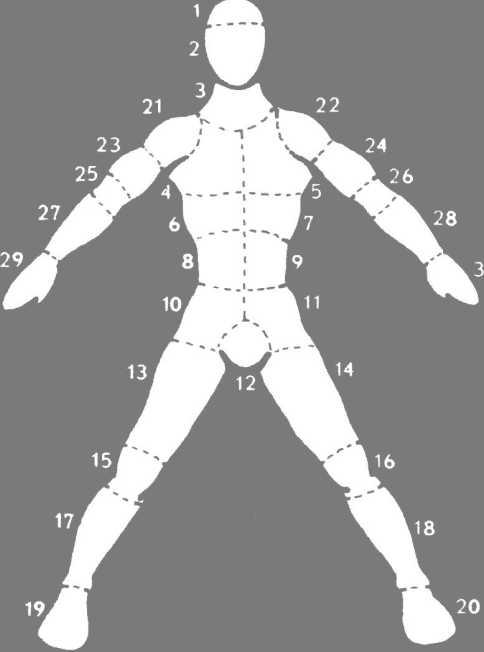


<div><div>AFTERMATH</div><div>Player Character Joe Black</div></div>						Age Group 2		Base Age 31		Actual Age 37		Recog. Factor 0																																													
						Size 5'10"		Bulk 129 lbs		Looks Average		Personal ENC 4.6																																													
Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group) 2		Healing Rate (HLH Group) 3		<div>Talents</div> <div>Current</div> <div>Charismatic 3</div> <div>Combative 10</div> <div>Communicative 2</div> <div>Esthetic 0</div> <div>Mechanical 4</div> <div>Natural 4</div> <div>Scientific 1</div>																																															
WT		12		6	4	Freely Improvable Skills (WT & WL) 17		Shock Factor (10 + Healing Rate) 13																																																	
WL		5		2	2	STR Group 3		Damage Resistance Total (HLH + 1/2 STR + 1/2 WL) 27																																																	
STR		16		8	5	Maximum Number of Actions (DFT Group) 4		Damage Taken																																																	
DFT		25		12	8	Base Action Phase (SPD AST) 10		Lethal _____																																																	
SPD		20		10	7	Phases Consumed in Action ((BAP/MNA).d) 2		Subdual _____		Version 4.0 Character Creator i314.org Attribute Add:8 points Unlimited																																															
HLH		16		8	5	Combat Dodge Ability ((DFT & SPD)/20.n) 2		Total _____																																																	
<div>Encumbrance</div> <div>Maximum value carried with status</div> <div>Unnumbered Partially Enc. Fully Enc.</div> <div>6.0 9.8 13.0</div>						<div>Enter Armor Value on Location covered</div> <div></div>						Skills				SCORE	BCS																																								
												Off-Hand Dexterity					11																																								
<div>SKILL</div> <div>Brawling 3</div> <div>Knife 3</div> <div>Longsword 5</div> <div>Single Weapon 3</div> <div>Throwing 2</div> <div>Two Weapon 3</div> <div>Unarmed Combat 5</div>						<div>Reputation</div> <table><thead><tr><th>Merit</th><th>Counts</th><th>Rep</th><th>Recog Factor</th><th></th><th></th></tr></thead><tbody><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table>						Merit	Counts	Rep	Recog Factor																																							Archery 47 9			
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						Autoweapon 47 9																																																			
						Beast Riding 45 9																																																			
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						Climbing 45 9																																																			
						Commerce 20 4																																																			
						Culture, Post-Ruin 14 2																																																			
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						Fishing, Hook 41 8																																																			
						Foreign Language, (Spanish) 19 3																																																			
						Gambling 40 8																																																			
						Hunting, Shoot 82 16																																																			
						Hunting, Trap 82 16																																																			
						Knife 55 11																																																			
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						Literacy, English 19 3																																																			
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						Longsword 102 20																																																			
						Motorcycle Driving 41 8																																																			
						Pistol, Modern 47 9																																																			
						Rifle, Modern 94 18																																																			
						Rocket Launcher 47 9																																																			
						Safecracking 41 8																																																			
						Search, Rural 56 11																																																			
						Search, Urban 28 5																																																			
						Single Weapon 51 10																																																			
						Stealth, Rural 82 16																																																			
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						Survival, Desert 25 5																																																			
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						Tracking, Rural 20 4																																																			
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						Two Weapon 51 10																																																			
						Unarmed Combat 110 20/2																																																			

SKILL	FORMULA	FORMAT
Archery	DFT + WT + Combative	3
Autoweapon	DFT + WT + Combative	1
Beast Riding	DFT + STR + Natural	1
Bowyer	DFT + WT + Mechanical	1
Brawling	STR + DFT + Combative	3
Climbing	STR + DFT + Natural	1
Commerce	WL + WT + Charismatic	1
Culture, Post-Ruin	WT + Communicative + Esthetic	1
First Aid	DFT + WT + Scientific	1
Fishing, Hook	DFT + WT + Natural	2
Foreign Language, (Spanish)	WT + WL + Communicative	2
Gambling	DFT + WT + Charismatic	1
Hunting, Shoot	DFT + WT + Natural	2
Hunting, Trap	DFT + WT + Natural	2
Knife	DFT + SPD + Combative	3
Leatherworking	DFT + WT + Esthetic	1
Literacy, English	WT + WL + Communicative	1
Lockpicking	DFT + WT + Mechanical	1
Longsword	STR + DFT + Combative	3
Motorcycle Driving	DFT + WT + Mechanical	1
Pistol, Modern	DFT + WT + Combative	3
Rifle, Modern	DFT + WT + Combative	3
Rocket Launcher	DFT + WT + Combative	1
Safecracking	DFT + WT + Mechanical	1
Search, Rural	WT + WT + Natural	2
Search, Urban	WT + WT + Natural	2
Single Weapon	STR + DFT + Combative	3
Stealth, Rural	DFT + WT + Natural	2
Stealth, Urban	DFT + WT + Natural	2
Survival, Desert	HLH + WL + Natural	1
Survival, Rural	HLH + WL + Natural	1
Survival, Urban	HLH + WL + Natural	1
Swimming	HLH + STR + Natural	1
Throwing	DFT + WT + Combative	3
Tracking, Rural	WT + Natural + Natural	2
Tracking, Urban	WT + Natural + Natural	2
Two Weapon	STR + DFT + Combative	3
Unarmed Combat	DFT + SPD + Combative	3

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.