

AFTERMATH!

Player **HANNA** (2/10)
Character **HUNTER**

Age Group 1 Base Age 22 Actual Age 30 Recog. Factor 2
Size 5'6" Bulk 120 Looks ^{LOW}AVERAGE Personal ENC

Attribute	Allocated	Permanent	Current	AST	GST
WT	27			13	9
WL	27			13	9
STR	17			8	6
DFT	27.5			13	9
SPD	27			13	9
HLH	17			8	6

Learning rate (WT Group)	4
Freely Improvable Skills (WT & WL)	54
STR Group	3 (1D10)
Maximum Number of Actions (DFTGrp-1)	3
Base Action Phase (SPD AST)	13/9/5
Phases Consumed in Action ((BAP/MNA),d)	4
Combat Dodge Ability ((DFT & SPD)/20,n)	3

Healing Rate (HLH Group)	3
Shock Factor (10+ Healing Rate)	13
Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	44
Damage Taken	
Lethal	20
Subdual	
Total	
Critical damage location amount	

Talents (15 + 2D6 = 19 points to allocate)	Base	Allocated	Current
Charismatic	3	-2	1
Combative	0	5	5
Communicative	-2	4	2
Esthetic	2	2	4
Mechanical	0	4	4
Natural	3	2	5
Scientific	-2	4	2

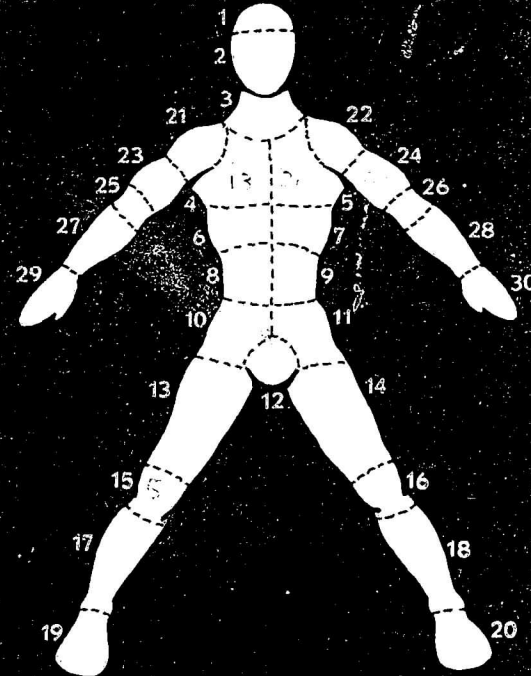
"Changed"
ARMOR = CHAIN MAIL

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

In Pack or Bag (Capacity _____)
\$ 8.30

- On Belt
- | Loc. | Item | ENC |
|------|------|-----|
| 1 | | |
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |
| 6 | | |
| 7 | | |
| 8 | | |
| 9 | | |
| 10 | | |
- Left Slung
Right Slung
Left Hand
Right Hand
Pockets

Enter Armor Value on Location covered



Item Coverage Format Code AV ENC

DEERSKIN	(1-30)			7
RATIONS	1 WEEK			

(2 D10 + 2 = SHOTGUN (75 SHELLS))

Average Armor Value _____

Guns

Weapon	Format	Action	Magazine Capacity	Caliber (BDG)	ENC
564 BREAK (SLUGS)	SA		2	.20	1.5

Skills

Skill	SCORE	BOS
Off-hand Dexterity	17	17
Brawling	49	9
Survival	49	9
POSTURAL CONTROL	33	6
LITERACY	56	10
TECHNOLOGY	58	10
SWIMMING	49	9
TRACKING	37	6
HUNTING	59	11
SEARCH	59	11
STEALTH	59	11
CLIMBING	49	9
FISHING	59	10

WEAPON SKILLS

UNARMED COMBAT	65	18
KNIFE	77	15
CROSSBOW	59	11
RIFLE	67	18

Weapons

Type	length	Format	Survival Value	WDM	ENC
BOWIE KNIFE	S	S+T	9	1.5 (L)	.3
HANDS	S			1.25	
FEET	A			1.25	
CROSSBOW BOLTS (24)				1.8	
KNIFE					
SPEAR					
SHORT SWORDS	S	ST	10	1.8	.8

ENC Carried	Worn	Total

Story of _____
Character's Name

100 LB. CROSSBOW W (WINDLESS) DAMAGE
(4 ACTION PHASES TO COCK) (2D10+1)
RANGE FACTOR = 10 (50M)
POINTBLANK = 5M (2D10+2) (+1+1)
LONG RANGE = 250M (-1-1)
MAX. = 500M (-2-2)

BOWIE KNIFE

BPACK
BPTENT
FOOD-
ROPE
TAKING BOATS
MACHETE
HAND AXE

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	11
flint & steel (1D3 flint)	.01	3
chalk (1D3)	.01	2
snares (2D3)	.05	4
magnifying lens	.01	
compass	.1	
jackknife	.1	
1 l. canteen	.2(full)	
"space" blanket	.1	
HAND AXE		1