

Player  
Character **Mx3**

Age Group	3	Base Age	40	Actual Age	49	Recog. Factor	0
Size	5'10"	Bulk	162 lbs	Looks	Average	Personal ENC	4.4

Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	3	Healing Rate (HLH Group)	3	<div><div>Talents</div><div>Charismatic3 Combative12 Communicative1 Esthetic0 Mechanical3 Natural0 Scientific10</div></div>	
WT		22		11	7	Freely Improvable Skills (WT & WL)	30	Shock Factor (ID + Healing Rate)	13		Current
WL		8		4	3	ST R Group	3	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	27		
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		15		7	5	Combat Dodge Ability ((DFT & SPD)/20.n)	1	Total			
								Critical damage			
								Location	Amount	<div>Version 4.0 Character Creator i314.org</div> <div>Attribute Add:6 points</div> <div>Astronaut - Payload Specialist</div>	

### Encumbrance

Maximum value carried with status

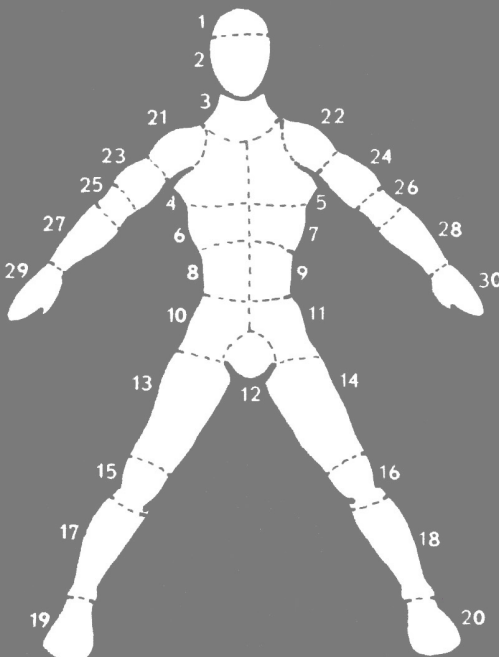
Unnumbered	Partially Enc.	Fully Enc.
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322	323	324
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331	332	333
334	335	336
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358	359	360
361	362	363
364	365	366
36		

6.0                      9.0                      12.0

## SKILL

Brawling	4
Knife	2
Single Weapon	2
Throwing	2

Enter Armor Value on Location covered



## Skills

Off-Hand Dexterity		13
Archery	49	9
Automobile Driving	40	8
Autoweapon	98	19
Beast Riding	30	6
Bicycle Riding	33	6
Brawling	84	16
Chemistry	32	6
Climbing	60	12
Computer Science	35	7
Culture, Pre-Ruin	23	4
Demolitions	40	8
First Aid	94	18
High Technology Use	40	8
Knife	41	8
Literacy, English	62	12
Lockpicking	80	16
Magnalock Penetration	40	8
Mathematics	35	7
Motorcycle Driving	40	8
Pistol, Modern	49	9
Rifle, Modern	49	9
Safecracking	40	8
SCUBA Diving	40	8
Search, Urban	44	8
Single Weapon	42	8
Stealth, Urban	74	14
Survival, Urban	46	9
Swimming	30	6
Tactics	70	14
Technology Use	40	8
Throwing	49	9
Tracking, Urban	44	8

## Reputation

Merit	Counts	Rep	Recog Factor		

SKILL	FORMULA	FORMAT
Archery	DFT + WT + Combative	3
Automobile Driving	DFT + WT + Mechanical	1
Autoweapon	DFT + WT + Combative	1
Beast Riding	DFT + STR + Natural	1
Bicycle Riding	DFT + STR + Mechanical	1
Brawling	STR + DFT + Combative	3
Chemistry	<b>WT + Scientific + Natural</b>	1
Climbing	STR + DFT + Natural	1
Computer Science	WT + Scientific + Mechanical	1
Culture, Pre-Ruin	<b>WT + Communicative + Esthetic</b>	1
Demolitions	DFT + WT + Mechanical	1
First Aid	DFT + WT + Scientific	1
High Technology Use	DFT + WT + Mechanical	1
Knife	DFT + SPD + Combative	3
Literacy, English	WT + WL + Communicative	1
Lockpicking	DFT + WT + Mechanical	1
Magnalock Penetration	DFT + WT + Mechanical	1
Mathematics	WT + Scientific + Mechanical	1
Motorcycle Driving	DFT + WT + Mechanical	1
Pistol, Modern	DFT + WT + Combative	3
Rifle, Modern	DFT + WT + Combative	3
Safecracking	DFT + WT + Mechanical	1
SCUBA Diving	DFT + WT + Mechanical	1
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
Tactics	WT + Combative + Communicative	1
Technology Use	DFT + WT + Mechanical	1
Throwing	DFT + WT + Combative	3
Tracking, Urban	<b>WT + Natural + Natural</b>	2

Skills in bold can not be advanced by Learn By Doing

## Talent Bonuses

Combative Talent Bonus: BCS of 4 for gauging opponents. +1 to Combative based learning rate.

Scientific Talent Bonus: Natural analytical ability to solve problems or riddles. +1 to Scientific based learning rate.