

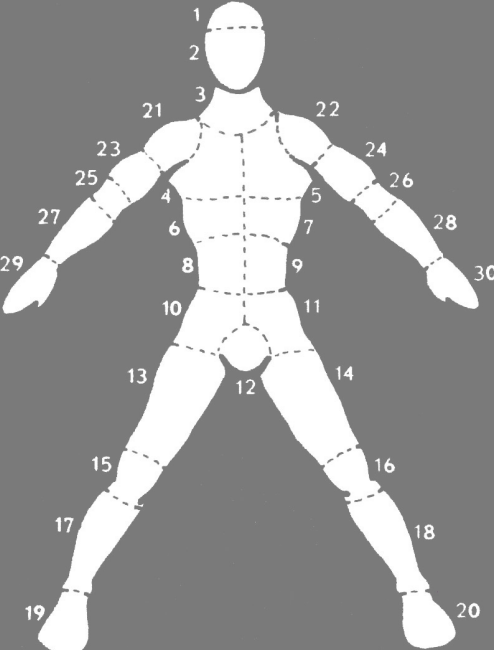
Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	Healing Rate (HLH Group)
WT		15		7	5	3	3
WL		10		5	3	Freely Improvable Skills (WT & WL) 25	Shock Factor (ID + Healing Rate) 13
STR		15		7	5	ST R Group 3	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL) 37
DFT		15		7	5	Maximum Number of Actions (DFT Group) 3	Damage Taken
SPD		14		7	5	Base Action Phase (SPD AST) 7	Lethal _____ Subdual _____ Total _____
HLH		24		12	8	Phases Consumed in Action ((BAP/MNA).d) 2	Critical damage
						Combat Dodge Ability ((DFT & SPD)/20.n) 1	Location Amount

Talents

Charismatic	1
Combative	20
Communicative	3
Esthetic	1
Mechanical	0
Natural	1
Scientific	2

Version 4.0 Character Creator i314.org

Attribute Add:9 points
100-Year After Limited

<div>Encumbrance</div> <div>Maximum value carried with status</div> <div>Unnumbered Partially Enc. Fully Enc.</div> <div>6.0 9.0 12.0</div>		<div>Enter Armor Value on Location covered</div> 	<div>Skills</div>		SCORE	BGS
			Off-Hand Dexterity		11	
			Archery	100	20	
		Bowyer	60	12		
		Brawling	50	10		
		Culture, Post-Ruin	19	3		
		First Aid	64	12		
		Handloading	62	12		
		Hunting, Trap	62	12		
		Literacy, English	56	11		
		Lockpicking	60	12		
		Machining	30	6		
		Pistol, Modern	100	20		
		Rifle, Modern	50	10		
		Search, Rural	62	12		
		Stealth, Rural	62	12		
		Survival, Rural	70	14		
		Tactics	38	7		
		Technology Use	30	6		
		Tracking, Rural	34	6		
		Two Weapon	100	20		
		Unarmed Combat	49	9		
<div>SKILL</div> <div>Brawling</div> <div>Two Weapon</div> <div>Unarmed Combat</div>		<div>WDA</div> <div>3</div> <div>5</div> <div>2</div>				
<div>Reputation</div>						

Merit	Counts	Rep	Recog Factor		

SKILL	FORMULA	FORMAT
Archery	DFT + WT + Combative	3
Bowyer	DFT + WT + Mechanical	1
Brawling	STR + DFT + Combative	3
Culture, Post-Ruin	WT + Communicative + Esthetic	1
First Aid	DFT + WT + Scientific	1
Handloading	DFT + WT + Natural	1
Hunting, Trap	DFT + WT + Natural	2
Literacy, English	WT + WL + Communicative	1
Lockpicking	DFT + WT + Mechanical	1
Machining	DFT + WT + Mechanical	1
Pistol, Modern	DFT + WT + Combative	3
Rifle, Modern	DFT + WT + Combative	3
Search, Rural	WT + WT + Natural	2
Stealth, Rural	DFT + WT + Natural	2
Survival, Rural	HLH + WL + Natural	1
Tactics	WT + Combative + Communicative	1
Technology Use	DFT + WT + Mechanical	1
Tracking, Rural	WT + Natural + Natural	2
Two Weapon	STR + DFT + Combative	3
Unarmed Combat	DFT + SPD + Combative	3

Talent Bonuses

Combative Talent Bonus: BCS of 7 for gauging opponents. +1 to Combative based learning rate.