

AFTERMATH!

Player DOUG WORTH 12/21/61
 Character IBAD MUTHA

Age Group 1 Base Age 22 Actual Age 29 Recog. Factor
 Size 5'8" - 5'10" Bulk 141 - 160 Looks Average Personal ENC 5

Attribute	Allocated	Permanent	Current	AST	CST
WT	22	26	25.8	13	9
WL	24	25		12	8
STR	23	25		12	8
DFT	34	40		20	13
SPD	29	29		14	10
HLH	30	35		17	11

Learning rate (WT Group)	4
Freely Improvable Skills (WT & WL)	50
STR Group (206)	4
Maximum Number of Actions (DFTGrp-1)	3
Base Action Phase (SPD AST)	14 10 6
Phases Consumed in Action ((BAP/MNA),d)	4
Combat Dodge Ability ((DFT & SPD)/20,n)	3

Healing Rate (HLH Group)	5
Shock Factor (10+ Healing Rate)	15
Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	60
Damage Taken	
Lethal	
Subdual	
Total	
Critical damage location amount	

Talents (15 + 206 = 221 points to allocate)	Base	Allocated	Current
Charismatic	0	1	1
Combative	0	7	7
Communicative	0	3	3
Esthetic	-2	3	1
Mechanical	3	1	4
Natural	1	4	5
Scientific	1	3	4

"Changed"

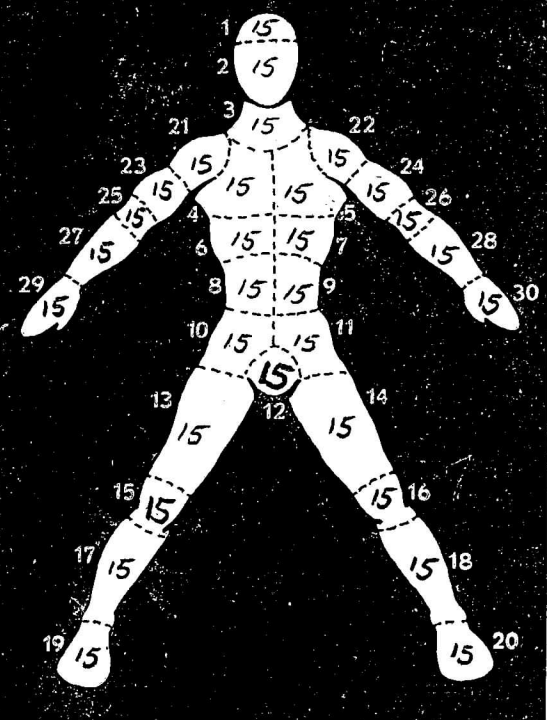
Encumbrance
 Maximum value carried with status

unencumbered	partially Enc.	fully Enc.
5	7.5	10

In Pack or Bag (Capacity _____)
 FIRST AID KIT

- On Belt
- | Loc. | Item | ENC |
|------|------------------------|-----|
| 1 | GRENADE (TEAR GAS 2/5) | |
| 2 | SABER | |
| 3 | BOLLAS | |
| 4 | JACKKNIFE | |
| 5 | KNIFE | |
| 6 | KNIFE | |
| 7 | KNIFE | |
| 8 | KNIFE | |
| 9 | KNIFE | |
| 10 | KNIFE | |
- Left Slung
 BOW
- Right Slung
 QUIVER (ARROWS)
- Left Hand
 Right Hand
- Pockets
- | | |
|---|---------------|
| 1 | MATCHES |
| 2 | FLINT & STEEL |
| 3 | MAGNIFIER |
| 4 | CHALK |
| 5 | COMPASS |
| 6 | |
| 7 | |
- SHIRT
 RF
 RR
 LF
 LR
 SLEEVE

Enter Armor Value on Location covered



Item	Coverage	Format	Code	AV	ENC
LEATHER CLOTHING	1-30	FS	LL	3	.004
MK 3 BATTLE ARMOR	1-30	R	PS	15	1.20
E-5 STARBUCKS					
RADIO					

Average Armor Value _____

Skills	SCORE	BCS
Off-hand Dexterity	—	19
Brawling	64	12
Survival, <u>RURAL</u>	100	20
BEAST RIDING	63	12
SWIMMING	57	11
TRACKING	100	20
HUNTING	63	12
STEALTH	63	12
LITERATE	80	18
LEATHERWORKING	60	12
BOTANY	33	6
MATHEMATICS	80	18
FIRST AID	80	16
TECH USE	80	18
COMP. SCI	80	16
CHEMISTRY	80	16
CARTOGRAPHY	80	16
MECHANIC	80	16
LOCKPICKING	80	16
AUTO WEAPON	100	20
TRAPS	16	3
PISTOL	80	16
KNIFE	69	13
SWORD	65	13
SINGLE WEAPON	64	12
ARCHERY	67	13
BOLLA	67	13
THROWING	67	13
MODERN RIFLE	101	20

Guns	Weapon	Format	Action	Magazine Capacity	Caliber (BDG)	ENC
M-22	BOX	AUTO	ALL	556		2
ROUNDS	61	(1-6)	30	3d10+3		
P-25	PC	LOAD 3/2	6	.44 MAG		24
ROUNDS	30	1 SHOT	6	3d10+2		12

Weapons	Type	length	Format	Survival Value	WDM	EN
SABER	A		ST	10	1.8L	0.5
KNIVES	S		ST	8	1.1L	0.3
BOLLAS	2'		2		1.5C	
ARROWS*					1.8L	
ARROWS	-1 TO HIT					
GRENADE	10.5		5F			

ENC Carried	Worn	Total

TASER - 1D10 + 10D10/CHARGE
 1-POISONED DART

* BICOLOR GLASS

Story of

IBAD MUTAH

Character's Name

RAISED BY NDMADS

BOW 50LB FULL
 RANGE FACTOR 5
 DURABILITY 2.5
 ENC .5
 FIBRE GLASS

HORSE

STR 30
 DFT 14
 SPD 24
 HLH 24
 BAP 12
 MNA 2
 PCA 6
 COA 2
 DRT 60
 SF 12

ENC CAP 12

MASS 32 7 STICKS DYNAMITE
 AV 3

M-12 GAUSS RIFLE 8013+2 CLIP (BOX 50)

AUTO BURST 6 RND
 32 ROUNDS

FMXLW 3A LASER RIFLE (TRI-BARREL)

1-4 CHARGES COLL 3 EY-50
 AUTO LOAD 3/PHASE FULL CHARGED
 38

.44 MAG AUTOLOAD

MAG 7
 20 ROUNDS

TO BECOME A "MAN" HAD TO TRASH LION
 OUT TO GET A WIFE

Rep

current merit total

current Rep total

Areas	Positive Merit	Negative Merit	Overall Rating
Fighter, HTH , missile , gun			
Personal Bravery			
Survival, self , others			
Hunter, HTH , missile , gun			
Competence nontech skill			
tech skill			
high tech skill			
Other			

Gear ENC ENC

matches (3D6) 14 .01/5
 flint & steel (1D3 flint) 1 .01
 chalk (1D3) 1 .01
 snares (2D3) 6 .05
 magnifying lens .01
 compass .1
 jackknife .1
 1 l. canteen .2(full)
 "space" blanket .1

2 WEEKS RATS
 MK III BATTLE ARMOR