

# AFTERMATH

Player **MARV**  
Character **BLADE**

Age Group **1** Base Age **22** Actual Age **29** Recog. Factor **0**  
Size **5'9"** Bulk **150** Looks **AVG** Personal ENC **5,5**

Attribute	Allocated	Permanent	Current	AST	CST
WT		25		12	8
WL		25		12	8
STR		25		12	8
DFT		27		13	9
SPD		25		12	8
HLH		28		14	9

Learning rate (WT Group)	4
Freely Improvable Skills (WT & WL)	50
STR Group	4 <sup>200</sup>
Maximum Number of Actions (DFTGrp-1)	3
Base Action Phase (SPD AST)	12-8-4
Phases Consumed in Action ((BAP/MNA),d)	4
Combat Dodge Ability ((DFT & SPD)/20,n)	3

Healing Rate (HLH Group)	4
Shock Factor (10+ Healing Rate)	14
Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	53
Damage Taken	
Lethal	
Subdual	
Total	
Critical damage location amount	

Talents (15 + 2D6 = 18 points to allocate)

	Base	Allocated	Current
Charismatic	-2	-2	-2
Combative	-1	10	9
Communicative	0	1	1
Esthetic	-1	-1	-1
Mechanical	0	5	5
Natural	2	2	4
Scientific	1	3	4

**"Changed"**

**Encumbrance**  
Maximum value carried with status

unencumbered	partially Enc.	fully Enc.
5.5	8.25	11

In Pack or Bag (Capacity \_\_\_\_\_)  
BUCKSKINS  
LEATHER WORKING EQUIP  
MEDIC KIT I  
3 BANDAGES

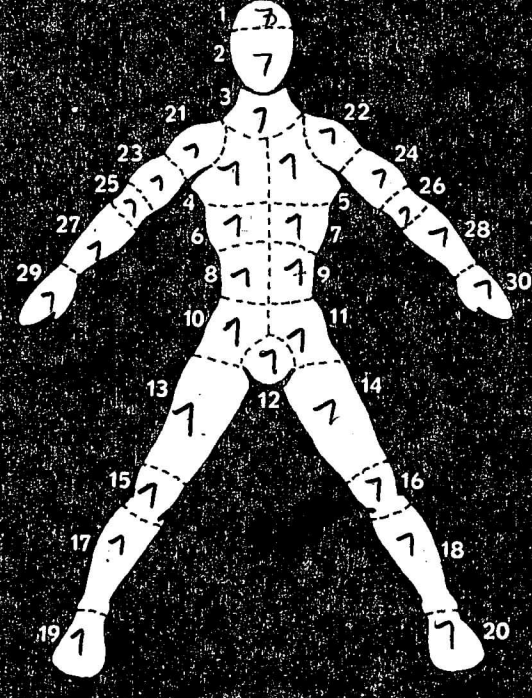
On Belt

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

Left Slung  
Right Slung  
Left Hand  
Right Hand  
Pockets

1	
2	
3	
4	
5	
6	
7	

Enter Armor Value on Location covered



Item	Coverage	Format	Code	AV	ENC
Jumpsuit	1-30	F?	LPFP	7	.005

Average Armor Value 7

Skills	SCORE	BCS
Off-hand Dexterity	—	15
Brawling	—	12
Survival, <u>57</u>	57	11
LONG SWD	59	11
HUNTING	56	11
TRADING	25	5
RUAL TRACKING	33	6
BICYCLE	55	11
HOOB FISHING	56	11
SPEAR	60	12
THROWING	59	11
ARCHERY	59	11
KNIFE	118	19
CLIMBING	56	11
STEALTH	56	11
LEATHER WORK	51	10
LITERACY	51	10
TECH USE	57	11
FIRST AID	56	11
MATH	30	6
SEARCH	54	10
POST RAILW	25	5
SWIMMING	1	

**Guns**

Weapon	Format	Action	Magazine Capacity	Caliber (BDG)	ENC
Survival					

**Weapons**

Type	length	Format	Survival Value	WDM	ENC
HANDS	S	S	—	2C	
FEET	A	S	—	2C	
SPEAR	XL	ST	8	1.6L	1.2
SWD	L	ST	11	2.5L	1.5
SWITCH BLADE	S	ST	7	1.2L	1.2
50LB BOW					
7 ARROWS				.75	

ENC Carried	Worn	Total

Story of \_\_\_\_\_

Character's Name \_\_\_\_\_

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	10
flint & steel (1D3 flint)	.01	1
chalk (1D3)	.01	1
snares (2D3)	.05	4
magnifying lens	.01	1
compass	.1	1
jackknife	.1	1
1 l. canteen	.2(full)	1
"space" blanket	.1	1
25' ROPE		
8 DAYS RATION		