

AFTERMATH!

Player **Frank**
Character **zohp**

Age Group **4** Base Age **47** Actual Age **56** Recog. Factor **9**
Size **5'6** Bulk **120** Looks **AUC** Personal ENC **9**

8
8
-4
-4
-4
+2

Attribute	Allocated	Permanent	Current	AST	CST
WT	27	35		17	11
WL	30	38		19	12
STR	32	28		14	9
DFT	22	28	F.15	14	9
SPD		28		14	9
HLH	37	37		16	12

Learning rate (WT Group) 4	Healing Rate (HLH Group) 5
Freely Improvable Skills (WT & WL) 57	Shock Factor (10+ Healing Rate) 15
STR Group 4(28)	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL) 65
Maximum Number of Actions (DFTGrp-1) 3	Damage Taken Lethal 16 Subdual Total
Base Action Phase (SPD AST) 16/16	Critical damage location amount
Phases Consumed in Action ((BAP/MNA),d)	
Combat Dodge Ability ((DFT & SPD)/20,n) 3	

Talents (15 + 206 = 221 points to allocate)

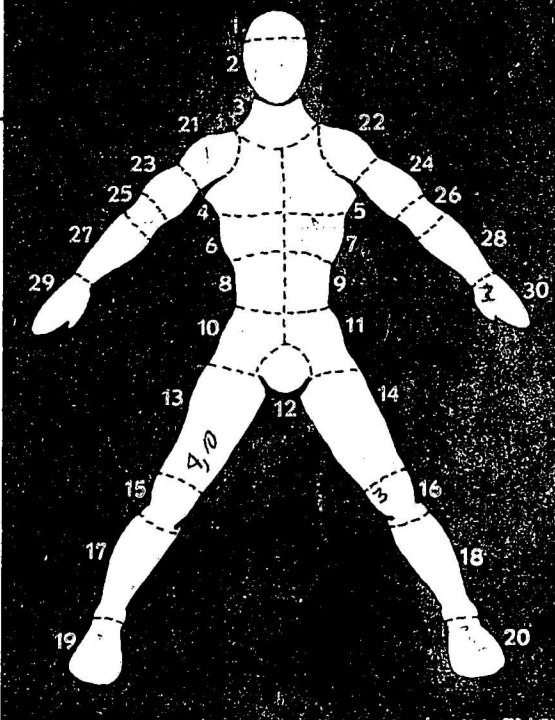
Talent	Base	Allocated	Current
Charismatic	2	1	
Combative	2	7	
Communicative	0	3	
Esthetic	-1	1	
Mechanical	0	1	
Natural	0	6	
Scientific	-1	1	

"Changed"

Encumbrance
Maximum value carried with status
unencumbered partially Enc. fully Enc.

Enter Armor Value on Location covered

In Pack or Bag (Capacity _____)
Rations **6**
6.28
Rope
n



Skills	SCORE	BCS
Off-hand Dexterity	—	19
Brawling	72	14
Survival	70	14
...	100	20
...	100	20
...	60	12
...	65	14
...	65	13
...	49	9
...	63	12
...	6	13
...	1	14
...	72	14
...	88	16

On Belt

Loc.	Item	ENC
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Left Slung
Right Slung
Left Hand
Right Hand
Pockets

1		
2	10	12 GA
3	15	44 mag 00 Buck slot
4		
5		
6		
7		

Rhonda age 39 chr 30 zohp.
Swimming 16 str 10 2 mo prog

Item	Coverage	Format	Code	AV	ENC
...	1-30			4	
Chain mail	1-30			7	

Average Armor Value **7**

Guns

Weapon	Format	Action	Magazine Capacity	Caliber (BDG)	ENC
R30	A07	GA	7	12/10	
S010	BOX 8	BA	8	13/00 1.4	
P24	SWSI 6	DA	6	44mag (38/10+2)	15

Weapons

Type	length	Format	Survival Value	WDM	ENC
Hand S				1.35	
Feet D				1.3	
Quarter	52			1.18	
...				1.1	
...				1.0	
...				1.0	

ENC Carried	Worn	Total

Story of _____

Character's Name _____

Crossbow #1 18026 2d10+3
 Wind loss 4 action phases
 PB 5 +1 +1 max 1000 -2 -2
 eff = 100
 2 - 500 -1 -1

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)	.01/5	8
flint & steel (1D3 flint)	.01	2
chalk (1D3)	.01	1
snares (2D3)	.05	6
magnifying lens	.01	1
compass	.1	1
jackknife	.1	1
1 l. canteen	.2(full)	1
"space" blanket	.1	1