

Karma Character Sheet (Karmic Places: Revelation)

Player Name: _____ Character Name: _____
Character Concept: _____

Attributes

Physical	Ranks	Score	Cerebral	Ranks	Score	Spiritual	Ranks	Score
Constitution			Intellect			Charisma		
Dexterity			Willpower			Empathy		
Endurance			Wisdom			Faith		
Strength			Wits			Psychic		

Ability Groups

Combat	Ranks	Attributes	Misc	Score
WG, Martial Arts		Dex + Wits		
WG, Simple		Dex + Wits		
WG, Martial Weapons		Dex + Wits		
WG, Ranged		Dex + Wits		
WG, Other ()		Dex + Wits		

Knowledge	Ranks	Attributes	Misc	Score
Humanities		Int + Wis		
Mechanical Aptitude		Int + Wis		
Natural Sciences		Int + Wis		
Popular Culture		Int + Wis		
Social Sciences		Int + Wis		

Social	Ranks	Attributes	Misc	Score
Diplomacy		Cha + Wis		
Discern		Cha + Wis		
Manipulation		Cha + Emp		
Presence		Cha + Emp		
Resolve		Cha + Will		

Talents	Ranks	Attributes	Misc	Score
Alertness		Int + Wits		
Athletics		End/ Str + Will		
Leadership		Wis + Cha		
Linguistics		Int + Wis		
Performance		Dex + Cha		

Wellness	Ranks	Attributes	Misc	Score
Healing		Con + Fai		
Mental Health		End + Will		
Reflexes		Dex + Wits		
Resilience		End + Will		
Spirituality		Will + Fai/ Psy		

Specialty	Base Score	Ranks	Score

Damage Threshold
(Con + Will+ Faith) x 3 + XP

Adrenaline
(End +Will+ Psychic or Faith) x 3 + XP

Karma
(Wisdom + Empathy + Faith)

Mutations

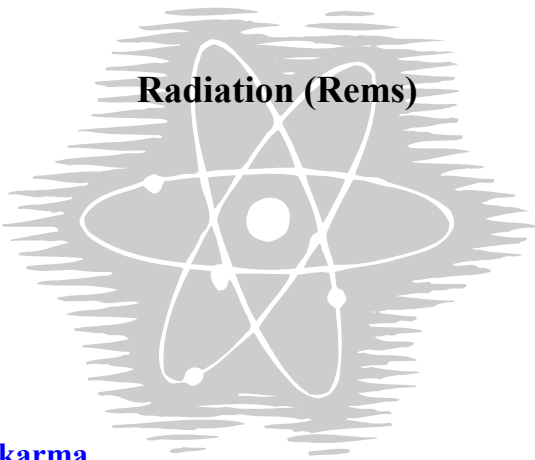


Table I: Heat Exhaustion (Cumulative)

Level	Effects	Healing Check
1	-1 penalty to all ability checks	BC
2	-1 penalty to Dexterity and Endurance	CC
3	-1 penalty to all Cerebral Attributes. -1 penalty to Strength	DC
4	-1 penalty to all Physical Attributes	EC

Table II: Starvation/Dehydration (Cumulative)

Level	Effects
1	-1 penalty to all ability checks
2	-1 penalty to Strength
3	-1 penalty to all Physical Attributes
4	-1 penalty to all Physical and Cerebral Attributes
5	-1 penalty to all Attributes
6	-1 penalty to all Attributes

Table III: Rem Chart

Activity	Rems	Frequency
Drinking Untreated Water (Safe Zone)	2	Per Occurrence
Drinking Untreated Water (Irradiated Zone)	5	Per Occurrence
Drinking Untreated Water (Severely Irradiated)	10	Per Occurrence
Eating Wild Game (Safe Zone)	2	Per Occurrence
Eating Irradiated Plants	2	Per Occurrence
Eating Mutated Game	7	Per Occurrence
Entering an Irradiated Zone	2	Per Hour in Area
Entering a Severely Irradiated Zone	10	Per Hour in Area
Mutated Animal Bite or Sting	1	Per Occurrence
Sunburn	1	Per Occurrence

Table IV: Radiation Sickness (Cumulative)

Level	Effects
1	-1 penalty to Healing and Resilience checks
2	-2 penalty to Healing and Resilience checks
3	-1 penalty to Endurance
4	-1 penalty to Constitution Score, Mutation Risk
5	-1 penalty to Strength Score, Mutation Risk
6	-1 penalty to all Physical Attributes, Mutation Risk
7	Loss of ¼ of starting DT (Permanent loss), Mutation Risk
8	Must make weekly Resilience checks EC or character dies
9	Must make daily Resilience checks EC or character dies

Weapons

Weapon	Attack Score	Damage

PR**Equipment**

XP Awards and Expenditures

Training Points and Expenditures

Reputation Rating

Languages Known

Misc Character Information

**Wealth Rating
Or Actual Wealth**