

**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:	

## DESCRIPTION & PERSONALITY

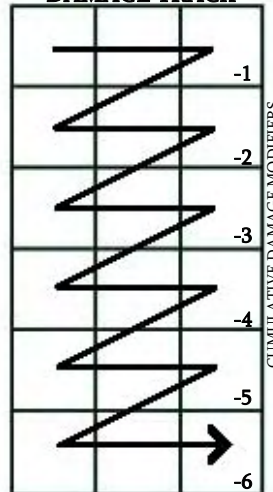
## MISCELLANEOUS ITEMS

## VARIOUS STATISTICS

## QUALITY NAME & NOTES

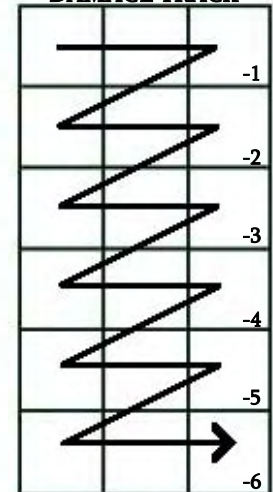

## QUALITIES

## PHYSICAL DAMAGE TRACK



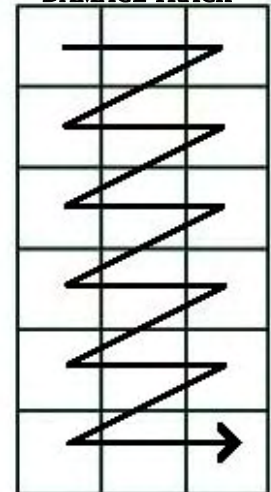
8 + (BODY÷2, ROUND UP) BOXES

## STUN DAMAGE TRACK



8 + (WILL÷2, ROUND UP) BOXES

## MATRIX DAMAGE TRACK



8 + (SYS÷2, ROUND UP) BOXES

## CONDITION MONITORS

CURRENT NUYEN

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	_____	_____	_____	<b>Knowledge Skills</b> (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	_____	_____	_____	<b>Language Skills</b>					
(Biotech 3)	LOG*	Medicine	_____	_____	_____		INT	_____	_____	_____	_____
(Mechanic 4)	LOG*	Nautical Mechanic	_____	_____	_____		INT	_____	_____	_____	_____
(Outdoors 3)	INT	Navigation	_____	_____	_____		INT	_____	_____	_____	_____
(Influence 4)	CHA	Negotiation	_____	_____	_____		INT	_____	_____	_____	_____

## 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

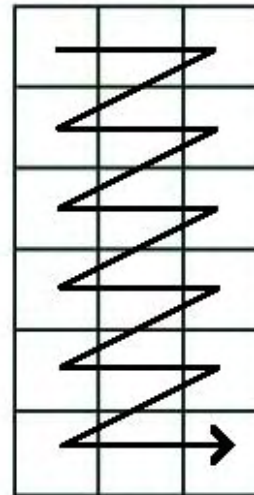




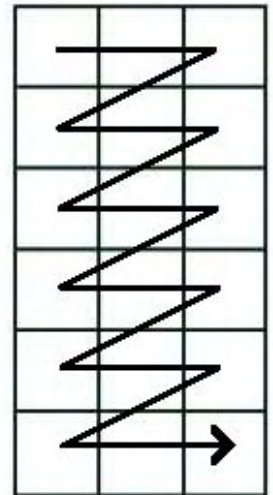
[illegible]

## VEHICLES

## NOTES

[illegible]

8 + (BODY÷2, ROUND UP) BOXES



8 + (BODY÷2, ROUND UP) BOXES

## NOTES

100

## VEHICLE CONDITION MONITORS

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is a vertical margin line on the left side, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled document.

## 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
<b>COMBAT SPELLS</b> (*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	
<b>DETECTION SPELLS</b> (*§ = 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	
<b>HEALTH SPELLS</b> (*§ = 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	*§	
<b>ILLUSION SPELLS</b> (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	
<b>MANIPULATION SPELLS</b> (*§ = 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: _____	<b>Character Magic &amp; Tradition Background</b>
Combat: _____	
Detection: _____	
Health: _____	
Illusion: _____	
Manipulation: _____	
Drain: Willpower + _____	
<b>TRADITION</b>	<b>MAGICAL BACKGROUND</b>

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 = _____				
<b>SPIRIT</b>	<b>FORCE</b>	<b>SERVICES</b>	<b>BOUND/UNBOUND</b>	<b>FOCI TYPE</b>	<b>ATTUNEMENT</b>	<b>FORCE</b>
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
<b>SPIRITS</b>				<b>FOCI</b>		

<b>POWER POINTS:</b>	<b>Power Points</b> = Magic Attribute or Magic Attribute points dedicated to the Adept Discipline in the case of Mystic Adepts.																																																																																																																																																																																				
<b>ADEPT POWER POINTS</b>																																																																																																																																																																																					
<table border="1"> <tr> <th>Power Name</th> <th>Cost</th> <th>Level</th> <th>Spent</th> </tr> <tr><td><input type="checkbox"/> Astral Perception</td><td>1</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Boost Agility</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Boost Body</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Boost Reaction</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Boost Strength</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Combat Sense</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Critical Strike</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Enhanced Perception</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Great Leap</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Combat Skill</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Active Skill</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Agility</td><td>1/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Body</td><td>1/Level</td><td>_____</td><td>_____</td></tr> <tr> <td><b>Total Points Spent on Powers =</b> _____</td> <td colspan="3"><b>Column 1 Total:</b> _____</td> </tr> </table>	Power Name	Cost	Level	Spent	<input type="checkbox"/> Astral Perception	1	1	_____	<input type="checkbox"/> Boost Agility	.25/Level	_____	_____	<input type="checkbox"/> Boost Body	.25/Level	_____	_____	<input type="checkbox"/> Boost Reaction	.25/Level	_____	_____	<input type="checkbox"/> Boost Strength	.25/Level	_____	_____	<input type="checkbox"/> Combat Sense	.5/Level	_____	_____	<input type="checkbox"/> Critical Strike	.25/Level	_____	_____	<input type="checkbox"/> Enhanced Perception	.25/Level	_____	_____	<input type="checkbox"/> Great Leap	.25/Level	_____	_____	<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____	<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____	<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____	<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____	<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____	<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____	<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____	<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____	<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____	<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____	<input type="checkbox"/> Improved Agility	1/Level	_____	_____	<input type="checkbox"/> Improved Body	1/Level	_____	_____	<b>Total Points Spent on Powers =</b> _____	<b>Column 1 Total:</b> _____			<table border="1"> <tr> <th>Power Name</th> <th>Cost</th> <th>Level</th> <th>Spent</th> </tr> <tr><td><input type="checkbox"/> Improved Reaction</td><td>1/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Strength</td><td>1/Level</td><td>_____</td><td>_____</td></tr> <tr><td colspan="4">Improved Reflexes</td></tr> <tr><td><input type="checkbox"/> Level 1</td><td>2</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Level 2</td><td>3</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Level 3</td><td>5</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Direction Sense</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Scent</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Improved Taste</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Flare Compensation</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Sound Dampening</td><td>.25</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Killing Hands</td><td>.5</td><td>1</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Kinesics</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Missile Parry</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Mystic Armor</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Natural Immunity</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Pain Resistance</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Rapid Healing</td><td>.25/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Spell Resistance</td><td>.5/Level</td><td>_____</td><td>_____</td></tr> <tr><td><input type="checkbox"/> Voice Control</td><td>.5</td><td>1</td><td>_____</td></tr> <tr> <td colspan="2"></td> <td><b>Column 2 Total:</b> _____</td> <td></td> </tr> </table>	Power Name	Cost	Level	Spent	<input type="checkbox"/> Improved Reaction	1/Level	_____	_____	<input type="checkbox"/> Improved Strength	1/Level	_____	_____	Improved Reflexes				<input type="checkbox"/> Level 1	2	1	_____	<input type="checkbox"/> Level 2	3	1	_____	<input type="checkbox"/> Level 3	5	1	_____	<input type="checkbox"/> Improved Direction Sense	.25	1	_____	<input type="checkbox"/> Improved Scent	.25	1	_____	<input type="checkbox"/> Improved Taste	.25	1	_____	<input type="checkbox"/> Flare Compensation	.25	1	_____	<input type="checkbox"/> Sound Dampening	.25	1	_____	<input type="checkbox"/> Killing Hands	.5	1	_____	<input type="checkbox"/> Kinesics	.5/Level	_____	_____	<input type="checkbox"/> Missile Parry	.25/Level	_____	_____	<input type="checkbox"/> Mystic Armor	.25/Level	_____	_____	<input type="checkbox"/> Natural Immunity	.5/Level	_____	_____	<input type="checkbox"/> Pain Resistance	.5/Level	_____	_____	<input type="checkbox"/> Rapid Healing	.25/Level	_____	_____	<input type="checkbox"/> Spell Resistance	.5/Level	_____	_____	<input type="checkbox"/> Voice Control	.5	1	_____			<b>Column 2 Total:</b> _____	
Power Name	Cost	Level	Spent																																																																																																																																																																																		
<input type="checkbox"/> Astral Perception	1	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Boost Agility	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Boost Body	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Boost Reaction	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Boost Strength	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Combat Sense	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Critical Strike	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Enhanced Perception	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Great Leap	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Agility	1/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Body	1/Level	_____	_____																																																																																																																																																																																		
<b>Total Points Spent on Powers =</b> _____	<b>Column 1 Total:</b> _____																																																																																																																																																																																				
Power Name	Cost	Level	Spent																																																																																																																																																																																		
<input type="checkbox"/> Improved Reaction	1/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Strength	1/Level	_____	_____																																																																																																																																																																																		
Improved Reflexes																																																																																																																																																																																					
<input type="checkbox"/> Level 1	2	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Level 2	3	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Level 3	5	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Direction Sense	.25	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Scent	.25	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Improved Taste	.25	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Flare Compensation	.25	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Sound Dampening	.25	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Killing Hands	.5	1	_____																																																																																																																																																																																		
<input type="checkbox"/> Kinesics	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Missile Parry	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Mystic Armor	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Natural Immunity	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Pain Resistance	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Rapid Healing	.25/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Spell Resistance	.5/Level	_____	_____																																																																																																																																																																																		
<input type="checkbox"/> Voice Control	.5	1	_____																																																																																																																																																																																		
		<b>Column 2 Total:</b> _____																																																																																																																																																																																			
<b>ADEPT POWERS</b>	<b>ADEPT POWERS</b>																																																																																																																																																																																				



## ADVANCEMENT RECORD

Attribute/Skill/Spell/Form/Foci/Etc.	Amount of Karma	Date
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>

### KARMA EXPENDITURES

## ADVANCEMENT RECORD

Attribute/Skill/Spell/Form/Foci/Etc.	Amount of Karma	Date
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>
<input type="text"/> <b>BOUGHT WITH</b>	<input type="text"/> <b>KARMA ON</b>	<input type="text"/>

### KARMA EXPENDITURES

### ADVANCEMENT NOTES

