

AFTERMATH

Player
Character **Sample PC 1**

Age Group **1** Base Age **22** Actual Age **27** Recog. Factor **1**
Size **5'3** Bulk **110 lbs** Looks **Average** Personal ENC **3.7**

Attribute	Allocated	Permanent	Current	AST	CST	Learning Rate (WT Group)	Healing Rate (HLH Group)
WT		15		7	5	3	2
WL		8		4	3	Freely Improvable Skills (WT & WL) 23	Shock Factor (10 + Healing Rate) 12
STR		15		7	5	ST R Group 3	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL) 23
DFT		25		12	8	Maximum Number of Actions (DFT Group) 4	Damage Taken Lethal _____ Subdual _____ Total _____
SPD		12		6	4	Base Action Phase (SPD AST) 6	Critical damage Location Amount
HLH		11		5	4	Phases Consumed in Action (BAP/MNA,d) 1	
						Combat Dodge Ability ((DFT & SPD)/20.n) 2	

Talents	Current
Charismatic	<u>10</u>
Combative	<u>10</u>
Communicative	<u>0</u>
Esthetic	<u>6</u>
Mechanical	<u>0</u>
Natural	<u>-1</u>
Scientific	<u>1</u>

Encumbrance

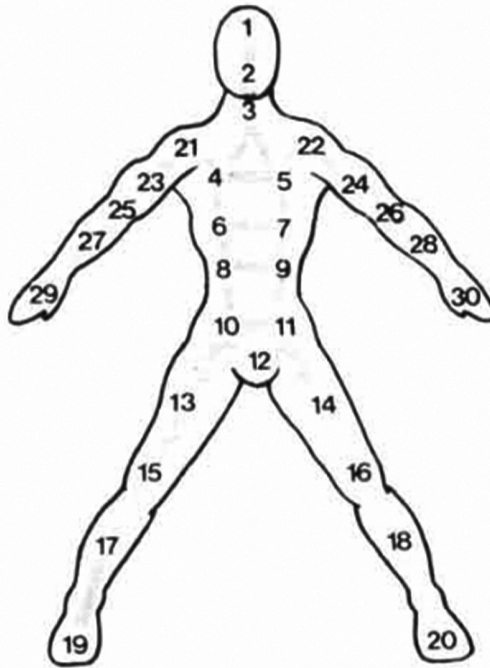
Maximum value carried with status
Unnumbered Partially Enc. Fully Enc.
6.5 9.8 13.0

SKILL

Brawling
Knife

WDA

5
5



Skills	SCORE	BCS
Off-Hand Dexterity		3
Automobile Driving	20	4
Brawling	102	20
Climbing	44	8
Culture, Pre-Ruin	22	4
Knife	95	19
Literacy, English	46	9
Lockpicking	52	10
Pistol, Modern	150	20/10/2
Plastics Forming	12	2
Search, Urban	69	13
Stealth, Urban	84	16
Survival, Urban	19	3
Tactics	26	5
Technology Use	40	8

Reputation

Merit	Zone	Counts	Rep	Recog Factor
Fighter, Gun	Default	+5 -0	5	1
Personal Bravery	Default	+5 -0	5	1
Survival, Self	Default	+2 -0	2	0
Competence, Stealth	Default	+1 -0	1	0

Total Reputation Points: 13
Total Recognition Factor Default Zone: 1

Jumping:

Vertical, standing: 1m
Vertical, running: 1m
Broad, standing: 2m

Must run 8 phases before running broad jump.
Broad, running: 4m (see requirements)

Wound Level

DRT < 13: Wounded
DRT < 7: Seriously Wounded

DFT SPD BCS

19 9 -2
13 6 -4

SKILL	FORMULA	FORMAT
Automobile Driving	DFT + WT + Mechanical	1
Brawling	STR + DFT + Combative	3
Climbing	STR + DFT + Natural	1
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Knife	DFT + SPD + Combative	3
Literacy, English	WT + WL + Communicative	1
Lockpicking	DFT + WT + Mechanical	1
Pistol, Modern	DFT + WT + Combative	3
Plastics Forming	DFT + WT + Mechanical	1
Search, Urban	WT + WT + Natural	2
Stealth, Urban	DFT + WT + Natural	2
Survival, Urban	HLH + WL + Natural	1
Tactics	WT + Combative + Communicative	1
Technology Use	DFT + WT + Mechanical	1

Talent Bonuses

Charismatic Talent Bonus: May add or subtract 15 from reaction rolls. May attempt the hidden intentions of a character with a roll of 4 or less on a d20. +1 to Charismatic based learning rate.

Combative Talent Bonus: BCS of 3 for gauging opponents. +1 to Combative based learning rate.

Character Notes: