AFTERMATH!

Player

Character **Filly**

Age Group	**3**	Base Age	**40**	
Size	**5'7"**	Bulk	**228 lbs**	
Actual Age	**46**	Recog. Factor	**0**	
Looks	**Average**	Personal ENC	**4.8**	

Attribute	Allocated	Permanent	Current	AST	CST
WT		15		7	5
WL		8		4	3
STR		15		7	5
DFT		25		12	8
SPD		14		7	5
HLH		18		9	6

Learning Rate (WT Group)	3
Freely Improvable Skills (WT & WL)	23
ST R Group	3
Maximum Number of Actions (DFT Group)	4
Base Action Phase (SPD AST)	7
Phases Consumed in Action ((BAP/MNA),d)	1
Combat Dodge Ability ((DFT & SPD)/20,n)	2

Healing Rate (HLH Group)	3
Shock Factor (10 + Healing Rate)	13
Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	30

Damage Taken

Lethal _____

Subdual _____

Total _____

Critical damage

Location   Amount

Talents

	Current
Charismatic	1
Combative	20
Communicative	2
Esthetic	1
Mechanical	-3
Natural	1
Scientific	1

Version 4.0 Character Creator i314.org
Attribute Add:11 points
Standard Aftermath

Encumberance

Maximum value carried with status

Unnumbered	Partially Enc.	Fully Enc.
6.0	9.8	13.0

SKILL	WDA
Brawling	3

Reputation

Merit	Counts	Rep	Recog Factor		

Enter Armor Value on Location covered
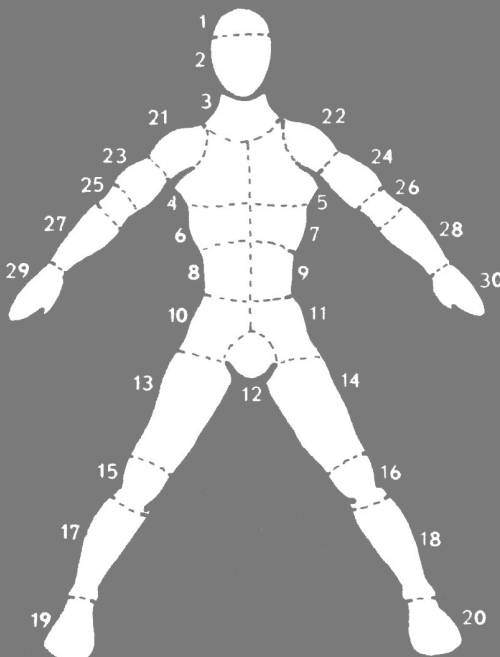
Skills	SCORE	BCS
Off-Hand Dexterity		11
Archery	60	12
Armorer, Plastics	37	7
Aviation Mechanic	37	7
Bola	60	12
Brawling	60	12
Climbing	41	8
Culture, Pre-Ruin	18	3
Demolitions	37	7
Electrician	37	7
High Technology Use	37	7
Literacy, English	50	10
Lockpicking	37	7
Magnalock Penetration	37	7
Motorcycle Driving	37	7
Plastic Synthesization	13	2
Plastics Forming	37	7
Safecracking	37	7
Search, Urban	31	6
Stealth, Urban	41	8
Survival, Urban	27	5
Technology Use	74	14

SKILL	FORMULA	FORMAT
Archery	DFT + WT + Combative	3
Armorer, Plastics	DFT + WT + Mechanical	1
Aviation Mechanic	DFT + WT + Mechanical	1
Bola	DFT + WT + Combative	3
Brawling	STR + DFT + Combative	3
Climbing	STR + DFT + Natural	1
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Demolitions	DFT + WT + Mechanical	1
Electrician	DFT + WT + Mechanical	1
High Technology Use	DFT + WT + Mechanical	1
Literacy, English	WT + WL + Communicative	1
Lockpicking	DFT + WT + Mechanical	1
Magnalock Penetration	DFT + WT + Mechanical	1
Motorcycle Driving	DFT + WT + Mechanical	1
Plastic Synthesization	**WT + Scientific + Mechanical**	1
Plastics Forming	DFT + WT + Mechanical	1
Safecracking	DFT + WT + Mechanical	1
Search, Urban	WT + WT + Natural	2
Stealth, Urban	DFT + WT + Natural	2
Survival, Urban	HLH + WL + Natural	1
Technology Use	DFT + WT + Mechanical	1

Skills in bold can not be advanced by Learn By Doing

Talent Bonuses

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