

# AFTERMATH!

Player **TODD**  
Character

Age Group **2** Base Age **31** Actual Age **38** Recog. Factor **3**  
Size **6'2"** Bulk **180** Looks **AVG.** Personal ENC **6**

Attribute	Allocated	Permanent	Current	AST	CST
WT	29			14	10
WL	32			16	11
STR	25			12	8
DFT	25			12	8
SPD	30			15	10
HLH	26			13	9

Learning rate (WT Group) <b>4</b>	Healing Rate (HLH Group) <b>4</b>
Freely Improvable Skills (WT & WL) <b>61</b>	Shock Factor (10+ Healing Rate) <b>14</b>
STR Group <b>4 = 2d6</b>	Damage Resistance Total (HLH + 1/2 STR + 1/2 WL) <b>55</b>
Maximum Number of Actions (DFTGrp-1) <b>3</b>	Damage Taken
Base Action Phase: <b>15</b> (SPD AST) <b>15-10-5</b>	Lethal _____
Phases Consumed in Action ((BAP/MNA),d) <b>5</b>	Subdual _____
Combat Dodge Ability ((DFT & SPD)/20,n) <b>3</b>	Total _____
	Critical damage location amount

Talents (15 + 206 = 221 points to allocate)

Talent	Base	Allocated	Current
Charismatic	1	0	1
Combative	3	8	11
Communicative	2	2	4
Esthetic	1	2	1
Mechanical	3	3	6
Natural	3	3	6
Scientific	2	4	6

**Encumbrance**  
Maximum value carried with status

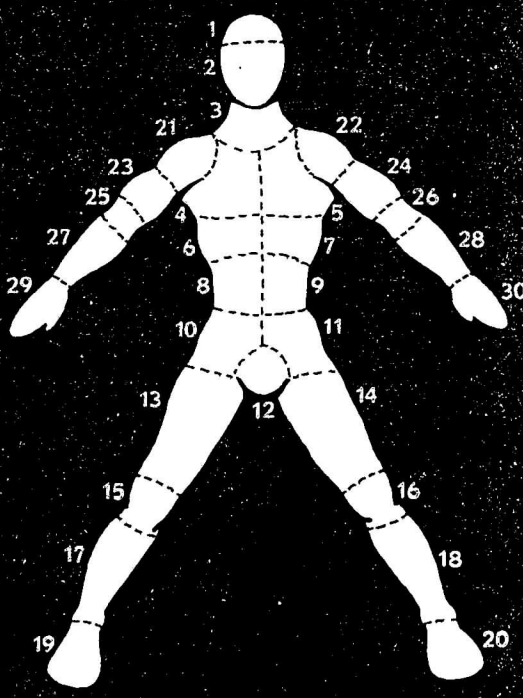
unencumbered	partially Enc.	fully Enc.
<u>5 1/2</u>	<u>8 1/4</u>	<u>11</u>

In Pack or Bag (Capacity \_\_\_\_\_)

**On Belt**

Loc.	Item	ENC
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11	Left Slung	
12	Right Slung	
13	Left Hand	
14	Right Hand	
15	Pockets	
16		
17		
18		
19		
20		

Enter Armor Value on Location covered



Item Coverage Format Code AV ENC

Average Armor Value \_\_\_\_\_

**"Changed"**

Skills	SCORE	BCS
Off-hand Dexterity	—	19
Brawling	61	12
Survival, <u>RURAL</u>	64	12
LITERACY	62	12
TECH USE	60	12
CULTURE (POST)	34	6
SWIMMING	57	11
BEAST RIDING	63	12
STEALTH	60	12
SEARCH (URBAN)	64	12
HUNTING	60	12
TRACKING	41	8
MACHINING	60	12
FIREARM RPR: PRIM	60	12
FIREARM RPR: MOD	60	12
MATHEMATICS	39	7
DRIVE CAR	60	12
BICYCLE RIDING	56	11

2 WPN: SWORD/KNF	61	12
SINGLE WPN: AXE	61	12
KNIFE	66	13
UNARMED COMBAT	66	13
ARCHERY	65	13
MOD. PISTOL	130	20/61
MOD. RIFLE	130	20/61
AUTO WEAPON	130	20/61
THROWING	65	13

**Guns**

Weapon	Format	Action	Magazine Capacity	Caliber (BDG)	ENC

**Weapons**

Type	length	Format	Survival Value	WDM	EN

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