### Aftermath Character Sheet

**Name:** Capt Lieutenant

**Attributes:**
- **WT:** 25
- **WL:** 5
- **STR:** 15
- **DFT:** 15
- **SPD:** 14
- **HLH:** 19

**Attribute分配:***
- **AST:** 8
- **CST:** 3

**Learning Rate:**
- Freely Improvable Skills (WT + 5)
- ST R Group
- Maximum Number of Actions (DFT + 3)
- Base Action Phase (SPD + 7)

**Encumbrance:**
- Maximum value carried with status:
  - Unnumbered: 6.0
  - Partially Enc.: 9.0
  - Fully Enc.: 12.0

**Skills:***
- **OFF-HAND DEXTERITY:** 12
- **Autowheel Driving:** 42
- **Brawling:** 50
- **Crossbow:** 60
- **Culture, Pre-Ruin:** 32
- **Distillation:** 26
- **Electrician:** 42
- **First Aid:** 39
- **Foreign Language:**
  - Russian: 68
- **Interrogation:** 29
- **Literacy:** 34
- **Longsword:** 100
- **Mathematics:** 26
- **Operational Command:** 88
- **Radio Communications:** 42
- **Rifle:**
  - Modern: 120
- **Search, Urban:** 96
- **Single Weapon:** 100
- **Survival, Urban:** 44
- **Swimming:** 32
- **Tactics:** 98
- **Technology Use:** 42

**Merit Counts:**
- **Rep:** 7
- **Recog Factor:** 120

**Reputation:**

**Attributes:**
- **Size:** 5'5"
- **Bulk:** 124 lbs
- **Looks Comely:**
- **Personal ENC:** 0

**Talents:**
- **Charismatic:** -1
- **Combative:** 20
- **Communicative:** 4
- **Esthetic:** 3
- **Mechanical:** 2
- **Natural:** -2
- **Scientific:** -1

**Version:** 3.7 Character Creator i314.org

Attribute Add/9 points: Zombie Aftermath

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**Sprit Description:**

Enter Armor Value on Location covered

*Diagram of a human figure with various sections marked for armor value.*
<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>
</tr>
<tr>
<td>Brawling</td>
<td>STR + DFT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Crossbow</td>
<td>DFT + WT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Culture, Pre-Ruin</td>
<td>WT + Communicative + Esthetic</td>
<td>1</td>
</tr>
<tr>
<td>Distillation</td>
<td>WT + Mechanical + Scientific</td>
<td>1</td>
</tr>
<tr>
<td>Electrician</td>
<td>DFT + WT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>First Aid</td>
<td>DFT + WT + Scientific</td>
<td>1</td>
</tr>
<tr>
<td>Foreign Language, Russian</td>
<td>WT + WL + Communicative</td>
<td>2</td>
</tr>
<tr>
<td>Interrogation</td>
<td>WT + WL + Charismatic</td>
<td>1</td>
</tr>
<tr>
<td>Literacy (Specify)</td>
<td>WT + WL + Communicative</td>
<td>1</td>
</tr>
<tr>
<td>Longsword</td>
<td>STR + DFT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Mathematics</td>
<td>WT + Scientific + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Operational Command</td>
<td>WT + Combative + Scientific</td>
<td>1</td>
</tr>
<tr>
<td>Radio Communications</td>
<td>WT + DFT + Mechanical</td>
<td>1</td>
</tr>
<tr>
<td>Rifle, Modern</td>
<td>DFT + WT + Combative</td>
<td>3</td>
</tr>
<tr>
<td>Search, Urban</td>
<td>WT + WT + Natural</td>
<td>2</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>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>
<tr>
<td>Throwing</td>
<td>DFT + WT + Combative</td>
<td>3</td>
</tr>
</tbody>
</table>

Skills in bold can not be advanced by Learn By Doing