Player: Alice Odonnal

Character: Alice Odonnal

Attribute Allocated Permanent Current

WT 5 2 1
WL 5 2 1
STR 11 5 3
DFT 18 9 6
SPD 16 8 5
HLH 20 10 6

Learning Rate
(MT Group) 2
Freely Improvable Skills (WT or MT) 10
ST R Group 2
Maximum Number of Actions (DFT Group) 3
Base Action Phase (SPD AST) 8
Phases Consumed in Action (IBF/WM4.4) 2
Combat Dodge Ability (DFT & SPD/2D.n) 2

Healing Rate
(ER Group) 3
Shock Factor (ER + Healing) 13
Damage Resistance Total (IBR + 1/2 STR + 1/2 MT) 28
Damage Taken
Lethal
Subtotal
Total

Critical damage
Location
Amount

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

Skills

- Off-Hand Dexterity 4
- Archery 58 11
- Brawling 35 7
- Climbing 40 8
- Culture, Pre-Ruin 8 1
- Fishing, Trap 34 6
- Search, Rural 21 4
- Search, Urban 42 8
- Stealth, Rural 68 13
- Stealth, Urban 34 6
- Survival, Rural 36 7
- Survival, Urban 36 7

Reputation

<table>
<thead>
<tr>
<th>Merit</th>
<th>Counts</th>
<th>Rep</th>
<th>Recog Factor</th>
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Version 3.0 Character Creator i314.org
Attribute Add/0 points
Standard Aftermath
<table>
<thead>
<tr>
<th>SKILL</th>
<th>FORMULA</th>
<th>FORMAT</th>
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<tbody>
<tr>
<td>Archery</td>
<td>DFT + WT + Combative</td>
<td>3</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>
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<tr>
<td>Culture, Pre-Ruin</td>
<td>WT + Communicative + Esthetic</td>
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<tr>
<td>Fishing, Trap</td>
<td>DFT + WT + Natural</td>
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<td>Search, Rural</td>
<td>WT + WT + Natural</td>
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<tr>
<td>Search, Urban</td>
<td>WT + WT + Natural</td>
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<td>Stealth, Rural</td>
<td>DFT + WT + Natural</td>
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<tr>
<td>Survival, Urban</td>
<td>HLH + WL + Natural</td>
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</tbody>
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Skills in bold can not be advanced by Learn By Doing