

Player
Character **Llewellyn Stuart**

Age Group	4	Base Age	49	Actual Age	56	Recog. Factor	0
Size	5'7"	Bulk	128 lbs	Looks	Average	Personal ENC	4.2

Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	3	Healing Rate (HLH Group)	3	<div><div>Talents</div><div>Charismatic1 Combative10 Communicative0 Esthetic0 Mechanical5 Natural6 Scientific2</div></div>	
WT		15		7	5	Freely Improvable Skills (WT & WL)	30	Shock Factor (ID + Healing Rate)	13		Current
WL		15		7	5	ST R Group	3	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	31		
STR		15		7	5	Maximum Number of Actions (DFT Group)	4	Damage Taken			
DFT		25		12	8	Base Action Phase (SPD AST)	2	Lethal			
SPD		4		2	1	Phases Consumed in Action (BAP/MNA,d)	0	Subdual			
HLH		16		8	5	Combat Dodge Ability ((DFT & SPD)/20,n)	1	Total			
								Critical damage			Version 3.0 Character Creator i314.org
								Location	Amount	Attribute Add:13 points	

Maximum value carried with status		
Unnumbered	Partially Enc.	Fully Enc.
6.0	9.8	13.0

SKILL	WDA
Brawling	3
Knife	4
Longsword	3
Polearm	3
Single Weapon	3
Two Weapon	3
Unarmed Combat	4

Off-Hand Dexterity		13
Beast Riding	92	18
Blacksmithing	90	18
Brawling	50	10
Carpentry	45	9
Climbing	46	9
Culture, Post-Ruin	15	3
Culture, Pre-Ruin	15	3
Firearms Repair, Modern	90	18
Firearms Repair, Primitive	45	9
First Aid	84	16
Fishing, Hook	46	9
Fishing, Trap	46	9
Handloading	46	9
Hunting, Shoot	46	9
Hunting, Trap	46	9
Knife	78	15
Literacy, English	30	6
Longsword	50	10
Machining	45	9
Pistol, Modern	50	10
Polearm	50	10
Rifle, Modern	100	20
Search, Urban	72	14
Single Weapon	50	10
Stealth, Urban	46	9
Survival, Urban	74	14
Swimming	37	7
Technology Use	45	9
Two Weapon	50	10
Unarmed Combat	78	15
Weaponsmithing, Metal	45	9

Merit	Counts	Rep	Recog Factor		

SKILL	FORMULA	FORMAT
Beast Riding	DFT + STR + Natural	1
Blacksmithing	DFT + WT + Mechanical	1
Brawling	STR + DFT + Combative	3
Carpentry	DFT + WT + Mechanical	1
Climbing	STR + DFT + Natural	1
Culture, Post-Ruin	WT + Communicative + Esthetic	1
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Firearms Repair, Modern	DFT + WT + Mechanical	1
Firearms Repair, Primate	DFT + WT + Mechanical	1
First Aid	DFT + WT + Scientific	1
Fishing, Hook	DFT + WT + Natural	2
Fishing, Trap	DFT + WT + Natural	2
Handloading	DFT + WT + Natural	1
Hunting, Shoot	DFT + WT + Natural	2
Hunting, Trap	DFT + WT + Natural	2
Knife	DFT + SPD + Combative	3
Literacy, English	WT + WL + Communicative	1
Longsword	STR + DFT + Combative	3
Machining	DFT + WT + Mechanical	1
Pistol, Modern	DFT + WT + Combative	3
Polearm	STR + DFT + Combative	3
Rifle, Modern	DFT + WT + Combative	3
Search, Urban	WT + WT + Natural	2
Single Weapon	STR + DFT + Combative	3
Stealth, Urban	DFT + WT + Natural	2
Survival, Urban	HLH + WL + Natural	1
Swimming	HLH + STR + Natural	1
Technology Use	DFT + WT + Mechanical	1
Two Weapon	STR + DFT + Combative	3
Unarmed Combat	DFT + SPD + Combative	3
Weaponsmithing, Metal	DFT + WT + Mechanical	1

Skills in bold can not be advanced by Learn By Doing

Talent Bonuses

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