Ephraim Zweifel

WT 12 6 4
WL 10 5 3
STR 11 5 3
DFT 15 7 5
SPD 15 7 5
HLH 24 12 8

Attribute Allocated Permanent Current AST CST

Learning Rate
Freely Improvable Skills (WT + WL)
ST R Group
Maximum Number of Actions (DFT Group)
Base Action Phase (SPD AST)
Phases Consumed in Action (IFP/WDA, #)
Combat Dodge Ability (DFT & SPD/10,n)

Healing Rate
Shock Factor (SB + Healing Rating)
Damage Resistance Total (SB + 1/2 STR + 1/2 ML)
Damage Taken

Critical damage

Encumberance

Maximum value carried with status
Unnumbered  Partially Enc.  Fully Enc.
4.0 6.8 9.0

SKILL
Brawling  2
Knife  2
Unarmed Combat  2

WDA

Reputation

Merit Counts Rep Recog Factor

Talents
Charismatic
Combative
Communicative
Esthetic
Mechanical
Natural
Scientific

Skills

Off-Hand Dexterity 10
Automobile Mechanic 30 6
Basic Research 24 4
Bicycle Riding 29 5
Brawling 36 7
Carpentry 30 6
Commerce 22 4
Computer Science 30 6
Culture, Pre-Ruin 15 3
Electrician 30 6
Firearms Repair, Modern 30 6
First Aid 54 10
High Technology Use 30 6
Hunting, Trap 27 5
Knife 40 8
Literacy (Specify) 23 4
Machining 30 6
Mathematics 15 3
Motorcycle Driving 30 6
Pistol, Modern 37 7
Radio Communications 30 6
Repair Muscle Powered 30 6
Rifle, Modern 37 7
Search, Urban 24 4
Stealth, Urban 27 5
Swimming 35 7
Technology Use 30 6
Unarmed Combat 40 8
<table>
<thead>
<tr>
<th>SKILL</th>
<th>FORMULA</th>
<th>FORMAT</th>
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<tbody>
<tr>
<td>Automobile Mechanic</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Basic Research</td>
<td>WT + WT + Scientific</td>
<td>1</td>
</tr>
<tr>
<td>Bicycle Riding</td>
<td>DFT + STR + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Brawling</td>
<td>STR + DFT + Combative</td>
<td>3</td>
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<tr>
<td>Carpentry</td>
<td>DFT + WT + Mechanical</td>
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</tr>
<tr>
<td>Commerce</td>
<td>WL + WT + Charismatic</td>
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<tr>
<td>Computer Science</td>
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<tr>
<td>Culture, Pre-Ruin</td>
<td>WT + Communicative + Esthetic</td>
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<tr>
<td>Electrician</td>
<td>DFT + WT + Mechanical</td>
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<tr>
<td>Firearms Repair, Modern</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>First Aid</td>
<td>DFT + WT + Scientific</td>
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</tr>
<tr>
<td>High Technology Use</td>
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<tr>
<td>Hunting, Trap</td>
<td>DFT + WT + Natural</td>
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<tr>
<td>Knife</td>
<td>DFT + SPD + Combative</td>
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<tr>
<td>Literacy (Specify)</td>
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<tr>
<td>Machining</td>
<td>DFT + WT + Mechanical</td>
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</tr>
<tr>
<td>Mathematics</td>
<td>WT + Scientific + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Motorcycle Driving</td>
<td>DFT + WT + Mechanical</td>
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</tr>
<tr>
<td>Pistol, Modern</td>
<td>DFT + WT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Radio Communications</td>
<td>WT + DFT + Mechanical</td>
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</tr>
<tr>
<td>Repair Muscle Powered Vehicles</td>
<td>DFT + WT + Mechanical</td>
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</tr>
<tr>
<td>Rifle, Modern</td>
<td>DFT + WT + Combative</td>
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<tr>
<td>Search, Urban</td>
<td>WT + WT + Natural</td>
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<tr>
<td>Stealth, Urban</td>
<td>DFT + WT + Natural</td>
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<tr>
<td>Swimming</td>
<td>HLH + STR + Natural</td>
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</tr>
<tr>
<td>Technology Use</td>
<td>DFT + WT + Mechanical</td>
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</tr>
<tr>
<td>Unarmed Combat</td>
<td>DFT + SPD + Combative</td>
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Skills in bold can not be advanced by Learn By Doing