Character: John Smith

Attributes:
- **WT**: 18
- **WL**: 14
- **STR**: 8
- **DFT**: 18
- **SPD**: 18
- **HLH**: 10

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

**SKILL**
- Brawling: 2
- Knife: 3
- Single Weapon: 2

**Learning Rate**
- Freely Improvable Skills (WT + WL): 3
- ST R Group: 3
- Maximum Number of Actions (DFT Group): 3
- Base Action Phase (SPD AST): 9
- Phases Consumed in Action (LB/LW/L): 3
- Combat Dodge Ability (DFT & SPD/20): 2

**Healing Rate**
- Healing Rate (OSR Group): 2
- Shock Factor (OSR + Healing Rate): 12
- Damage Resistance Total (98 + 1/2 STR + 1/2 AST): 21
- Damage Taken
  - Lethal
  - Subletal
  - Total
- Critical Damage
  - Location
  - Amount

**Talents**
- Charismatic: 3
- Combative: 18
- Communicative: 2
- Esthetic: -1
- Mechanical: 5
- Natural: 4
- Scientific: 0

**Skilled**
- Off-Hand Dexterity: 10
- Automobile Driving: 82 16
- Autowean: 100 20
- Beast Riding: 30 6
- Brawling: 44 8
- Carpentry: 41 8
- Climbing: 30 6
- Culture, Pre-Ruin: 19 3
- First Aid: 36 7
- High Technology Use: 41 8
- Knife: 54 10
- Literacy (Specify): 34 6
- Lockpicking: 41 8
- Pistol, Modern: 108 20/1
- Rifle, Modern: 108 20/1
- Search, Rural: 40 8
- Single Weapon: 44 8
- Stealth, Rural: 80 16
- Survival, Rural: 56 11
- Swimming: 22 4
- Tactics: 38 7
- Technology Use: 41 8
<table>
<thead>
<tr>
<th>SKILL</th>
<th>FORMULA</th>
<th>FORMAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Automobile Driving</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
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<tr>
<td>Autoweapon</td>
<td><strong>DFT + WT + Combative</strong></td>
<td>1</td>
</tr>
<tr>
<td>Beast Riding</td>
<td>DFT + STR + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Brawling</td>
<td>STR + DFT + Combative</td>
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<td>DFT + WT + Mechanical</td>
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<td>Climbing</td>
<td>STR + DFT + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Culture, Pre-Ruin</td>
<td><strong>WT + Communicative + Esthetic</strong></td>
<td>1</td>
</tr>
<tr>
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<td>DFT + WT + Scientific</td>
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<td>3</td>
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<tr>
<td>Literacy (Specify)</td>
<td>WT + WL + Communicative</td>
<td>1</td>
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<td>Lockpicking</td>
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<tr>
<td>Search, Rural</td>
<td>WT + WT + Natural</td>
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<tr>
<td>Single Weapon</td>
<td>STR + DFT + Combative</td>
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<tr>
<td>Stealth, Rural</td>
<td>DFT + WT + Natural</td>
<td>2</td>
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<tr>
<td>Survival, Rural</td>
<td>HLH + WL + Natural</td>
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<tr>
<td>Swimming</td>
<td>HLH + STR + Natural</td>
<td>1</td>
</tr>
<tr>
<td>Tactics</td>
<td>WT + Combative + Communicative</td>
<td>1</td>
</tr>
<tr>
<td>Technology Use</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
</tbody>
</table>

Skills in bold cannot be advanced by Learn By Doing