Player: Joanne McDonough

Attribute | Allocated | Permanent | Current | AST | CST | Learning Rate (WT Group) | Healing Rate (ORR Group) | Shock Factor (ORR = Healing Factor) | Damage Resistance Total (6R + 1/2 STR + 1/2 Wis) | Damage Taken | Critical Damage
--- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | ---
WT | 20 | 10 | 6 | Freely Improvable Skills (ORR = WT) | 40 | ST R Group | 2 | 27 | 8.0 | 6.0 | 4.0
WL | 20 | 10 | 6 | Maximum Number of Actions (ORR Group) | 2 | Base Action Phase (SPD AST) | 10 | 5 | 2
STR | 8 | 4 | 2 | Phases Consumed in Action (1/2(FP/VM)),A | 1 | Combat Dodge Ability (1/2(FP + SPD) + 1/2)(A) | 1 | 8.0 | 6.0 | 4.0
DFT | 8 | 4 | 2 | | | | | | | | |
SPD | 20 | 10 | 6 | | | | | | | | |
HLH | 13 | 6 | 4 | | | | | | | | |

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

| Skill | Score | BUS |
--- | --- | ---
Off-Hand Dexterity | 12 | |
Brawling | 21 | 4 |
Culture, Pre-Ruin | 23 | 4 |
<table>
<thead>
<tr>
<th>SKILL</th>
<th>FORMULA</th>
<th>FORMAT</th>
</tr>
</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>
</tbody>
</table>

Skills in bold can not be advanced by Learn By Doing