

3
4
2
3
4
1
4

36
13
21

41

WARTER

AFTERMATH!

Player **MARV**

Character

Age Group **2**

Base Age **31**

Actual Age **37**

Recog. Factor **0**

Size **A**

Bulk **A**

Looks **A**

Personal ENC **5.5**

Attribute	Allocated	Permanent	Current	AST	CST
WT		35		17	11
WL		25		12	8
STR		27		13	9
DFT		21		10	7
SPD		26		13	9
HLH		37		18	12

Learning rate (WT Group)	5
Healing Rate (HLH Group)	5
Freely Improvable Skills (WT & WL)	60
Shock Factor (10+ Healing Rate)	15
STR Group	4 206
Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	62
Maximum Number of Actions (DFTGrp-1)	2
Damage Taken	
Lethal	
Subdual	
Total	
Base Action Phase (SPD AST)	13/7
Phases Consumed in Action ((BAP/MNA).d)	5
Critical damage location amount	
Combat Dodge Ability ((DFT & SPD)/20,n)	2

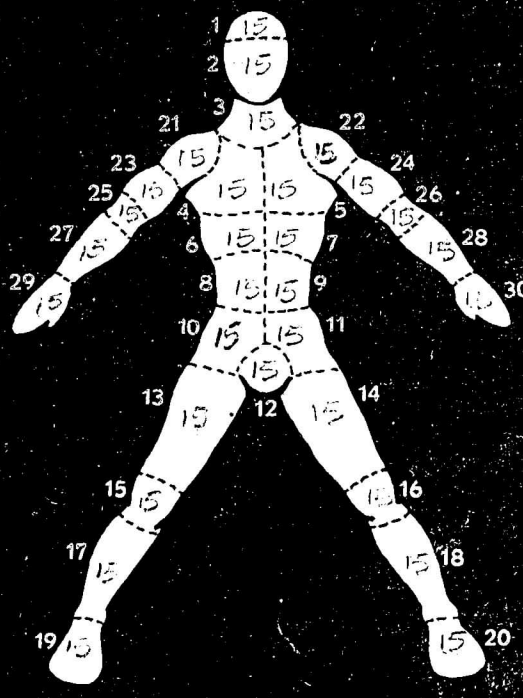
Talents (15 + 2D6 = 20 points to allocate)		
	Base	Allocated
Charismatic	-2	1
Combative	0	10
Communicative	0	1
Esthetic	0	1
Mechanical	0	2
Natural	-2	1
Scientific	0	5

"Changed" - 30 PTS PSI

Encumbrance
Maximum value carried with status

unencumbered	partially Enc.	fully Enc.
5	7.5	10

Enter Armor Value on Location covered



In Pack or Bag (Capacity _____)
LOCK PICKS EM 3 EFF 1.5 41
MED KIT 6 GEN 0.5 5 4 MED SUPP
Pistol 1 1.5 7

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		

Item	Coverage	Format	Code	AV	ENC
FAT PANTS	10-18	FR	HC	2.007	
CHINOS	11-20	FS	LL	3.016	
SHORTS	4-11	FR	LC	1.217	
JACKET	4-11	FR	HC	2.007	
SHIRT	1	R		1.217	
ALUM ALLOY	2	R	AA	7.04	
LEATHER	3-11	FR	H-L	5.000	
GENUINE	2-1-22	FR			
TOTAL					

Average Armor Value 15

Skills	SCORE	BCS
Off-hand Dexterity	—	14
Brawling	46	9
Survival, <u>WCBAN</u>	57	11
LITERATURE	80	13
TECH USE	80	18
WEAPONRY	118	20/3
CULTURE	36	7
SWIMMING	75	15
BICYCLE RIDE	42	8
AUTOMOBILE	51	17
FIRST AID	21	18
MAPS	80	15
RIFLE	131	20/10/2
HUNTING	47	8
STRENGTH	100	19
LOCK PICKING	51	16
TRACED VEH	75	15
2 WEAPON	50	13
UNARMED COMBAT	101	20
MECHANICS	30	10
CLERAMING	80	13
ARCHERY	80	13
AUTO WEAPON	95	19
Pistol	76	15
TRAPS	11	2
THROWING	0.2	0

Guns

Weapon	Format	Action	Magazine Capacity	Caliber (BDG)	ENC
RYCHO KENSIS	31	PTS			

Weapons

Type	length	Format	Survival Value	WDM	ENC
HANDGUN	S	S	4	1.20	1.5
SABER	A	ST	10	1.80	1.7
LS					

ENC Carried	Worn	Total

Story of _____

Character's Name

30 LB DLR 2 ENCLD 1.3
 RANGE 6 (+1 10MM) 24MM
 7 TONS DAM 2
 6000 SHORT BOW
 HAMMER 3 SUB 1 LETHA 1
 1 BRASS KNUCKLE
 1 BOWIE KNIFE
 1 CLUB
 P-24 PISTOL .44 MAG 3010+2
 5 RND5

 10 GA DOUBLE BARREL
 14 ROUND DOUBLE BARREL #10 GA
 1/2 IN WOOD BARKER L11 1 BARREL #10
 4300 RND5

 HORSE ST6-36 DEF 17 SPD 34 HEALTH 31
 2 ACTION COMBAT DODGE 2 67 HP BAP 16
 EMCLMB 12 MASS 32 AV 3 SHOCK 12
 TEETH 7 TONIT 2d6 DART 30 X1.5L
 HOV 10 TONIT 2d10 X1.7C SHOCK 16
 1 SPEAR
 1 GOGGLES STARLITE 1/2 IN REAR
 SAWED OFF
 12 GA JEST GUN #5 11 RND5 #4 SHOT 2d10+2
 22 CARBINE 7 22 MAG 246
 ER7
 2 PPL 7.62 CAL 3010+3 540 RND Box 20
 2 ENCLD 11 TONIT 9MM 60 RND 1 HIDDEN
 PISTOL
 1310+1
 LASER GUN XLMR4 1-4 CHG 1010 X3 42 CHG5
 M-18 107 ROUNDS 5.56MM AUTO BURST 2d10+2
 Box 20
 1 RND FACOOKA
 1 NINJA SWD
 9 SAIKARIN

 P-357 MAG PISTOL 12 RND5 2d10+1
 M 1A GASS PISTOL 3010+3 40 RND5

BARTER PT

Rep	current merit total		current Rep total	
Areas	Positive Merit	Negative Merit	Overall Rating	
Fighter, HTH , missile , gun	1 1			
Personal Bravery				
Survival, self , others	1			
Hunter, HTH , missile , gun				
Competence nontech skill				
tech skill				
high tech skill				
Other				
Gear	ENC	ENC		
matches (3D6) 7	.01/5	7		
flint & steel (1D3 flint)	.01	1		
chalk (1D3)	.01	2		
snares (2D3)	.05	2		
magnifying lens	.01			
compass	.1			
jackknife	.1			
1 l. canteen	.2(full)			
"space" blanket	.1			