Player: Fionna

Attribute Allocated Permanent Current AST CST
WT 27 13 9
WL 16 8 5
STR 13 6 4
DFT 12 6 4
SPD 12 6 4
HLH 22 11 7

Learning Rate
(STR Group) 4
Freely Improvable Skills
(STR Group) 43
ST R Group 2
Maximum Number of Actions
(DFT Group) 2
Base Action Phase
(SPD AST) 6
Phases Consumed in Action
((DFT + SPD) x 4) 3
Combat Dodge Ability
((DFT + SPD) / 2 + 1) 1

Healing Rate
(STR Group) 3
Shock Factor
(STR + MaxST + DFT) 13
Damage Resistance Total
(8 x STR + 1/2 DFT + 1/2 STR) 37
Damage Taken
Lethal L
Subtle S
Total T
Critical Damage
Location A
Amount N

Encumbrance
Maximum value carried with status
Unnumbered Partially Enc. Fully Enc.
4.0 6.0 8.0

SKILL
Brawling
WDA 1

Reputation
Merit Counts Rep Recog. Factor

Skills
Score BIS
Off-Hand Dexterity 13
Brawling 29 5
Culture, Pre-Ruin 31 6
Lockpicking 43 8
Mathematics 38 7

Talents
Charismatic 6
Combative 4
Communicative 2
Esthetic 2
Mechanical 4
Natural 7
Scientific 7
<table>
<thead>
<tr>
<th>SKILL</th>
<th>FORMULA</th>
<th>FORMAT</th>
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</thead>
<tbody>
<tr>
<td>Brawling</td>
<td>STR + DFT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Culture, Pre-Ruin</td>
<td>WT + Communicative + Esthetic</td>
<td>1</td>
</tr>
<tr>
<td>Lockpicking</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Mathematics</td>
<td>WT + Scientific + Mechanical</td>
<td>1</td>
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</tbody>
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Skills in bold can not be advanced by Learn By Doing