**Player: Chaos_1x**

**Size:** 5'8"
**Weight:** 144 lbs
**Looks:** Above Average
**Personnel:** ENC 4.6

### Attributes

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Allocated</th>
<th>Permanent</th>
<th>Current</th>
<th>AST</th>
<th>CST</th>
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<tbody>
<tr>
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<td>6</td>
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</tr>
<tr>
<td>STR</td>
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<td>5</td>
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<td>HLH</td>
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<td>7</td>
<td>5</td>
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### Skills

<table>
<thead>
<tr>
<th>Skill</th>
<th>WDA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brawling</td>
<td>2</td>
</tr>
</tbody>
</table>

### Encumbrance

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

### Merit

- **Counts:**
- **Reputation:**
- **Recognition Factor:**

### Talents

<table>
<thead>
<tr>
<th>Talents</th>
<th>Current</th>
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<tbody>
<tr>
<td>Charismatic</td>
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<tr>
<td>Combative</td>
<td>3</td>
</tr>
<tr>
<td>Communicative</td>
<td>3</td>
</tr>
<tr>
<td>Esthetic</td>
<td>1</td>
</tr>
<tr>
<td>Mechanical</td>
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<tr>
<td>Natural</td>
<td>10</td>
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<tr>
<td>Scientific</td>
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</tbody>
</table>

### Skills Score

- Off-Hand Dexterity: 11
- Brawling: 32
- Carpentry: 34
- Culture, Pre-Ruin: 19
- First Aid: 33
- Leatherworking: 33
- Literacy (Specify): 30
- Lockpicking: 34
- Machining: 34
- Pistol, Modern: 35
- Search, Rural: 40
- Search, Urban: 40
- Stealth, Rural: 42
- Survival, Rural: 37
- Technology Use: 34
- Tracking: 35

### Learning Rate

- Freely Improvable Skills: 27
- STG Group: 2
- Maximum Number of Actions: 3
- Base Action Phase: 8
- Phases Consumed in Action: 2
- Combat Dodge Ability: 2

### Other Information

- **Healing Rate:** 3
- **Shock Factor:** 13
- **Damage Resistance Total:** 27
- **Damage Taken:**
  - Lethal: 11
  - Subdual: 11
  - Total: 22
- **Critical Damage:**
  - Location: 12
  - Amount: 16

### Notes

- Version 3.5 Character Creator i314.org
- Attribute Add: 3 points
- Standard Aftermath
<table>
<thead>
<tr>
<th>SKILL</th>
<th>FORMULA</th>
<th>FORMAT</th>
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</thead>
<tbody>
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<td>Brawling</td>
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<tr>
<td>Carpentry</td>
<td>DFT + WT + Mechanical</td>
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<tr>
<td>Culture, Pre-Ruin</td>
<td>WT + Communicative + Esthetic</td>
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<tr>
<td>First Aid</td>
<td>DFT + WT + Scientific</td>
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<tr>
<td>Leatherworking</td>
<td>DFT + WT + Esthetic</td>
<td>1</td>
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<tr>
<td>Literacy (Specify)</td>
<td>WT + WL + Communicative</td>
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<tr>
<td>Lockpicking</td>
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<tr>
<td>Machining</td>
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<tr>
<td>Pistol, Modern</td>
<td>DFT + WT + Combative</td>
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<tr>
<td>Search, Rural</td>
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<tr>
<td>Search, Urban</td>
<td>WT + WT + Natural</td>
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<tr>
<td>Stealth, Rural</td>
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<tr>
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<tr>
<td>Technology Use</td>
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</tr>
<tr>
<td>Tracking</td>
<td>WT + Natural + Natural</td>
<td>2</td>
</tr>
</tbody>
</table>

Skills in bold can not be advanced by Learn By Doing