9
Chemistry	28	5
Climbing	80	16
Complex Explosives	50	10
Culture, Pre-Ruin	25	5
Electrician	50	10
First Aid	43	8
Fishing, Hook	45	9
Foreign Language, (French)	66	13
Grenade Launcher	50	10
High Technology Use	50	10
Lab Technique	50	10
Literacy, English	66	13
Machining	50	10
Mathematics	33	6
Physics	33	6
Pilot Fixed Wing	50	10
Polearm	45	9
Radio Communications	50	10
Rifle, Modern	50	10
Rocket Launcher	50	10
Search, Rural	90	18
Simple Explosives	50	10
Stealth, Rural	45	9
Survival, Rural	30	6
Swimming	35	7
Tactics	33	6
Tailor	42	8
Technology Use	50	10
Throwing	50	10
Unarmed Combat	45	9

SKILL	FORMULA	FORMAT
Automobile Driving	DFT + WT + Mechanical	1
Autoweapon	DFT + WT + Combative	1
Aviation Mechanic	DFT + WT + Mechanical	1
Beast Riding	DFT + STR + Natural	1
Blacksmithing	DFT + WT + Mechanical	1
Brawling	STR + DFT + Combative	3
Chemistry	WT + Scientific + Natural	1
Climbing	STR + DFT + Natural	1
Complex Explosives	DFT + WT + Mechanical	1
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Electrician	DFT + WT + Mechanical	1
First Aid	DFT + WT + Scientific	1
Fishing, Hook	DFT + WT + Natural	2
Foreign Language, (French)	WT + WL + Communicative	2
Grenade Launcher	DFT + WT + Combative	1
High Technology Use	DFT + WT + Mechanical	1
Lab Technique	DFT + WT + Mechanical	1
Literacy, English	WT + WL + Communicative	1
Machining	DFT + WT + Mechanical	1
Mathematics	WT + Scientific + Mechanical	1
Physics	WT + Mechanical + Scientific	1
Pilot Fixed Wing	DFT + WT + Mechanical	1
Polearm	STR + DFT + Combative	3
Radio Communications	WT + DFT + Mechanical	1
Rifle, Modern	DFT + WT + Combative	3
Rocket Launcher	DFT + WT + Combative	1
Search, Rural	WT + WT + Natural	2
Simple Explosives	DFT + WT + Mechanical	1
Stealth, Rural	DFT + WT + Natural	2
Survival, Rural	HLH + WL + Natural	1
Swimming	HLH + STR + Natural	1
Tactics	WT + Combative + Communicative	1
Tailor	DFT + DFT + Esthetic	1
Technology Use	DFT + WT + Mechanical	1
Throwing	DFT + WT + Combative	3
Unarmed Combat	DFT + SPD + Combative	3

Talent Bonuses

Combative Talent Bonus: BCS of 3 for gauging opponents. +1 to Combative based learning rate.

Mechanical Talent Bonus: BCS of 2 estimating the mechanical complexity of an object or the barrier value of an object. +1 to talent based learning rate.