AFTERMATH!			Player:				Age Group:			ctual Age: Recog. Factor:		
			Character:				Size: Bulk: Lo		Looks:	ooks: Personal ENC:		
Attribute	Allocated	Permanent	Current	AST	CST			Healing Rate (HLH Group)	Talents (15	e e		
WT						(WT Grou Freely Im (WT & W	provable Skills	(ILH Group) Shock Factor (10 + Healing Rate)	Charismatic	Base	Allocated	Current
WL						STR Gro	,	Damage Resistance (HLH + ½ STR + ½ W	L) Combative			
STR						Max. Nur	nber of Actions	Damage Taken	Estetic			
DFT						Base Act (SPD AS	tion Phase T)	Subdual	- Natural			
SPD							Consumed in BAP/MNA).d)	Critical Damage location amou	Scientific			
HLH							Dodge Ability SPD)/20.n)		"Changed"	,	<u> </u>	I

Maximum val	e ue carried with	status:
		Enc. fully Enc.
	r ·································	
In Pack or Bag	g (Capacity)
In I went of Day		/
On Belt		
	tem	ENC
1		LINC
2		
3		
<u>л</u>		
5		
3 4 5 6		
7		
8		
9		
10		
10		
Left Slung		
Right Slung		
Left Hand		
Right Hand		
Pockets		
1		
2 3		
4		
5		
6		
7		
ENC Carried	Worn	Total
		=



Skills	Score	BCS
Off-hand Dex.	-	
Brawling		
Survival,		

Armor	Coverage	e Format C	ode AV	ENC	Weapons
					Survival
					Type length Format Value WDM ENC
					-
					-
	verage Armor	Value			
Guns					
		Magazin	e Calibe	r	
Weapon	Format A	ction Capacity	(BDG)	ENC	1
			()		
					-
					1
L					

Notes and Character Background Rep	Rep					
current merit total	current merit 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) flint & steel (1d3 flint) chalk (1d3) snares (2d3) magnifying lens compass jackknife 1 L canteen "space" blanket	.01/5 .01 .05 .01 .1 .1 .2 (full) .1					