Dr. Feelgood

Character: Dr. Feelgood

Attribute | Allocated | Permanent | Current | AST | CST | Learning Rate | Healing Rate
---|---|---|---|---|---|---|---
WT | 25 | 12 | 8 | Freely Improvable Skills (WT 5) | 4 | 3
WL | 15 | 7 | 5 | ST R Group | 2 | 13
STR | 10 | 5 | 3 | Maximum Number of Actions (DFT Group) | 3 | 28
DFT | 15 | 7 | 5 | Base Action Phase (SPD AST) | 5 | 15
SPD | 10 | 5 | 3 | Phases Consumed in Action (IFL/FWLA) | 1 | 4
HLH | 15 | 7 | 5 | Combat Dodge Ability (DFT x SPD/2.D) | 1 | 4

Healing Rate

Shock Factor

Damage Resistance Total

Damage Taken

Critical Damage

Encumbrance

Maximum value carried with status

Unnumbered Partially Enc. Fully Enc.

4.0 6.8 9.0

Skills

WDA

Brawling

Single Weapon

1

3

Merit

Counts

Rep

Recog Factor

Off-Hand Dexterity

Advanced Medical

Automobile Driving

Basic Research

Botany

Brawling

Chemistry

Culture, Pre-Ruin

Distillation

First Aid

Fishing, Hook

High Technology Use

Lab Technique

Literacy (Specify)

Mathematics

Nutritionist

Pathology

Pharmacy

Pistol, Modern

Salvage Food

Single Weapon

Survival, Urban

Swimming

Technology Use

Therapy

100 20

100 20

44 8

44 8

88 17

100 20

44 8

44 8

86 17

100 20

56 11

68 13

29 5

44 8

100 20
<table>
<thead>
<tr>
<th>SKILL</th>
<th>FORMULA</th>
<th>FORMAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced Medical</td>
<td>WT + DFT + Scientific</td>
<td>1</td>
</tr>
<tr>
<td>Automobile Driving</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Basic Research</td>
<td>WT + WT + Scientific</td>
<td>1</td>
</tr>
<tr>
<td>Botany</td>
<td>WT + Scientific + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Brawling</td>
<td>STR + DFT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Chemistry</td>
<td>WT + Scientific + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Culture, Pre-Ruin</td>
<td><strong>WT + Communicative + Esthetic</strong></td>
<td>1</td>
</tr>
<tr>
<td>Distillation</td>
<td>WT + Mechanical + Scientific</td>
<td>1</td>
</tr>
<tr>
<td>First Aid</td>
<td><strong>DFT + WT + Scientific</strong></td>
<td>1</td>
</tr>
<tr>
<td>Fishing, Hook</td>
<td>DFT + WT + Natural</td>
<td>2</td>
</tr>
<tr>
<td>High Technology Use</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Lab Technique</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Literacy (Specify)</td>
<td>WT + WL + Communicative</td>
<td>1</td>
</tr>
<tr>
<td>Mathematics</td>
<td>WT + Scientific + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Nutritionist</td>
<td>WT + Scientific + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Pathology</td>
<td><strong>WT + WT + Scientific</strong></td>
<td>1</td>
</tr>
<tr>
<td>Pharmacy</td>
<td><strong>WT + DFT + Scientific</strong></td>
<td>1</td>
</tr>
<tr>
<td>Pistol, Modern</td>
<td>DFT + WT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Salvage Food</td>
<td><strong>WT + DFT + Scientific</strong></td>
<td>1</td>
</tr>
<tr>
<td>Single Weapon</td>
<td>STR + DFT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Survival, Urban</td>
<td>HLH + WL + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Swimming</td>
<td>HLH + STR + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Technology Use</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Therapy</td>
<td><strong>WT + DFT + Scientific</strong></td>
<td>1</td>
</tr>
</tbody>
</table>

Skills in bold cannot be advanced by Learn By Doing