

REFERENCE

JUST HIGHLIGHT A NUMBER BELOW TO RECORD A SCORE:

SOUL

Shine	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Blackmarks	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

(spend 3 SHINE to increase any SCORE below by 1 / or reduce Blackmarks by 1)

MIND

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

REFLEXES

Agility	0	1	2	3	4	5	6	7	Unarmed	0	1	2	3	4	5	6	7
Lightblades	0	1	2	3	4	5	6	7	Shooting	0	1	2	3	4	5	6	7

SPECIALIST

Tech	0	1	2	3	4	5	6	7	Riding	0	1	2	3	4	5	6	7
Biogranging	0	1	2	3	4	5	6	7	Flying	0	1	2	3	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

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CONDITION

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Being a combination of HEALTH plus any BODYSHIELDS/ARMOURS:

YOUR CONDITION

BRIL'S CONDITION

IF YOUR CON OR BRIL'S CON EVER REACHES 0, GAME OVER!

STIMSTICKS BODYSHIELD

* Spend a Stimstick to restore your or Bril's CON at any 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:

YOUR ACTION STANCE:

(more damage) (less damage)

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RESOURCES

WEAPONS

Lightsword

 0 1

Charge Pistol

 0 1

Charge Rifle

 0 1

Charge Grenade

 0 1 2 3

Zap Gloves

 0 1

MOUNTS

Sure-footed Horse

 0 1

Fast-Footed Horse

 0 1

INFINITY POCKET

Panic Bomb

 0 1

Wingsuit

 0 1

ARTIFACTS

Star Gem

 0 1 2 3

Roleypoley

 0 1 2 3

Rumbleskins

 0 1 2 3

Skybook

 0 1 2 3

SDREAMS

Slate sdreams

 1 2 3 4 5

Keypass sdreams

 1 2 3 4 5

High Lee Keypass:

 run sky art tie dam flo med

HOUSE SECURITY

Whispermode

 OFF ON

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PURSE

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

FLATCOINS

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	x3	x4	x5	x6	x7	x8	x9	x10
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* When you have more than 50 flatcoins, start using these multipliers *

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