

ALIAS: _____

NAME: _____ **TOTAL KARMA:** _____ **CURRENT KARMA:** _____

STREET CRED: _____ **NOTORIETY:** _____ **PUBLIC AWARENESS:** _____ **CURRENT EDGE:** _____

PERSONAL DATA

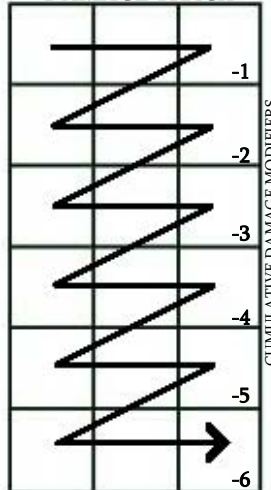
PHYSICAL	MENTAL	SPECIAL	DERIVED	DERIVED
AGILITY:	CHARISMA:	EDGE:	INITIATIVE:	COMPOSURE:
BODY:	INTUITION:	ESSENCE:	ASTRAL INIT:	JUDGE INTENT:
REACTION:	LOGIC:	MAGIC:	MATRIX INIT:	LIFT/CARRY:
STRENGTH:	WILLPOWER:	RESONANCE:	INIT. PASSES:	MEMORY:

ATTRIBUTES

DESCRIPTION & PERSONALITY	ITEM	NOTES	VARIOUS STATISTICS
			Walking Rate (m/turn):
			Running Rate (m/turn):
			Swimming Rate (m/turn):
			Lift w/out test (kg):
			Overhead Lift w/out test (kg):
			Weight (kg/lbs):
			Height (cm/inches):
			Sex (male/female):
			Age (years):
			Lifestyle:
		Metatype:	

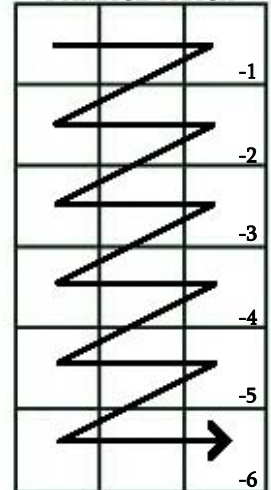
QUALITY NAME & NOTES

PHYSICAL DAMAGE TRACK



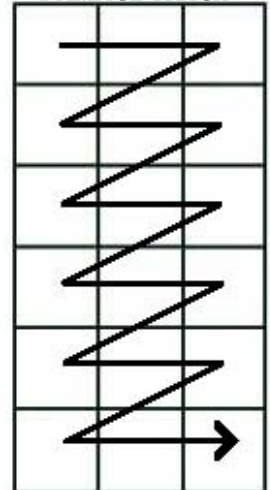
8 + (BODY÷2, ROUND UP) BOXES

STUN DAMAGE TRACK



8 + (WILL÷2, ROUND UP) BOXES

MATRIX DAMAGE TRACK



8 + (SYS÷2, ROUND UP) BOXES

QUALITIES

CONDITION MONITORS

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	Group	Att	Skill	A.S.	Rank	DP
(Mechanic 4)	LOG*	Aeronautics Mechanic	_____	_____	_____	(Stealth 4)	AGI	Palming	_____	_____	_____
	AGI	Archery	_____	_____	_____		BOD	Parachuting	_____	_____	_____
	LOG	Armorer	_____	_____	_____		INT	Perception	_____	_____	_____
	INT	Artisan	_____	_____	_____		REA*	Pilot Aerospace	_____	_____	_____
	INT*	Assensing	_____	_____	_____		REA*	Pilot Aircraft	_____	_____	_____
	WIL*	Astral Combat	_____	_____	_____		REA*	Pilot Anthroform	_____	_____	_____
(Mechanic 4)	LOG*	Auto. Mechanic	_____	_____	_____		REA*	Pilot Exotic Vehicle	_____	_____	_____
(Firearms 3)	AGI	Automatics	_____	_____	_____		REA	Pilot Ground Craft	_____	_____	_____
(Conjuring 3)	MAG*	Banishing	_____	_____	_____		REA	Pilot Watercraft	_____	_____	_____
(Conjuring 3)	MAG*	Binding	_____	_____	_____	(Firearms 3)	AGI	Pistols	_____	_____	_____
(Close Combat 3)	AGI	Blades	_____	_____	_____	(Tasking 3)	RES*	Registering	_____	_____	_____
(Athletics 4)	STR	Climbing	_____	_____	_____	(Sorcery 3)	MAG*	Ritual Spellcasting	_____	_____	_____
(Close Combat 3)	AGI	Clubs	_____	_____	_____	(Athletics 4)	STR	Running	_____	_____	_____
(Tasking 3)	RES*	Compiling	_____	_____	_____	(Stealth 4)	INT	Shadowing	_____	_____	_____
(Electronics 4)	LOG	Computer	_____	_____	_____	(Electronics 4)	LOG*	Software	_____	_____	_____
(Influence 4)	CHA	Con	_____	_____	_____	(Sorcery 3)	MAG*	Spellcasting	_____	_____	_____
(Sorcery 3)	MAG*	Counterspelling	_____	_____	_____	(Conjuring 3)	MAG*	Summoning	_____	_____	_____
(Cracking 3)	LOG	Cybercombat	_____	_____	_____	(Outdoors 3)	WIL	Survival	_____	_____	_____
(Biotech 3)	LOG*	Cybertechnology	_____	_____	_____	(Athletics 4)	STR	Swimming	_____	_____	_____
(Electronics 4)	LOG	Data Search	_____	_____	_____		AGI	Thrown Weapons	_____	_____	_____
(Tasking 3)	RES*	Decompiling	_____	_____	_____	(Outdoors 3)	INT	Tracking	_____	_____	_____
	LOG	Demolitions	_____	_____	_____	(Close Combat 3)	AGI	Unarmed Combat	_____	_____	_____
(Stealth 4)	INT	Disguise	_____	_____	_____	*These skills cannot be defaulted on					
	BOD	Diving	_____	_____	_____	Knowledge Skills (Logic—Professional, Academic) (Intuition—Street, Interests)(p127)					
	REA	Dodge	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Cracking 3)	LOG*	Electronic Warfare	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Escape Artist	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Influence 4)	CHA	Etiquette	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Exotic Melee Weap	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Exotic Ranged Weap.	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Biotech 3)	LOG	First Aid	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Forgery	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Gunnery	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Athletics 4)	AGI	Gymnastics	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Cracking 3)	LOG	Hacking	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Electronics 4)	LOG*	Hardware	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Heavy Weapons	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Mechanic 4)	LOG*	Industrial Mechanic	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Stealth 4)	AGI	Infiltration	_____	_____	_____	_____	_____	_____	_____	_____	_____
	CHA	Instruction	_____	_____	_____	_____	_____	_____	_____	_____	_____
	CHA	Intimidation	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Influence 4)	CHA	Leadership	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Locksmith	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Firearms 3)	AGI	Longarms	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Biotech 3)	LOG*	Medicine	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Mechanic 4)	LOG*	Nautical Mechanic	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Outdoors 3)	INT	Navigation	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Influence 4)	CHA	Negotiation	_____	_____	_____	_____	_____	_____	_____	_____	_____

SKILLS

SKILLS

SKILL NOTES

Ver. 2.1

ARMOR	BALLISTIC/IMPACT	NOTES
	/	
	/	
	/	
	/	
	/	
	/	

BOD:	REA:	WIL:	Dodge:
	Ranged Defense: Reaction		
	Ranged Full Defense: Reaction + Dodge		
	Melee Parry: Reaction + Weapon Skill		
	Melee Block: Reaction + Unarmed Combat		
	Melee Dodge: Reaction + Dodge		
	M. Full Parry: Reaction + Weapon Skill + Dodge		
	M. Full Block: Reaction + Unarmed Combat + Dodge		
	M. Full Dodge: Reaction + Dodge + Dodge		
	Physical Spell Defense: Body + Counterspell		
	Mana Spell Defense: Willpower + Counterspell		

ARMOR & DEFENSE

MISC COMBAT GEAR & NOTES

WEAPON	DMG	AP	FIRE MODE	RC	AMMO	CONCEAL MOD	RANGES				WEAPON MODIFICATIONS & ACCESSORIES
							S	M	L	E	

RANGED WEAPONS

CALIBER	TYPE	MODIFIERS	WEAPON	REACH	DAMAGE	AP

AMMO

MELEE WEAPONS



[illegible]

CONTACTS

[illegible]

IDENTITIES

LICENSES

[illegible]

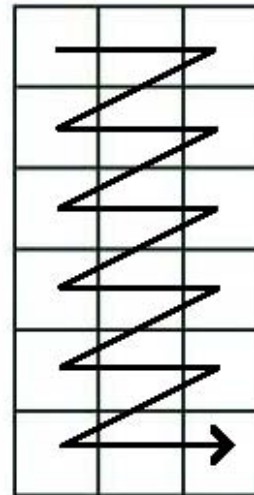
MISCELLANEOUS GEAR



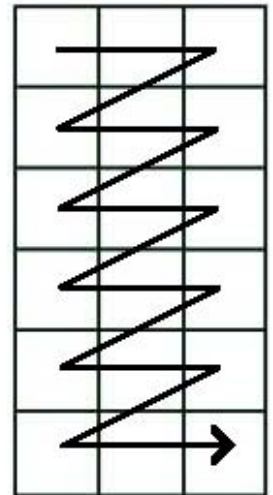
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VEHICLES

NOTES

This image shows a blank sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

8 + (BODY÷2, ROUND UP) BOXES



8 + (BODY÷2, ROUND UP) BOXES

NOTES

VEHICLE CONDITION MONITORS

[illegible]

DOSS LAYOUT

STANDARD OPERATING PROCEDURES



CHARISMA:

WILLPOWER:

INTUITION:

MAGIC:

LOGIC:

INITIATE GRADE:

RELEVANT INFORMATION

Skill	Att	Rank	Dice Pool
Banishing	_____	_____	_____
Binding	_____	_____	_____
Counterspelling	_____	_____	_____
Ritual Spellcasting	_____	_____	_____
Spellcasting	_____	_____	_____
Summoning	_____	_____	_____
Astral Combat	_____	_____	_____

Drain Resist

= Willpower +
Logic (Mages)
Charisma (Shaman)
Intuition (Other)

DRAIN RESIST

RELEVANT MAGIC SKILLS

Spell Name	Type	Range	Dmg	Duration	D.V.	Mod
COMBAT SPELLS (*ë = Elemental Effects) (Damage = Force + Net Hits) (F÷2) ±						
[] Acid Stream *ë	P	LOS	P	Instant	+3	
[] Toxic Wave *ë	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 Touch	M	Touch	P	Instant	-2	
[] Manabolt	M	LOS	P	Instant	0	
[] Manaball	M	LOS(A)	P	Instant	+2	
[] Flamethrower *ë	P	LOS	P	Instant	+3	
[] Fireball *ë	P	LOS(A)	P	Instant	+5	
[] Lightning Bolt *ë	P	LOS	P	Instant	+3	
[] Ball Lightning *ë	P	LOS(A)	P	Instant	+5	
[] Shatter	P	Touch	P	Instant	-1	
[] Powerbolt	P	LOS	P	Instant	+1	
[] Powerball	P	LOS(A)	P	Instant	+3	
[] Knockout	M	Touch	S	Instant	-3	
[] Stunbolt	M	LOS	S	Instant	-1	
[] Stunball	M	LOS(A)	S	Instant	+1	
DETECTION SPELLS (*§ = Special see spell description) (F÷2) ±						
[] Analyze Device	P	Touch	-	Sustained	0	
[] Analyze Truth	M	Touch	-	Sustained	0	
[] Clairaudience	M	Touch	-	Sustained	-1	
[] Clairvoyance	M	Touch	-	Sustained	-1	
[] Combate Sense	M	Touch	-	Sustained	+2	
[] Detect Enemies	M	Touch	-	Sustained	+1	
[] Detect Enemies Extended	M	Touch	-	Sustained	+3	
[] Detect Individual	M	Touch	-	Sustained	-1	
[] Detect Life	M	Touch	-	Sustained	0	
[] Detect Life Extended	M	Touch	-	Sustained	+2	
[] Detect *§ Life Form	M	Touch	-	Sustained	-1	
[] Detect *§ Extended	M	Touch	-	Sustained	+1	
[] Detect *§ Life Form	M	Touch	-	Sustained	-1	
[] Detect *§ Extended	M	Touch	-	Sustained	+1	
[] Detect *§ Life Form	M	Touch	-	Sustained	-1	
[] Detect *§ Extended	M	Touch	-	Sustained	+1	
[] Detect *§ Object	P	Touch	-	Sustained	-1	
[] Detect *§ Object	P	Touch	-	Sustained	-1	
[] Detect *§ Object	P	Touch	-	Sustained	-1	
[] Detect *§ Object	P	Touch	-	Sustained	-1	
[] Detect Magic	M	Touch	-	Sustained	0	
[] Detect Magic Extended	M	Touch	-	Sustained	+2	
[] Mindlink	M	Touch	-	Sustained	+1	
[] Mind Probe	M	Touch	-	Sustained	+2	
HEALTH SPELLS (*§ = Special see spell description) (F÷2) ±						
[] Antidote	M	Touch	-	Permanent	-2	
[] Cure Disease	M	Touch	-	Permanent	-2	
[] Decrease Agility	P	Touch	-	Sustained	+1	
[] Decrease Body	P	Touch	-	Sustained	+1	
[] Decrease Reaction	P	Touch	-	Sustained	+1	
[] Decrease Strength	P	Touch	-	Sustained	+1	
[] Decrease Charisma	P	Touch	-	Sustained	+1	
[] Decrease Intuition	P	Touch	-	Sustained	+1	
[] Decrease Logic	P	Touch	-	Sustained	+1	
[] Decrease Willpower	P	Touch	-	Sustained	+1	
[] Detox	M	Touch	-	Permanent	-4	
[] Heal	M	Touch	-	Permanent	-2	
[] Hibernate	M	Touch	-	Sustained	-3	
[] Increase Agility	P	Touch	-	Sustained	-2	

SPELLS

Spell Name	Type	Range	Dmg	Duration	D.V.	Mod
[] Increase Body	P	Touch	-	Sustained	-2	
[] Increase Reaction	P	Touch	-	Sustained	-2	
[] Increase Strength	P	Touch	-	Sustained	-2	
[] Increase Charisma	P	Touch	-	Sustained	-2	
[] Increase Intuition	P	Touch	-	Sustained	-2	
[] Increase Logic	P	Touch	-	Sustained	-2	
[] Increase Willpower	P	Touch	-	Sustained	-2	
[] 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	*§	
ILLUSION SPELLS (F÷2) ±						
[] Confusion	M	LOS	-	Sustained	0	
[] Mass Confusion	M	LOS(A)	-	Sustained	+2	
[] Chaos	P	LOS	-	Sustained	+1	
[] Chaotic World	P	LOS(A)	-	Sustained	+3	
[] Entertainment	M	LOS(A)	-	Sustained	+1	
[] Trid Entertainment	P	LOS(A)	-	Sustained	+2	
[] Invisibility	M	LOS	-	Sustained	0	
[] Improved Invisibility	P	LOS	-	Sustained	+1	
[] Mask	M	Touch	-	Sustained	0	
[] Physical Mask	P	Touch	-	Sustained	+1	
[] Phantasm	M	LOS(A)	-	Sustained	+2	
[] Trid Phantasm	P	LOS(A)	-	Sustained	+3	
[] Hush	M	LOS(A)	-	Sustained	+2	
[] Silence	P	LOS(A)	-	Sustained	+3	
[] Stealth	P	LOS	-	Sustained	+1	
MANIPULATION SPELLS (*§ = Special see spell description) (F÷2) ±						
[] Armor	P	LOS	-	Sustained	+3	
[] Control Actions	M	LOS	-	Sustained	0	
[] Mob Control	M	LOS(A)	-	Sustained	+2	
[] 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	
[] Ignite	P	LOS	-	Permanent	0	
[] Influence	M	LOS	-	Permanent	+1	
[] Levitate	P	LOS	-	Sustained	+1	
[] Light	P	LOS(A)	-	Sustained	-1	
[] 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	
[] Shadow	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	
[] Dog Form	P	LOS	-	Sustained	+1	
[] Cat Form	P	LOS	-	Sustained	+1	
[] Horse Form	P	LOS	-	Sustained	+1	
[] Shark Form	P	LOS	-	Sustained	+1	
[] Wolf Form	P	LOS	-	Sustained	+1	
[] Turn to Goo	P	LOS	-	Sustained	+2	

SPELLS

Ver. 2.1

Tradition: _____	Character Magic & Tradition Background
Combat: _____	
Detection: _____	
Health: _____	
Illusion: _____	
Manipulation: _____	
Drain: Willpower + _____	
TRADITION	MAGICAL BACKGROUND

Max # of Services Owed = Summoning Skill = _____		Maximum Number of Foci Bonded = Magic = _____				
Maximum Force of a Spirit = Magic Attribute = _____		Maximum Number of Foci Active = Logic = _____				
Max # of Bound Spirits = Charisma Attribute = _____		Maximum Total Force of All Foci = Magic = _____				
SPIRIT	FORCE	SERVICES	BOUND/UNBOUND	FOCI TYPE	ATTUNEMENT	FORCE
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
SPIRITS				FOCI		

POWER POINTS:	Power Points = Magic Attribute or Magic Attribute points dedicated to the Adept Discipline in the case of Mystic Adepts.																																																																																																																																																																																				
ADEPT POWER POINTS																																																																																																																																																																																					
<table border="1"> <tr> <th>Power Name</th> <th>Cost</th> <th>Level</th> <th>Spent</th> </tr> <tr><td>☐ Astral Perception</td><td>1</td><td>1</td><td>_____</td></tr> <tr><td>☐ Boost Agility</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Boost Body</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Boost Reaction</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Boost Strength</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Combat Sense</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Critical Strike</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Enhanced Perception</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Great Leap</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Agility</td><td>1/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Body</td><td>1/Level</td><td>_____</td><td>_____</td></tr> <tr> <td>Total Points Spent on Powers = _____</td> <td colspan="3">Column 1 Total: _____</td> </tr> </table>	Power Name	Cost	Level	Spent	☐ Astral Perception	1	1	_____	☐ Boost Agility	.25/Level	_____	_____	☐ Boost Body	.25/Level	_____	_____	☐ Boost Reaction	.25/Level	_____	_____	☐ Boost Strength	.25/Level	_____	_____	☐ Combat Sense	.5/Level	_____	_____	☐ Critical Strike	.25/Level	_____	_____	☐ Enhanced Perception	.25/Level	_____	_____	☐ Great Leap	.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	_____	_____	☐ Improved Active Skill	.25/Level	_____	_____	☐ Improved Active Skill	.25/Level	_____	_____	☐ Improved Active Skill	.25/Level	_____	_____	☐ Improved Active Skill	.25/Level	_____	_____	☐ Improved Active Skill	.25/Level	_____	_____	☐ Improved Agility	1/Level	_____	_____	☐ Improved Body	1/Level	_____	_____	Total Points Spent on Powers = _____	Column 1 Total: _____			<table border="1"> <tr> <th>Power Name</th> <th>Cost</th> <th>Level</th> <th>Spent</th> </tr> <tr><td>☐ Improved Reaction</td><td>1/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Improved Strength</td><td>1/Level</td><td>_____</td><td>_____</td></tr> <tr><td>Improved Reflexes</td><td></td><td></td><td></td></tr> <tr><td>☐ Level 1</td><td>2</td><td>1</td><td>_____</td></tr> <tr><td>☐ Level 2</td><td>3</td><td>1</td><td>_____</td></tr> <tr><td>☐ Level 3</td><td>5</td><td>1</td><td>_____</td></tr> <tr><td>☐ Improved Direction Sense</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td>☐ Improved Scent</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td>☐ Improved Taste</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td>☐ Flare Compensation</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td>☐ Sound Dampening</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td>☐ Killing Hands</td><td>.5</td><td>1</td><td>_____</td></tr> <tr><td>☐ Kinesics</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Missile Parry</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Mystic Armor</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Natural Immunity</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Pain Resistance</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Rapid Healing</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Spell Resistance</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td>☐ Voice Control</td><td>.5</td><td>1</td><td>_____</td></tr> <tr> <td colspan="2"></td> <td>Column 2 Total: _____</td> <td></td> </tr> </table>	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	_____			Column 2 Total: _____	
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ADVANCEMENT RECORD

Attribute/Skill/Spell/Form/Foci/Etc.	Amount of Karma	Date
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	

KARMA EXPENDITURES

ADVANCEMENT RECORD

Attribute/Skill/Spell/Form/Foci/Etc.	Amount of Karma	Date
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	
BOUGHT WITH	KARMA ON	

KARMA EXPENDITURES

ADVANCEMENT NOTES



<u>RIGHT HAND</u>		<u>EARS</u>		<u>EYES</u>		<u>LEFT HAND</u>	
Implant	Cost	Implant	Cost	Implant	Cost	Implant	Cost
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
Total	_____	Total	_____	Total	_____	Total	_____

<u>RIGHT ARM</u>		<u>LEFT ARM</u>	
Implant	Cost	Implant	Cost
Total		Total	

[illegible][illegible]

Additional Notes: _____

Total Essence Cost

