**Player**

**Character** Mal

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**Attribute**

- **WT**: 15
- **WL**: 7
- **STR**: 15
- **DFT**: 15
- **SPD**: 14
- **HLH**: 14

**Learning Rate (WT Group)** 3

**WT Group**

- Freely Improvable Skills (WT 6 WT): 22
- ST R Group: 3

**Maximum Number of Actions (DFT Group)** 3

**Base Action Phase (SPD AST)** 7

**Phases Consumed in Action (IBLF/WT/AST)** 2

**Combat Dodge Ability (DFT & SPD/2D)** 1

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**Encumbrance**

- **Unnumbered**: 6.0
- **Partially Enc.**: 9.0
- **Fully Enc.**: 12.0

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**SKILL**

- **Brawling**: WDA 2
- **Polearm**: WDA 4
- **Unarmed Combat**: WDA 4

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**Reputation**

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

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**Age Group**: 4

**Base Age**: 49

**Actual Age**: 54

**Looks**: Mediocre

**Personal ENC**: 4.4

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**Talents**

- **Charismatic**: 0
- **Combative**: 6
- **Communicative**: -1
- **Esthetic**: 0
- **Mechanical**: 1
- **Natural**: 0
- **Scientific**: 20

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**0-day Apocalypse Aftermath**

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**Version 3.5 Character Creator i314.org**

**Attribute Add**: 5 points

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**Skills**

- **Off-Hand Dexterity**: 12
- **Advanced Medical**: 100
- **Armorner, Plastics**: 62
- **Automobile Driving**: 31
- **Beast Riding**: 30
- **Botany**: 35
- **Brawling**: 36
- **Chemistry**: 35
- **Climbing**: 30
- **Culture, Pre-Ruin**: 14
- **First Aid**: 100
- **Lab Technique**: 31
- **Literacy (Specify)**: 21
- **Mathematics**: 36
- **Nutritionist**: 35
- **Pathology**: 100
- **Pharmacy**: 50
- **Plastics Forming**: 31
- **Polearm**: 72
- **Rifle, Modern**: 72
- **Salvage Food**: 50
- **Search, Urban**: 30
- **Slingshot**: 72
- **Survival, Urban**: 42
- **Swimming**: 29
- **Technology Use**: 31
- **Therapy**: 100
- **Unarmed Combat**: 70

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**BMI**

- **Score**: 12
- **BMI**: 10.2
<table>
<thead>
<tr>
<th>SKILL</th>
<th>FORMULA</th>
<th>FORMAT</th>
</tr>
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<tbody>
<tr>
<td>Advanced Medical</td>
<td>WT + DFT + Scientific</td>
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<tr>
<td>Armorer, Plastics</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Automobile Driving</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Beast Riding</td>
<td>DFT + STR + Natural</td>
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</tr>
<tr>
<td>Botany</td>
<td>WT + Scientific + Natural</td>
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<tr>
<td>Brawling</td>
<td>STR + DFT + Combative</td>
<td>3</td>
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<tr>
<td>Chemistry</td>
<td>WT + Scientific + Natural</td>
<td>1</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>
</tr>
<tr>
<td>First Aid</td>
<td>DFT + WT + Scientific</td>
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</tr>
<tr>
<td>Lab Technique</td>
<td>DFT + WT + Mechanical</td>
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</tr>
<tr>
<td>Literacy (Specify)</td>
<td>WT + WL + Communicative</td>
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</tr>
<tr>
<td>Mathematics</td>
<td>WT + Scientific + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Nutritionist</td>
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<td>DFT + WT + Mechanical</td>
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</tr>
<tr>
<td>Polearm</td>
<td>STR + DFT + Combative</td>
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</tr>
<tr>
<td>Rifle, Modern</td>
<td>DFT + WT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Salvage Food</td>
<td>WT + DFT + Scientific</td>
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<td>Search, Urban</td>
<td>WT + WT + Natural</td>
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<tr>
<td>Slingshot</td>
<td>DFT + WT + Combative</td>
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<tr>
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<tr>
<td>Swimming</td>
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<tr>
<td>Technology Use</td>
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</tr>
<tr>
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<td>WT + DFT + Scientific</td>
<td>1</td>
</tr>
<tr>
<td>Unarmed Combat</td>
<td>DFT + SPD + Combative</td>
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</table>

Skills in bold can not be advanced by Learn By Doing