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	TOTAL KARMA:	CURRENT KAR	MA:
_ NOTORIETY:	PUBLIC AWARENESS:	CURRENT EDG	E:
MENTAL	SPECIAL	DERIVED	DERIVED
CHARISMA:	EDGE:	INITIATIVE:	COMPOSURE:
INTUITION:	ESSENCE:	ASTRAL INIT:	JUDGE INTENT:
LOGIC:	MAGIC:	MATRIX INIT:	LIFT/CARRY:
WILLPOWER:	RESONANCE:	INIT. PASSES:	MEMORY:
LITY MISCELLA	PHYSICAL DAMAGE TRACK -1 -2 -3 -4 -6	Running Rate Swimming Rate Swimming Rate Overhead Lift Weight (kg/ll Height (cm/ir Sex (male/fen Age (years): Lifestyle: Metatype: VARIOUS STA STUN DAMAGE TRACK -1 -2 -3 -4 -4 -5 -6	e (m/turn): ate (m/turn): t (kg): t w/out test (kg): aches): hale):
	MENTAL CHARISMA: INTUITION: LOGIC: WILLPOWER: ITEM ITEM	MENTAL SPECIAL CHARISMA: EDGE: INTUITION: ESSENCE: LOGIC: MAGIC: WILLPOWER: RESONANCE: ITEM NOTES WISCELLANEOUS ITEMS ESS PHYSICAL DAMAGE TRACK -1 -3 -4	TOTAL KARMA: CURRENT KAR NOTORIETY: PUBLIC AWARENESS: CURRENT EDG MENTAL SPECIAL DERIVED CHARISMA: EDGE: INITIATIVE: INTUITION: ESSENCE: ASTRAL INIT: LOGIC: MAGIC: MATRIX INIT: WILLPOWER: RESONANCE: INIT. PASSES: Walking Rate Running Rate Swimming Rate Swimming Rate Swimming Rate Overhead Lift Weight (kg/lt) Height (cm/ir Sex (male/fen Age (years): Lifestyle: Metatype: M

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CURRENT NUYEN



Ver. 2.1

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
(Mechanic 4)	LOG^*	Aeronautics Mechanic			
(Mechanic 1)	AGI	Archery			
	LOG	Armorer			
	INT	Artisan			
	INT*	Assensing			
	WIL*	Astral Combat		·	
(Mechanic 4)	LOG*	Auto. Mechanic			
(Firearms 3)		Automatics			
(Conjuring 3)	MAG*	Banishing			
(Conjuring 3)	MAG*	Binding			
(Close Combat 3)	AGI	Blades			
(Athletics 4)	STR	Climbing			
(Close Combat 3)	AGI	Clubs			
(Tasking 3)	RES*	Compiling			
(Electronics 4)	LOG	Computer			
(Influence 4)	CHA	Con			
(Sorcery 3)		Counterspelling			
(Cracking 3)		Cybercombat			
(Biotech 3)		Cybertechnology			
(Electronics 4)		Data Search			
(Tasking 3)		Decompiling			
	LOG	Demolitions			
(Stealth 4)		Disguise			
	BOD	Diving			
	REA	Dodge			
(Cracking 3)		Electronic Warfare			
	AGI	Escape Artist			
(Influence 4)		Etiquette			
	AGI	Exotic Melee Weap	•		
(D: + 1.2)	AGI	Exotic Ranged Weap.			
(Biotech 3)		First Aid			
	AGI	Forgery			
(4.11.4)	AGI	Gunnery			
(Athletics 4)		Gymnastics			
(Cracking 3)		Hacking			
(Electronics 4)	AGI	Hardware Heavy Weapons			
(Mechanic 4)		Industrial Mechanic			
(Stealth 4)		Infiltration			
(Sicariii 4)	CHA	Instruction			
	CHA	Intimidation			
(Influence 4)		Leadership			
(Illitucince 4)	AGI	Locksmith			
(Firearms 3)	-	Longarms			
(Biotech 3)		Medicine			
(Mechanic 4)		Nautical Mechanic			
(Outdoors 3)		Navigation Navigation			
(Influence 4)		Negotiation			
CKILLE	2				
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Group	Att	Skill	A.S.	Rank	DP
(Stealth 4)	AGI	Palming			
ì i	BOD	Parachuting			
	INT	Perception			
	REA*	Pilot Aerospace			
	REA*	Pilot Aircraft			
	REA*	Pilot Anthroform			
	REA*	Pilot Exotic Vehicle			
	REA	Pilot Ground Craft			
	REA	Pilot Watercraft			
(Firearms 3)		Pistols			
(Tasking 3)		Registering			
(Sorcery 3)		Ritual Spellcasting			
(Athletics 4)		Running		-	
(Stealth 4)		Shadowing			
(Electronics 4)		Software			
(Sorcery 3)		Spellcasting			
(Conjuring 3)		Summoning			
(Outdoors 3)		Survival			
(Athletics 4)	AGI	Swimming Thrown Waspans			
(Outdoors 3)	-	Thrown Weapons Tracking			
(Close Combat 3)		Unarmed Combat			
(Close Combat 3)		skills cannot be defaulte	ed on		
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Knowledge Skill	S (Logic-	-Professional, Academic) (Intu	ition—Street	t, Interests)(p12	7)
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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 & DE		MISC COMBAT GEAR & NOTES
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WEADON	FIRE CONCEAL _	
WEAPON	DMG AP MODE RC AMMO MOD S	M L E & ACCESSORIES
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RANGED WEA	PONS	
CALIBER	TYPE MODIFIERS	WEAPON REACH DAMAGE AP
CALIBER	TIFE MODIFIERS	
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AMMO		MELEE WEAPONS
AMMO		MELLE MEATONS

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SHADOWRUN

Ver. 2.1				
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CONTACTS			50%	
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MISCELLANEOUS GEAR				

RECORD SHEET

Ver. 2.1							- 4			
VEHICLE		HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	NOTES	
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VEHICLES	_				_	_				
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NOTES					_			VEHICLE	CONDITION MONITORS	
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1/13/N N 31 PC 3 (0)								N 7 P. T. V P. P. S. V	RD OFFERALING PROCEDURES	

RECORD SHEET



Ve	er. 2.1										
	AGILITY:	BODY:		REACT	ΓΙΟΝ:	S'	ΓRENG	TH	MATRIX I	NIT:	
	CHARISMA:	INTUI	ΓΙΟΝ:	LOGIC	:	V	VILLPO	WER:	RESONAN	CE:	
	COMPOSURE:	: JUDGE	INTENT:	LIFT/C	CARRY:	N	IEMOR	Y:	SUBMERS	ION GRA	DE:
A	TTRIBUTES			_							
Г	COMMLINK:					OPEI	RATINO	SYSTEM:			
	RESPONSE:		SIGNAL:	ECCM	I:	FIRE	WALL:		SYSTEM:		
C	OMMLINK										
	4.		L A.S.		DP						
	Analyze Browse Command Software Command Unauthoriz Edit Software Edit Unauthorized Encrypt Reality Filter Scan Armor Attack an Icon Attack an Program Biofeedback Filter Black Hammer	Computer Hacking Electronic Warfa Response Electronic Warfa System Cybercombat Hacking Willpower Cybercombat				Blackout Blackout Data Bor Decrypt Defuse Exploit Medic Sniffer W Sniffer W Spoof Stealth Track	nb Vired	Cybercombat Hacking Computer Electronic Warf Hacking Computer Hacking Electronic Warf Hacking Electronic Warf Hacking Computer			
100	Black Hammer	Hacking									
100	Black Hammer ROGRAMS & CON	POLICE DE PROPOSICIONE				PROGR	4MS & (COMPLEX FORMS			
100	Group (Tasking 3) (Electronics 4) (Cracking 3) (Electronics 4) (Tasking 3) (Cracking 3) (Cracking 3) (Cracking 3) (Cracking 3) (Electronics 4) (Tasking 3)	Att Skill RES* Comp LOG Cyber LOG Cyber LOG Data S RES* Decor LOG* Electr LOG Hacki LOG* Hardn RES* Regis: LOG* Softw.	outer recombat Search mpiling onic Warfare ing ware tering are	A.S.	Rank	DP	ITEM	COMPLEX FORMS			RATING
P	Group (Tasking 3) (Electronics 4) (Cracking 3) (Electronics 4) (Tasking 3) (Cracking 3) (Cracking 3) (Cracking 3) (Cracking 3) (Electronics 4) (Tasking 3)	Att Skill RES* Comp LOG Cyber LOG Data S RES* Decor LOG* Electr LOG Hacki LOG* Hardv RES* Regiss LOG* Softw. *These skills cannot to	outer recombat Search mpiling onic Warfare ing ware tering are	A.S.	Rank		70-	COMPLEX FORMS			RATING
PI	Group (Tasking 3) (Electronics 4) (Cracking 3) (Electronics 4) (Tasking 3) (Cracking 3) (Cracking 3) (Cracking 3) (Electronics 4) (Tasking 3) (Electronics 4)	Att Skill RES* Comp LOG Comp LOG Cyber LOG Data S RES* Decor LOG* Electr LOG Hacki LOG* Hardv RES* Regiss LOG* Softw. *These skills cannot to	outer recombat Search mpiling onic Warfare ing ware tering are		Rank	DP	70-	COMPLEX FORMS			RATING

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SHADOWRUN

Ver. 2.1	
CHARISMA:	WILLPOWER:
INTUITION:	MAGIC:
LOGIC:	INITIATE GRADE:

RELEVANT INFORMATION

RELEVANT IN	IFORMATI	ON					
Spell N	lame		Type	Range	Dmg	Duration	D.V. Mod
	LS (*ë = Elem	ental Effects)	• •	· ·	U		(F÷2) ±
[] Acid Str		ionai Enecis)	Р	LOS	P	Instant	+3
[] Toxic W			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 T			M	Touch	P	Instant	-2
[] Manabo			M	LOS	P	Instant	0
[] Manaba			M	LOS(A)	P	Instant	+2
[] Flameth	rower *ë		P P	LOS LOS(A)	P P	Instant Instant	+3 +5
	ng Bolt *ë		P	LOS	P	Instant	+3
	thtning *ë		r P	LOS(A)	P	Instant	+5
Shatter	,iiiiiiig C		P	Touch	P	Instant	-1
Powerb	olt		P	LOS	P	Instant	+1
[] Powerb			P	LOS(A)	P	Instant	+3
[] Knocko	ut		M	Touch	S	Instant	-3
[] Stunbol			M	LOS	S	Instant	-1
[] <u>Stunbal</u>			M	LOS(A)	S	Instant	+1
DETECTION ST	PELLS (*§ = Spe	cial see spell de	escription)				(F÷2) ±
[] Analyze			P	Touch	-	Sustained	0
[] Analyze	Truth		M	Touch	-	Sustained	0
[] Clairaud			M	Touch	-	Sustained	-1
[] Clairvo	,		M	Touch	-	Sustained	-1
[] Combat			M	Touch	-	Sustained	+2
[] Detect I			M	Touch	-	Sustained	+1
	Enemies Extendividual	enaea	M M	Touch Touch	-	Sustained Sustained	+3 -1
Detect I			M	Touch	-	Sustained	0
	Life Extende	d	M	Touch	_	Sustained	+2
Detect *		Life Form	M	Touch	-	Sustained	-1
[] Detect *	§	Extended	M	Touch	-	Sustained	+1
[] Detect *		Life Form		Touch	-	Sustained	-1
[] Detect *		Extended	M	Touch	-	Sustained	+1
Detect *	*	Life Form	M M	Touch	-	Sustained	-1 +1
[] Detect * [] Detect *		Extended Object	P	Touch Touch	-	Sustained Sustained	-1
Detect *	0	Object	P	Touch	_	Sustained	-1
Detect *		Object	P	Touch	-	Sustained	-1
[] Detect *	·§	Object	P	Touch	-	Sustained	-1
[] Detect l	-		M	Touch	-	Sustained	0
	Magic Exten	ded	M	Touch	-	Sustained	+2
[] Mindlin	k.		M	Touch	-	Sustained	+1
[] Mind Pi	robe		M	Touch	-	Sustained	+2
	LS (*§ = Specia	l see spell descr	-	m 1			(F÷2) ±
[] Antidot			M	Touch	-	Permanent	-2
[] <u>Cure Di</u>			M	Touch	-	Permanent	-2
Decreas			P P	Touch Touch	-	Sustained Sustained	+1 +1
[] Decreas			r P	Touch	-	Sustained	+1
Decreas			P	Touch	_	Sustained	+1
	e Charisma		P	Touch	-	Sustained	+1
	e Intuition		P	Touch	-	Sustained	+1
[] Decreas	-		P	Touch	-	Sustained	+1
	e Willpower		P	Touch	-	Sustained	+1
[] Detox			M	Touch	-	Permanent	
[] Heal	to		M	Touch	-	Permanent	
[] Hiberna			M	Touch	-	Sustained	-3
[] Increase	Aguity		P	Touch	-	Sustained	-2

RELEVANT MAGIC SKILL	5		D	RAIN RESIST
Spell Name	Туре	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 P	Touch	-	Sustained -2 Sustained -2
[] Increase Logic [] Increase Willpower	P P	Touch Touch	-	Sustained -2 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
[] <u>Trid Phantasm</u>	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	-	-		(F÷2) ±
[] Armor	P	LOS	-	Sustained +3
[] Control Actions	M	LOS	-	Sustained 0
[] Mob Control	M	LOS(A)	-	Sustained +2
[] Control Emotions	M M	LOS LOS(A)	-	Sustained 0 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	<u>Р</u>	LOS	-	Sustained +2
[] *§For		LOS	-	Sustained +1
[] *§For		LOS	-	Sustained +1
[] *§For		LOS	-	Sustained +1
[] Dog Form	P	LOS	-	Sustained +1
[] Cat Form	P	LOS	-	Sustained +1
Shark Form	P P	LOS LOS	-	Sustained +1 Sustained +1
	P	LOS	-	Sustained +1 Sustained +1
	P	LOS		Sustained +2
[] Turn to Goo	Г	LUS		Sustained TZ

RECORD SHEET



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Ver. 2.1	iji.						
Tradition:	Character Magic &	Tradition Ba	ckground				
Combat:	-						
Detection:	┨ ───						
Health:	<u> </u>						
Illusion:							
Manipulation:							
Drain: Willpower +							
TRADITION	MAGICAL BACKGROU	UND					
	I Ministrative and the state of	Alder	70				
Max # of Services Owed = Sur	mmoning Skill =			Maximum Numbe	er of Foci Bonded =	- Magic =	:
Maximum Force of a Spirit =	Magic Attribute =		**(())		er of Foci Active =		
Max # of Bound Spirits = Cha	risma Attribute =		/ ك"ك	Maximum Total F	orce of All Foci = 1	Magic =	:
SPIRIT	FORCE SERVICES	BOUND/UNBO	DUND	FOCI TYPE	ATTUNEMENT	FORCE	
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SPIRITS				FOCI			
POWER POINTS:	Power Points = Magic At	ttribute or Magic	Attribute points	dedicated to the Adept [Discipline in the case of	Mystic Ader	ots.
ADEPT POWER POINTS							
Power Name	Cost Le	evel Spent	Power I	Vama	Cost	Level	Spent
Astral Perception		1 Spent		ed Reaction	1/Level		Spent
[] Boost Agility	.25/Level	'		ed Strength	1/Level		
Boost Body	.25/Level			ed Reflexes			
[] Boost Reaction [] Boost Strength	.25/Level .25/Level			Level 1 Level 2	2 3	1 1	
[] Combat Sense	.5/Level			Level 3	5	1	
[] Critical Strike	.25/Level		[] Improv	ed Direction Sense	.25	1	
[] Enhanced Perception	.25/Level			ed Scent	.25	1 1	
[] Great Leap [] Improved Combat Skill	.25/Level .5/Level		[] Flare C	ed Taste ompensation	.25 .25	1	
[] Improved Combat Skill	.5/Level			Dampening	.25	1	
[] Improved Combat Skill	.5/Level		[] Killing	Hands	.5	1	

Total Points Spent on Powers = Column 1 Total:			
[] Improved Agility [] Improved Body	1/Level		
[] Improved Active Skill	.25/Level .25/Level		
[] Improved Active Skill	25/Level		
[] Improved Active Skill	.25/Level		
[] Improved Active Skill	.25/Level		
[] Improved Combat Skill	.5/Level		
[] Improved Combat Skill	.5/Level		
[] Improved Combat Skill	.5/Level	-	
[] Improved Combat Skill	5/Level .5/Level		
[] Great Leap	.25/Level		
[] Enhanced Perception	.25/Level		
[] Critical Strike	.25/Level	. <u></u>	
[] Combat Sense	.5/Level		
Boost Strength	.25/Level		
[] Boost Reaction	.25/Level		
[] Boost Body	.25/Level		
Boost Agility	.23/Level		

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	

RECORD SHEET Modified by Ismo Column 2 Total: _



Ver. 2.1 ADVANCEMENT RECORD ADVANCEMENT RECORD Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Date BOUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date BOUGHT BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Date Date **BOUGHT** BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Attribute/Skill/Spell/Form/Foci/Etc. Date Amount of Karma BOUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date BOUGHT BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Date Amount of Karma Date BOUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date **BOUGHT** BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Amount of Karma Date BOUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date BOUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Date Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date ROUGHT **BOUGHT** KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date Attribute/Skill/Spell/Form/Foci/Etc. Amount of Karma Date BOUGHT BOUGHT KARMA ON KARMA ON WITH WITH Attribute/Skill/Spell/Form/Foci/Etc. Attribute/Skill/Spell/Form/Foci/Etc Date Amount of Karma Date BOUGHT **BOUGHT** KARMA ON KARMA ON KARMA EXPENDITURES KARMA EXPENDITURES ADVANCEMENT NOTES

RECORD SHEET Modified by Ismo

KARMA

IMPLANTS

2.1			
RIGHT HAND	EARS	EYES	<u>LEFT HAND</u>
Implant Cost	Implant Cost	Implant Cost	Implant Cos
impiant cost	Implant Cost	implant cost	Implant Co.
			
Total	Total	Total	Total
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Total	<i>X</i> .	la k	Total
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RIGHT LEG	/ /1	1 1	<u>LEFT LEG</u>
Implant Cost		14.1	Implant Cos
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	Implant	59.00100	
Total	Timpiant .	Cost	Total
RIGHT FOOT	/ /		<u>LEFT FOOT</u>
Implant Cost			Implant Cos
		Total	
		10111	
	Additional Notes:		
	Additional Hotes.		
Total			Total
			Total Essence Cost
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RECORD SHEET