REFERENCE JUST HIGHLIGHT A NUMBER BELOW TO RECORD A SCORE:



									MINE	2							
Smarts	0	1	2	3	4	5	6	7	Influence	0	1	2	3	4	5	6	7
Awareness	0	1	2	3	4	5	6	7	Covert	0	1	2	3	4	5	6	7



Tech 0 1 2 3 4 5 6 7 Riding 0 1 2 3 4 5 6 7										<u>SPECIA</u>	LIS	<u>T</u>							
01234567	Tech	0	1	2	3	4	5	6	7	Riding	0	1	2	3	4	5	6	7	
Biogranging O I Z S 4 S O 7 Flying O I Z S 4 S O 7	Biogranging	0	1	2	3	4	5	6	7	Flying	0	1	2	3	4	5	6	7	
Survival 0 1 2 <u>3</u> 4 5 6 7 Evasion 0 1 2 <u>3</u> 4 5 6 7	Survival	0	1	2	3	4	5	6	7	Evasion	0	1	2	3	4	5	6	7	

Skills: 0-2 = POOR / 3-5 = FAIR / 6-7 = EXPERT

CONDITION JUST HIGHLIGHT A NUMBER BELOW TO RECORD A SCORE:

Being a combination of HEALTH plus any BODYSHIELDS/ARMOURS:

YOUR CONDITION 0 1 2 3 4 5 6 7

BRIL'S CONDITION 0 1 2 3 4 5 6 7

IF YOUR CON OR BRIL'S CON EVER **REACHES O. GAME OVER!**

STIMSTICKS 0 1 2 3 BODYSHIELD 0 +1 +2 +3 +4

* Spend a Stimstick to restore your or Bril's CON at <u>any</u> time *
(even if CON has reached 0)

* Or spend 1 SHINE POINT @ >> REF to restore 1 CON POINT *

ENEMY CONDITION:

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

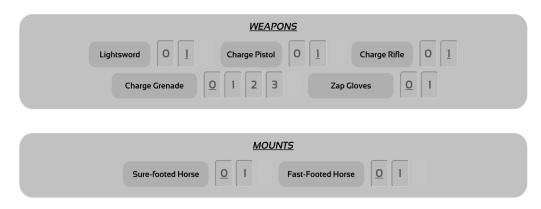
ENEMY ALERT LEVEL:

O - UNAWARE 1 - CAUTIOUS 2 - SUSPICIOUS 3 - ALERT 4 - AWARE!

YOUR ACTION STANCE:

(more damage) AGGRESSIVE BALANCED DEFENSIVE (less damage)

RESOURCES



	INFINITY	'POCKET		
Panic Bomb	0 1	Wingsuit	0 1	







PURSE

BEING THE NUMBER OF (INDESTRUCTABLE) FLATCOINS IN YOUR POSSESSION:

				FLATO	COINS				
0	1	2	3	4	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
x1	x2	хз	x4	x5	x6	x7	x8	х9	x10

^{*} When you have more than 50 flatcoins, start using these multipliers *