

	_ TOTAL KARMA: PUBLIC AWARENESS: SPECIAL			
NOTORIETY:  MENTAL	_ PUBLIC AWARENESS:			
MENTAL		CUR	KKENI EDGE	
	SPECIAL			:
CHARISMA:		DERI	VED	DERIVED
G117 TRISIVI7 1.	EDGE:	INITIATIV	Е:	COMPOSURE:
INTUITION:	ESSENCE:	ASTRAL IN	NIT:	JUDGE INTENT:
LOGIC:	MAGIC:	MATRIX IN	NIT:	LIFT/CARRY:
WILLPOWER:	RESONANCE:	INIT. PASS	SES:	MEMORY:
			_	
ITEM	NOTES		Valking Rate (	m/turn):
		Li	ift w/out test	(kg):
	<u> </u>			
	<del></del> -			
——— II ——			-	ie).
		M	letatype:	
MISCELLA	ANEOUS ITEMS	VA	ARIOUS STATIS	STICS
TES	<b>3</b> 6	CUMULATIVE DAMAGE MODIFIERS	-1 SHIPUD	MATRIX DAMAGE TRACK  8 + (SYS+2, ROUND UP) BOXES
	WILLPOWER:	WILLPOWER:  RESONANCE:  NOTES  MISCELLANEOUS ITEMS  PHYSICAL DAMAGE TRACK  -1 -2 -3 -3 -4	WILLPOWER:  RESONANCE:  INIT. PASS  INIT.	WILLPOWER:  RESONANCE:  INIT. PASSES:  Walking Rate ( Running Rate ( Swimming

RECORD SHEET . . . . Modified by Ismo

CURRENT NUYEN



Ver. 2.1

AGILITY:	BODY:	REACTION:	STRENGTH	MAGIC:
CHARISMA:	INTUITION:	LOGIC:	WILLPOWER:	RESONANCE:
COMPOSURE:	JUDGE INTENT:	LIFT/CARRY:	MEMORY:	EDGE:

## ATTRIBUTES

Group	Att	Skill	A.S.	Rank	DP
(Mechanic 4)	LOG*	Aeronautics Mechanic			
	AGI	Archery			
	LOG	Armorer		<u> </u>	
	INT	Artisan		<u> </u>	
	INT*	Assensing			
	WIL*	Astral Combat			
(Mechanic 4)	LOG*	Auto. Mechanic			
(Firearms 3)	AGI	Automatics			
(Conjuring 3)	MAG*	Banishing			
(Conjuring 3)	MAG*	Binding			
(Close Combat 3)	AGI	Blades			
(Athletics 4)	STR	Climbing			
(Close Combat 3)	AGI	Clubs			
(Tasking 3)	RES*	Compiling			
(Electronics 4)	LOG	Computer			
(Influence 4)	CHA	Con			
(Sorcery 3)	MAG*	Counterspelling			
(Cracking 3)		Cybercombat			
(Biotech 3)	LOG*	Cybertechnology			
(Electronics 4)	LOG	Data Search			
(Tasking 3)	RES*	Decompiling			
	LOG	Demolitions			
(Stealth 4)	INT	Disguise			
	BOD	Diving			
	REA	Dodge			
(Cracking 3)		Electronic Warfare			
	AGI	Escape Artist			
(Influence 4)		Etiquette			
	AGI	Exotic Melee Weap	•	-	
	AGI	Exotic Ranged Weap.		-	
(Biotech 3)		First Aid			
	AGI	Forgery			
	AGI	Gunnery			
(Athletics 4)		Gymnastics			
(Cracking 3)		Hacking			
(Electronics 4)		Hardware			
	AGI	Heavy Weapons		-	
(Mechanic 4)		Industrial Mechanic		-	
(Stealth 4)		Infiltration		-	
	CHA	Instruction		-	
(T. (9) A)	CHA	Intimidation		-	
(Influence 4)		Leadership		-	
(F: 2)	AGI	Locksmith		-	
(Firearms 3)		Longarms			
(Biotech 3)		Medicine			
(Mechanic 4)		Nautical Mechanic			
(Outdoors 3)		Navigation			
(Influence 4)	CHA	Negotiation			
SKILLS					

Group	Att	Skill	A.S.	Rank	DP
(Stealth 4)	AGI	Palming			
(Stearth 4)	BOD	Parachuting			
	INT	Perception		<del></del>	
	REA*	Pilot Aerospace			
	REA*	Pilot Aircraft			
	REA*	Pilot Anthroform			
	REA*	Pilot Exotic Vehicle			
	REA	Pilot Ground Craft		<del></del>	
	REA	Pilot Watercraft		<del></del>	
(Firearms 3)	AGI	Pistols			
(Tasking 3)		Registering		<del></del>	
(Sorcery 3)		Ritual Spellcasting		<del></del>	
(Athletics 4)		Running		<del></del>	
(Stealth 4)		Shadowing		<del></del>	
(Electronics 4)		Software		<del></del>	
(Sorcery 3)		Spellcasting		<del></del>	
(Conjuring 3)		Summoning	· <u></u>		
(Outdoors 3)		Survival		<del></del>	
(Athletics 4)	STR	Swimming		<u></u>	
	AGI	Thrown Weapons			
(Outdoors 3)	INT	Tracking			
(Close Combat 3)	AGI	Unarmed Combat			
	*These	skills cannot be defaulte	ed on		
Knowledge Skill	ls (Logic—	-Professional, Academic) (Intu	ition—Stree	t, Interests)(p1	27)
<u> </u>					
_					
_					
—					
<u> </u>					
_					
_					
_					
<u> </u>					
_					
-					
·					
Language Skills					
I	NT _				
I	NT _				
Т	NT		_		_
	NT				
I.	IN I				

SKILL NOTES

SKILLS



Ver. 2.1				***			
ARMOR	BALLISTIC/IMPAC	CT NOTES					
	/						
	/						
		·					
			<u> </u>				
BOD:	REA: WIL:	Dodge:					
	Ranged Defense: React	ion					
	Ranged Full Defense: R						
	Melee Parry: Reaction +		<u> </u>				
	Melee Block: Reaction +						
	Melee Dodge: Reaction						
	M. Full Parry: Reaction						
	<b>_</b>	+ Unarmed Combat + Dodge					
	M. Full Dodge: Reaction						
	Physical Spell Defense:						
	Mana Spell Defense: Wi	nipower + Counterspeil	14100 00140	AT OF A D A MOTEO			
ARMOR & DEI	FENSE		MISC COMB	AT GEAR & NOTES			
WEAPON		RE CONCEAL _ ODE RC AMMO MOD S	RANGES M L E	WEAPON MODIFICAT & ACCESSORIES	IONS		
	<del></del>	<del></del>					
RANGED WEAR	PONS						
CALIBER	TYPE	MODIFIERS	WEAPON		REACH	DAMAGE	AP
							_
-							
AMMO			MELEE WEA	DONE			_
AMMO			MELEE WEA	PUNS			

RECORD SHEET . . . . Modified by Ismo

Ver. 2.1					
CONTACT NAME	LOY/CON	NOTES			
	/				
-	/				
	/				
	/				
					<del></del> -
	/				
	/				
	/				
	/				
	/				
	/				
-					
	/				
CONTACTS					
IDENTITY NAME (SIN)		RATING	LICENSE TYPE		RATING
			-	_	
IDENTITIES			LIGENCES		
IDENTITIES			LICENSES		
		_			_
			-		
			-		
			-		
MISCELLANEOUS GEAR					

RECORD SHEET.....

Modified by Ismo



Ver. 2.1							-	-	- 14	7	
VEHICLE		HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	NOTES		Ī
		· —									
		· —			_				-		
		· <u></u>							_		
		· <u>—</u>			_						
-		· <u></u>							_		
		·									
VEHICLES											**
								1	11 11 11 11 11 11 11 11 11 11 11 11 11		
NOTES											
								-			•
								~			-
								~			
											_
								*			-
								3			_
								*			-
									7		7
								8 + (BOI	DY÷2, ROUND UP) BOXES	8 + (BODY÷2, ROUND UP)	) BOXES
NOTES	_							.	CONDITION MON		22
HOILS								VEINOLE	. COMDITION		
											<del></del>
								<u> </u>			
											- 1
											— I
											— I
								<b> </b>			
											-
											— I
								I —			1
DOSS LAYO	OUT							STANDA	RD OPERATING PH	ROCEDURES	

RECORD SHEET .....

Modified by Ismo



AGILITY: BODY: REACTION: STRENGTH MATRIX INT.  CHARISMA: INTUITION: LOGIC: WILLPOWER: RESONANCE  COMPOSURE: JUDGE INTENT: LIFT/CARRY: MEMORY: SUBMERSION  ATTRIBUTES  COMMLINK:  RESPONSE: SIGNAL: ECCM: FIREWALL: SYSTEM:  PROGRAM ASSOCIATED SKILL A.S. Rank DP PROGRAM ASSOCIATED SKILL A.S.  Analyze Computer Browse Data Search Blackout Hacking Data Bomb Computer Command Unauthorized Hacking Detailed Hacking Defuse Hacking Exploit Hacking Exploit Hacking Exploit Hacking Exploit Hacking Exploit Hacking Sonifer Wireless Electronic Warfare Reality Filter Response Scan Electronic Warfare Spoof Hacking Sinifer Wireless Electronic Warfare Armor System Spoof Hacking Sinifer Wireless Electronic Warfare Spoof Hacking Sinifer Wireless Electronic Warfare Spoof Hacking Sinifer Wireless Electronic Warfare Spoof Hacking Spoof Hacking Spoof Hacking Spoof Hacking Spoof System Spoof Hacking Sinifer Wireless Electronic Warfare Spoof Spoof Hacking Spoof Hacking Spoof Hacking Spoof Hacking Spoof Hacking Spoof Hacking Spoof Spoof Hacking Spoof Hack	k DP
COMPOSURE: JUDGE INTENT: LIFT/CARRY: MEMORY: SUBMERSION  ATTRIBUTES  COMMLINK:  RESPONSE: SIGNAL: ECCM: FIREWALL: SYSTEM:  PROGRAM ASSOCIATED SKILL A.S. Rank DP  PROGRAM ASSOCIATED SKILL A.S. Rank DP  Browse Data Search Blackout Cybercombat Blackout Hacking Data Bomb Computer Detrypt Electronic Warfare Defuse Hacking Exploit Hacking Exploit Hacking Exploit Hacking Scan Electronic Warfare Sinffer Wireds Hacking Sinffer Wireds Sinffer Wireds Sinffer Wireds Sinffer Wireless Electronic Warfare Sinffer Wireless Sinffer Wireless Electronic Warfare Sinffer Wireless Sinffer Wireless Sinffer Wireless Electronic Warfare Sinffer Wireless Sinf	
COMMLINK:  RESPONSE:  SIGNAL: ECCM:  FIREWALL:  SYSTEM:  PROGRAM ASSOCIATED SKILL A.S. Rank DP  Analyze Computer Browse Data Search Command Software Computer Command Unauthorized Hacking Edit Software Computer Edit Software Computer Edit Unauthorized Hacking Encrypt Electronic Warfare Electronic Warfare Electronic Warfare Reality Filter Response Scan Electronic Warfare  SIGNAL:  ECCM:  FIREWALL:  SYSTEM:  PROGRAM ASSOCIATED SKILL A.S.  Blackout Cybercombat Blackout Hacking Data Bomb Computer Decrypt Electronic Warfare Decrypt Electronic Warfare Exploit Hacking Medic Computer Sniffer Wired Hacking Sniffer Wireless Electronic Warfare	
COMMLINK:  RESPONSE:  SIGNAL:  ECCM:  FIREWALL:  SYSTEM:  PROGRAM ASSOCIATED SKILL A.S. Rank DP  PROGRAM ASSOCIATED SKILL A.S.  Analyze Computer Browse Data Search Command Software Computer Command Unauthorized Hacking Edit Software Computer Edit Unauthorized Hacking Encrypt Electronic Warfare Edit Unauthorized Hacking Encrypt Electronic Warfare Edit Unauthorized Hacking Encrypt Electronic Warfare Electronic Warfare Scan Electronic Warfare Sniffer Wireless Electronic Warfare Sniffer Wireless Electronic Warfare	c DP
RESPONSE:  SIGNAL: ECCM:  FIREWALL:  SYSTEM:  COMMLINK  PROGRAM ASSOCIATED SKILL A.S. Rank DP  PROGRAM ASSOCIATED SKILL A.S.  Analyze Computer Browse Data Search Command Software Computer Command Unauthorized Hacking Edit Software Computer Edit Unauthorized Hacking Encrypt Electronic Warfare Encrypt Electronic Warfare Encrypt Electronic Warfare Encrypt Electronic Warfare Scan Electronic Warfare Sniffer Wireless Electronic Warfare Sniffer Wireless Electronic Warfare	c DP
PROGRAM ASSOCIATED SKILL A.S. Rank DP PROGRAM ASSOCIATED SKILL A.S.  Analyze Computer Browse Data Search Blackout Hacking Data Bomb Computer Data Bomb Computer Decrypt Electronic Warfare Edit Unauthorized Hacking Encrypt Electronic Warfare Reality Filter Response Scan Electronic Warfare Electronic Warfare Sniffer Wireless Electronic Warfare Sniffer Wireless Electronic Warfare Sniffer Wireless Electronic Warfare	k DP
PROGRAM       ASSOCIATED SKILL       A.S.       Rank       DP       PROGRAM       ASSOCIATED SKILL       A.S.         Analyze       Computer	k DP
Analyze Computer Browse Data Search Blackout Hacking Data Bomb Computer Decrypt Electronic Warfare Edit Unauthorized Hacking Encrypt Electronic Warfare Hacking Encrypt Electronic Warfare Edity Filter Response Scan Electronic Warfare Sinffer Wireless Electronic Warfare	k DP
Attack an Icon Cybercombat Stealth Hacking Track Computer  Biofeedback Filter Willpower Black Hammer Cybercombat Black Hammer Hacking Track Computer Elack Hammer Hacking Track Computer Track Computer Elack Hammer Hacking Elack Hammer Hacking Elack Hammer Hacking Elack Hammer Hacking Elack Hammer Elack Hacking Elack Hammer Elack Hacking Elack Hammer Elack	
PROGRAMS & COMPLEX FORMS  PROGRAMS & COMPLEX FORMS	
Group Att Skill A.S. Rank DP  (Tasking 3) RES* Compiling (Electronics 4) LOG Computer (Cracking 3) LOG Cybercombat (Electronics 4) LOG Data Search (Tasking 3) RES* Decompiling (Cracking 3) LOG* Electronic Warfare (Cracking 3) LOG Hacking (Electronics 4) LOG* Hardware (Tasking 3) RES* Registering (Electronics 4) LOG* Software *These skills cannot be defaulted on	RATING
SPRITE FORCE SERVICES REGISTERED/UNREG	

RECORD SHEET.....

Modified by Ismo



Ver. 2.1	
CHARISMA:	WILLPOWER:
INTUITION:	MAGIC:
LOGIC:	INITIATE GRADE:

## RELEVANT INFORMATION

Spell Na	ame	Type	Range	Dmg	Duration	D.V. Moo
•	S (*ë = Elemental Effects)		Ü	Ü		(F÷2) ±
[ ] Acid Stre		P	LOS	P	Instant	+3
[ ] Toxic Wa		P	LOS(A)	P	Instant	+5
[ ] Punch		P	Touch	S	Instant	-2
[ ] Clout		P	LOS	S	Instant	0
[] Blast		P	LOS(A)	S	Instant	+2
[ ] Death To	ouch	M	Touch	P	Instant	-2
[] Manabol		M	LOS	P	Instant	0
[ ] Manabal	1	M	LOS(A)	P	Instant	+2
[ ] Flamethr	ower *ë	P	LOS	P	Instant	+3
[] Fireball	ŧë	P	LOS(A)	P	Instant	+5
[ ] Lightnin	g Bolt *ë	P	LOS	P	Instant	+3
[] Ball Ligl	ntning *ë	P	LOS(A)	P	Instant	+5
[ ] Shatter		P	Touch	P	Instant	-1
[ ] Powerbo	lt	P	LOS	P	Instant	+1
[] <u>Powerba</u>	11	P	LOS(A)	P	Instant	+3
[] Knockou	ıt	M	Touch	S	Instant	-3
[ ] Stunbolt		M	LOS	S	Instant	-1
[ ] <u>Stunball</u>		M	LOS(A)	S	Instant	+1
DETECTION SPE	ELLS (*§ = Special see spell of	descriptio	on)			(F÷2) ±
[] Analyze	Device	P	Touch	-	Sustained	0
[] Analyze	Truth	M	Touch	-	Sustained	0
[ ] Clairaud	ience	M	Touch	-	Sustained	-1
[ ] Clairvoy	ance	M	Touch	-	Sustained	-1
[ ] Combate	Sense	M	Touch	-	Sustained	+2
[ ] Detect E	nemies	M	Touch	-	Sustained	+1
	nemies Extended	M	Touch	-	Sustained	+3
[ ] Detect Ir		M	Touch	-	Sustained	-1
[ ] Detect L		M	Touch	-	Sustained	0
	ife Extended	M	Touch	-	Sustained	+2
	Life Form		Touch Touch	-	Sustained Sustained	-1 +1
	Extended Life Form		Touch	-	Sustained	+1 -1
	Extended		Touch	_	Sustained	+1
	Life Form		Touch	_	Sustained	-1
	Extended	M	Touch	_	Sustained	+1
	Object	P	Touch	-	Sustained	-1
[ ] Detect *§	Object	P	Touch	-	Sustained	-1
	Object	P	Touch	-	Sustained	-1
	Object	P	Touch	-	Sustained	-1
[ ] Detect M	0	M	Touch	-	Sustained	0
	lagic Extended	M	Touch	-	Sustained	+2
[ ] Mindlink		M	Touch	-	Sustained	+1
[ ] Mind Pro	obe	M	Touch	-	Sustained	+2
	(*§ = Special see spell dese					(F÷2) ±
[ ] Antidote		M	Touch	-	Permanent	-2
[ ] <u>Cure Dis</u>	ease	M	Touch	-	Permanent	<u>-2</u>
[ ] Decrease		P	Touch	-	Sustained	+1
[ ] Decrease	•	P	Touch	-	Sustained	+1
	Reaction	P	Touch	-	Sustained	+1
[ ] Decrease	0	P	Touch	-	Sustained	+1
Decrease	Charisma Intuition	P P	Touch Touch	-	Sustained Sustained	+1 +1
		P	Touch	-	Sustained	+1
[ ] Decrease	e Logic e Willpower	P P	Touch	-	Sustained	+1
Detox	, ,, inpower	M	Touch		Permanent	-4
[ ] Heal		M	Touch	-	Permanent	-4 -2
[ ] Hibernat	e	M	Touch	_	Sustained	-3
[ ] Increase		P	Touch		Sustained	-2
[ ] increase	2 15111ty	1	TOUCH		Sustained	-2

Skill	Att	Rank	Dice Pool	Drain Resist
Banishing				= Willpower +
Binding				Logic (Mages)
Counterspelling				Charisma (Shaman)
Ritual Spellcasti	ng			Intuition (Other)
Spellcasting				
Summoning				
Astral Combat				TOTAL CONTRACTOR OF THE STATE O
RELEVANT MA	GIC SKILLS			DRAIN RESIST

pell Name	Туре	Range	Dmg	Duration D.V. Mod
LEVANT MAGIC SKILLS	D.	RAIN RESIST		
stral Combat				STORAGE STORES OF THE STORES

=							
	Spell Name		Type	Range	Dmg	<b>Duration I</b>	D.V. Mod
	Increase Body		P	Touch	9	Sustained	-2
	Increase Body   Increase Reaction		P P	Touch	-	Sustained	-2 -2
	Increase Strength		r P	Touch	-	Sustained	-2 -2
L :			P P	Touch	-	Sustained	-2 -2
l L	Increase Charisma		_				
I L	Increase Intuition		P	Touch	-	Sustained	-2
	Increase Logic		P	Touch	-	Sustained	-2
11.	· •		P	Touch	-	Sustained	-2
μ.	Increase Reflexes		P	Touch	-	Sustained	+2
[ ]	Oxygenate		P	Touch	-	Sustained	-1
	Prophylaxis		M	Touch	-	Sustained	-2
	Resist Pain		M	Touch	-	Permanent	*§
	Stabilize		M	Touch	-	Sustained	*8
1 111	USION SPELLS						(F÷2) ±
1			M	LOS	_	Sustained	0
	Mass Confusion		M	LOS(A)	_	Sustained	+2
	Chaos		P	LOS	_	Sustained	+1
	Chaotic World		P	LOS(A)	_	Sustained	+3
'	•						
11.	Entertainment		M	LOS(A)	-	Sustained	+1
Įŀ.	Trid Entertainment		P	LOS(A)	-	Sustained	+2
[ ]	•		M	LOS	-	Sustained	0
	Improved Invisibility		P	LOS	-	Sustained	+1
l r	Mask		M	Touch	_	Sustained	0
l i i			P	Touch	_	Sustained	+1
	-		M		_	Sustained	+2
			M P	LOS(A)	-		. –
μ.	Trid Phantasm			LOS(A)	-	Sustained	+3
[ ]			M	LOS(A)	-	Sustained	+2
[ ]	Silence		P	LOS(A)	-	Sustained	+3
11	Stealth		P	LOS	-	Sustained	+1
1	NIPULATION SPELLS (*§ =	Special co	o cnall daca	rintion)			(F÷2) ±
1		special se	P P	LOS	_	Sustained	+3
			M	LOS	-	Sustained	0
11.	Mob Control		M	LOS(A)	-	Sustained	+2
Ц.	Control Emotions		M	LOS	-	Sustained	0
	Mob Mood		M	LOS(A)	-	Sustained	+2
	Control Thoughts		M	LOS	-	Sustained	+2
[[]	Mob Mind		M	LOS(A)	-	Sustained	+4
	Fling		P	LOS	-	Instant	+1
	Ice Sheet		P	LOS(A)	-	Instant	+3
l i i	Ignite		P	LOS	-	Permanent	0
l i i	Influence		M	LOS		Permanent	+1
1			P	LOS	_	Sustained	+1
li			P	LOS(A)	_	Sustained	-1
li	Magic Fingers		P	LOS	_	Sustained	+1
			-				
	Mana Barrier		M	LOS(A)	-	Sustained	+1
	Petrify		P	LOS	-	Sustained	+2
	Physical Barrier		P	LOS(A)	-	Sustained	+3
[ ]	Poltergeist		P	LOS(A)	-	Sustained	+3
[ ]			P	LOS(A)	-	Sustained	+1
[ ]	Shapechange		P	LOS	-	Sustained	+2
	*§	Form	P	LOS	_	Sustained	+1
		Form	P	LOS	_	Sustained	+1
[ ]							
[ ]		Form	P	LOS	-	Sustained	+1
			P	LOS	-	Sustained	+1
	C-4 E		P	LOS	-	Sustained	+1
[ ]	Cat Form		D.	LOS	_	Sustained	+1
]	Horse Form		P				
	Horse Form		P P	LOS	-	Sustained	+1
Įį.	Horse Form Shark Form				-		
] ]	Horse Form Shark Form		P	LOS		Sustained	+1



				9	4 4. 25 42.	4	187	197
Ver. 2.1	Chanadan Maria	. O T	1!4! D .	-1				
Tradition:	Character Magic	c & Trac	dition Ba	ckground				
Combat:	_							
Detection:	_							
Health:	_							
Illusion:	_							
Manipulation:	_							
Drain: Willpower +								
TRADITION	MAGICAL BACKGI	ROUND	_	_				
Max # of Services Owed = S	Summoning Skill =				Maximum Numb	er of Foci Bonded =	: Magic =	:
Maximum Force of a Spirit = Magic Attribute =				Maximum Number of Foci Active = Logic =				
Max # of Bound Spirits = C	harisma Attribute =				Maximum Total	Force of All Foci = N	√lagic =	<u>:</u>
SPIRIT	FORCE SERVICES	BOL	JND/UNBC	DUND	FOCI TYPE	ATTUNEMENT	FORCE	
						<del>_</del>		<del></del>
	<del></del>							<del></del>
	<del></del>				-			
							-	
				_				
SPIRITS					FOCI			
POWER POINTS:	Power Points = Magi	ic Attribut	e or Magic	Attribute poin	ts dedicated to the Adept	Discipline in the case of N	Mystic Adep	ots.
ADEPT POWER POINTS			_	_				
Power Name	Cost	Level	Spent	Power	r Name	Cost	Level	Spent
[ ] Astral Perception	1	1			oved Reaction	1/Level		
[ ] Boost Agility [ ] Boost Body	.25/Level .25/Level		— 1		oved Strength oved Reflexes	1/Level		
[ ] Boost Reaction	.25/Level			[ ]	Level 1	2	1	
[ ] Boost Strength	.25/Level				Level 2 Level 3	3 5	1	
[ ] Combat Sense [ ] Critical Strike	.5/Level .25/Level				Direction Sense	.25	1 1	
[ ] Enhanced Perception	.25/Level			[ ] Impro	oved Scent	.25	1	
[ ] Great Leap	.25/Level			[ ] Impro	oved Taste	.25	1	
[ ] Improved Combat Skill	5/Level			[ ] Flare	Compensation d Dampening	.25 .25	1 1	

Total Points Spent on Powers =	Column 1 Tota	ıl:
[ ] Improved Agility [ ] Improved Body	1/Level	
[ ] Improved Active Skill		
[ ] Improved Active Skill		
[ ] Improved Active Skill		
[ ] Improved Active Skill		-
[ ] Improved Active Skill_	.25/Level	
[ ] Improved Combat Skill	5/Level	
[ ] Improved Combat Skill	5/Level	
[ ] Improved Combat Skill	5/Level	
[ ] Improved Combat Skill	5/Level	
[ ] Improved Combat Skill	5/Level	
[ ] Great Leap	.25/Level	
[ ] Enhanced Perception	.25/Level	
[ ] Critical Strike	.25/Level	
[ ] Combat Sense	.5/Level	
[ ] Boost Strength	.25/Level	-
[ ] Boost Reaction	.25/Level	
[ ] Boost Body	.25/Level	
[ ] Boost Agility	.25/Level	

Power Name	Cost	Level	Spent
[ ] Improved Reaction	1/Level		
[ ] Improved Strength	1/Level		
Improved Reflexes			
[ ] Level 1	2	1	
[ ] Level 2	3	1	
[ ] Level 3	5	1	
[ ] Improved Direction Sense	.25	1	
[ ] Improved Scent	.25	1	
[ ] Improved Taste	.25	1	
[ ] Flare Compensation	.25	1	
[ ] Sound Dampening	.25	1	
[ ] Killing Hands	.5	1	
[ ] Kinesics	.5/Level		
[ ] Missile Parry	.25/Level		
[ ] Mystic Armor	.25/Level		
[ ] Natural Immunity	.5/Level		
[ ] Pain Resistance	.5/Level		
[ ] Rapid Healing	.25/Level		
[ ] Spell Resistance	.5/Level		
[ ] Voice Control	.5	1	

RECORD SHEET..... Modified by Ismo Column 2 Total:



Ver. 2.1 ADVANCEMENT RECORD ADVANCEMENT RECORD Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Date BOUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date BOUGHT BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Date Date **BOUGHT** BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Attribute/Skill/Spell/Form/Foci/Etc. Date Amount of Karma BOUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date BOUGHT BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Date Amount of Karma Date BOUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date **BOUGHT** BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Amount of Karma Date BOUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date BOUGHT BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Date Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date ROUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date BOUGHT BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc Date Amount of Karma Date BOUGHT **BOUGHT** KARMA ON KARMA ON KARMA EXPENDITURES KARMA EXPENDITURES ADVANCEMENT NOTES

RECORD SHEET . . . . Modified by Ismo

KARMA

Ver. 2.1		9 2 - 2 12 - 2	1927	
RIGHT HAND Implant Cost	EARS Implant Cost	<u>EYES</u> Implant Cost	<u>LEFT HAND</u> Implant Cos	st
				- -
				_ _
Total	Total	Total	Total	<u>-</u>
	1			
The state of the s			<b>3</b>	
RIGHT ARM Implant Cost	The state of the s		<u>LEFT ARM</u> Implant Cos	st
				- -
	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	<b>*</b>		
Total		1	Total	<u> </u>
RIGHT LEG			LEFT LEG	-4
Implant Cost			Implant Cos	
				_
	TORS Implant	O Cost	Total	_ _
RIGHT FOOT			LEFT FOOT	<u>-</u>
Implant Cost	J		Implant Cos	st
		Total		_
				_ _
Total			Total	_
IMPLANTS & BODY MODIFICATIONS			Total Essence Cost	