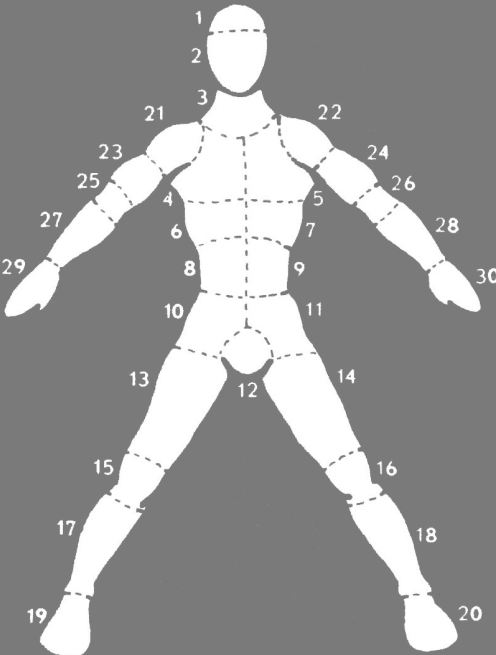


Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	3	Healing Rate (HLH Group)	3	Talents Current Charismatic0 Combative8 Communicative-1 Esthetic0 Mechanical1 Natural10 Scientific1
WT		15		7	5	Freely Improvable Skills (WT & WL)	23	Shock Factor (IO + Healing Rate)	13	
WL		8		4	3	STR Group	3	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	36	
STR		15		7	5	Maximum Number of Actions (DFT Group)	3	Damage Taken		
DFT		15		7	5	Base Action Phase (SPD AST)	7	Lethal		
SPD		14		7	5	Phases Consumed in Action ((BAP/MNA).d)	2	Subdual		
HLH		24		12	8	Combat Dodge Ability ((DFT & SPD)/20.n)	1	Total		
								Critical damage		
								Location	Amount	

Encumbrance Maximum value carried with status Unnumbered Partially Enc. Fully Enc. 6.0 9.0 12.0			Enter Armor Value on Location covered 				Skills		SCORE	BCS
Skill Brawling Knife		Off-Hand Dexterity						11		
		Archery					38	7		
		Automobile Driving		31	6					
		Automobile Mechanic		62	12					
		Beast Riding		40	8					
		Botany		26	5					
		Brawling		38	7					
		Climbing		40	8					
		Culture, Pre-Ruin		14	2					
		Dirt Farming		49	9					
		First Aid		31	6					
		Fishing, Trap		40	8					
		Hunting, Shoot		40	8					
		Knife		37	7					
		Literacy, English		44	8					
		Lockpicking		31	6					
		Mathematics		17	3					
		Nutritionist		26	5					
		Pistol, Modern		38	7					
		Search, Rural		80	16					
		Stealth, Rural		40	8					
		Survival, Rural		84	16					
		Swimming		49	9					
		Technology Use		31	6					
		Tracking, Rural		70	14					
		Zoology, Pre-Ruin		52	10					
Reputation			Merit	Counts	Rep	Recog Factor				

SKILL	FORMULA	FORMAT
Archery	DFT + WT + Combative	3
Automobile Driving	DFT + WT + Mechanical	1
Automobile Mechanic	DFT + WT + Mechanical	1
Beast Riding	DFT + STR + Natural	1
Botany	WT + Scientific + Natural	1
Brawling	STR + DFT + Combative	3
Climbing	STR + DFT + Natural	1
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Dirt Farming	HLH + DFT + Natural	1
First Aid	DFT + WT + Scientific	1
Fishing, Trap	DFT + WT + Natural	2
Hunting, Shoot	DFT + WT + Natural	2
Knife	DFT + SPD + Combative	3
Literacy, English	WT + WL + Communicative	1
Lockpicking	DFT + WT + Mechanical	1
Mathematics	WT + Scientific + Mechanical	1
Nutritionist	WT + Scientific + Natural	1
Pistol, Modern	DFT + WT + Combative	3
Search, Rural	WT + WT + Natural	2
Stealth, Rural	DFT + WT + Natural	2
Survival, Rural	HLH + WL + Natural	1
Swimming	HLH + STR + Natural	1
Technology Use	DFT + WT + Mechanical	1
Tracking, Rural	WT + Natural + Natural	2
Zoology, Pre-Ruin	WT + Scientific + Natural	2

Skills in bold can not be advanced by Learn By Doing

Talent Bonuses

Natural Talent Bonus: Natural sense of direction. +1 to Natural based learning rate.