Elarra

Size: 5'11"
Age: 22
Looks: Average

WT: 12
WL: 13
STR: 11
DFT: 22
SPD: 17
HLH: 20

WT (ST Group): 6
WL (ST Group): 6
STR (ST Group): 5
DFT (ST Group): 11
SPD (ST Group): 8
HLH (ST Group): 10

Attribute Allocated: 12
Temporary: 6
Current: 4

Learning Rate
Freely Improvable Skills
ST R Group
Maximum Number of Actions
Base Action Phase
Phases Consumed in Attack
Combat Dodge Ability

Healing Rate: 3
Shock Factor: 13
Damage Resistance Total
Damage Taken
Critical Damage

SKILL
Archery
Bowyer
Brawling
Climbing
Culture, Pre-Ruin
Hunting, Shoot
Lockpicking
Survival, Urban
Tracking

WDA

Reputation

Merit
Counts
Rep
Recog Factor

Talents
Charismatic: 2
Combative: 3
Communicative: 5
Esthetic: 1
Mechanical: 3
Natural: 3
Scientific: 0

Skills
Off-Hand Dexterity: 13
Archery: 74
Bowyer: 37
Brawling: 36
Climbing: 72
Culture, Pre-Ruin: 18
Hunting, Shoot: 74
Lockpicking: 37
Survival, Urban: 36
Tracking: 18

Version 3.0 Character Creator i314.org
Attribute Add: 9 points
Standard Aftermath

Enter Armor Value on Location covered

Encumbrance
Unnumbered: 4.0
Partially Enc.: 6.8
Fully Enc.: 9.0

Value carried with status

Merit Counts Rep Recog Factor

Count

Amount

Location

Location

Amount
<table>
<thead>
<tr>
<th>SKILL</th>
<th>FORMULA</th>
<th>FORMAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>DFT + WT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Bowyer</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Brawling</td>
<td>STR + DFT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Climbing</td>
<td>STR + DFT + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Culture, Pre-Ruin</td>
<td>WT + Communicative + Esthetic</td>
<td>1</td>
</tr>
<tr>
<td>Hunting, Shoot</td>
<td>DFT + WT + Natural</td>
<td>2</td>
</tr>
<tr>
<td>Lockpicking</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Survival, Urban</td>
<td>HLH + WL + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Tracking</td>
<td>WT + Natural + Natural</td>
<td>2</td>
</tr>
</tbody>
</table>

Skills in bold can not be advanced by Learn By Doing