**Character: Scab**

**Attribute Allocated**
- **WT (Weight):** 15
- **WL (Limb):** 10
- **STR (Strength):** 16
- **DFT (Dexterity):** 15
- **SPD (Speed):** 15
- **HLH (Limb):** 17

**Encumbrance**
- Maximum value carried with status:
  - Unnumbered: 6.0
  - Partially Enc.: 9.0
  - Fully Enc.: 12.0

**SKILL**
- Brawling
- Longsword

**Learning Rate**
- Freely Improvable Skills (WT & WL):
  - WT: 25
  - WL: 3

**Base Action Phase**
- SPD (Speed): 8

**Combat Dodge Ability**
- (DFT & SPD) / 2

**Healing Rate**
- (SR Group): 3

**Critical Damage**
- Location: 2

**Merit Counts**
- Rep: 22
- Recog Factor: 25

**Talents**
- Charismatic: -2
- Combative: 10
- Communicative: 2
- Esthetic: 3
- Mechanical: 0
- Natural: 6
- Scientific: 1

**Skills**
- Off-Hand Dexterity: 11
- Archery: 80
- Beast Riding: 37
- Brawling: 82
- Climbing: 37
- Culture, Pre-Ruin: 20
- Hunting, Trap: 36
- Longsword: 82
- Search, Urban: 36
- Stealth, Urban: 36
- Survival, Urban: 33
<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>Beast Riding</td>
<td>DFT + STR + Natural</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>
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<tr>
<td>Hunting, Trap</td>
<td>DFT + WT + Natural</td>
<td>2</td>
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<tr>
<td>Longsword</td>
<td>STR + DFT + Combative</td>
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<tr>
<td>Search, Urban</td>
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<td>Survival, Urban</td>
<td>HLH + WL + Natural</td>
<td>1</td>
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</tbody>
</table>

Skills in bold can not be advanced by Learn By Doing