

# Immortal Empires™

## Cyber Age Character Record

ORANK	NAME	EXPERIENCE	FORTUNE POINTS	RACE	AGE	SEX	EYES/HAIR	WEIGHT	GLORY	FP RATIO
		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10				1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10				1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10				1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

MAIN ATTRIBUTES			Immortal MAX	Common Abilities			BioTech Modifiers		DERIVED ATTRIBUTES							
PHQ	1-10	8 9 10		DAMAGE +	FEAT OF STR	MAX WEIGHT	+/- RANK	NET PHQ	TAC	1-5	INS	+	INT	+	EMP	/5
PHL	1-10	8 9 10		HEAL RATE	ATTRACTION	NATURAL DV	+/- RANK	NET PHL	SOC	1-5	EMP	+	PHQ	+	WIL	/5
AGL	1-10	8 9 10		REACT BONUS	REFLEXES	NATRL JUMP	+/- RANK	NET AGL	CBT	1-5	AGL	+	COR	+	PHQ	/5
COR	1-10	8 9 10		ATTACK BONUS	BALANCE	SIDE BY SIDE	+/- RANK	NET COR	END	1-5	MAF	+	PHL	+	WIL	/5
INT	1-10	8 9 10		MEMORIZED	ACCURACY	TRUE SPELLS	+/- RANK	NET INT	ART	1-5	AGL	+	COR	+	INS	/5
INS	1-10	8 9 10		TRIAL SPELL +	CONTROL MD	ENCRYPT	+/- RANK	NET INS	MYS	1-5	INT	+	MAF	+	PHL	/5
WIL	1-10	8 9 10		COGNITIVE CH	CLOSED MIND	PRESIST +	+/- RANK	NET WIL	BIC	1-5	PHQ	+	AGL	+	TAF	/5
EMP	1-10	8 9 10		FEEL EMOTION	GROUPTHINK	SIXTH SENSE	+/- RANK	NET EMP	BEN	1-5	WIL	+	PHL	+	TAF	/5
MAF	1-10	8 9 10		SENSE CAST	MTAP RECOVER	ACTIVE SPELLS	X-Pts	UFP	ALG	1-5	INS	+	INT	+	TAF	/5
TAF	1-10	8 9 10		ACTV BIOTECH	REMOTE RNGE	JAMMER RES										

BODY VALUE (BV)				BIOTECH BV	DEFENSIVE VALUE (DV)		IMMORTAL POWER LEVELS (200BV EACH)											
TOTAL BV	BASE BV	END X 20	BONUS		TOTAL BODY MDV	TOTAL BODYSUIT DV	[Grid of 12x12 power level boxes]											

BODY VALUE (BV)						DEFENSIVE VALUE (DV)			AWARENESS					TN	ETN			
ALLOTTED BV	CURRENT BV	DV BY PART	NATURAL DV	ARMOR DV	BIOTECH DV				GG + TAC	dIOW +	BONUS	T F M B P	10	EASY PEASY	1			
L. ARM (10%)									GG + MYS	dIOW +	BONUS	T F M B P	20	EASY	2			
R. ARM (10%)									GG + CBT	dIOW +	BONUS	T F M B P	30	MODERATE	3			
L. LEG (15%)									VITALS PRESIST CHECKS					40	DIFFICULT	4		
R. LEG (15%)									VITALS BV AT:	75%		50%		25%		50	VERY HARD	5
VITALS (THE REST / 35%)									PRESIST TN:	20		30		40		75	IMPOSSIBLE	7
VITAL2 (HEAD (THE REST))									PENALTY IF FAIL:	P		P P		OUT		100	TECH CRIT	10

MAGICAL TAPPING POWER (MTAP)						ACTIVE SPELLS				
CORRUPTED	TOTAL	MAF x 50	MYS X 100	VARIABLE	BONUS	FA COST	SPELL	BINDING	SPELL	BINDING
CURRENT MTAP	ENCHANTMENT BOUND 1	ENCHANTMENT BOUND 2	ENCHANTMENT BOUND 3	ENCHANTMENT BOUND 4						
	ITEM / RETURN RANGE	ITEM / RETURN RANGE	ITEM / RETURN RANGE	ITEM / RETURN RANGE						

MAGICAL CONTROL (MCTRL)				ANCHORED SPELLS			
SIZE OF SPELL	CAST TN	MCTRL		MYS	SPELL NAME	POTENCY	TRIGGER: UP TO 5 WORDS
TO	15	MINOR	STANDARD /2	1			
TO	25	STANDARD	MYS x 20 + MAGIC RK + PHL x 2 + BONUS	2			
TO	40	MAJOR	MINOR + STANDARD	3			
TO	PUSH 50			4			
				5			

PHASE COMBAT				SOCIAL STATUS			
WEAPON	PhACT	PRIMARY ATTACK ROLL	DAMAGE	JOB TITLE	PROFESSION	SOCIAL WORTH	STREET CRED
		GG + RANK dIOW + CBT + T F M B P		SUCCESS REP	SUCCESS REP	NETWORK	ILL NETWORK
MOVEMENT		CBT + TECH + BONUS + MAGIC + 3	SYNERGY	ON GRID	OFF GRID		
REACTION		GG + CBT dIOW + BONUS + T F M B P	MAX = Sum of Main Attr + Ranks x 5 + BONUS				
			RECOVER = Sum of Derived Attribute Ranks x 2				

