# Virtuous Actions (p. 136)

- How to create the ten virtues: refrain from the ten nonvirtues with a virtuous mind that recognizes their faults.
- Effects of virtuous actions:
  1. Full ripened effect: rebirth as a human or god
  2. Effects concordant with the cause
     1) Experience—similar to what you did
     2) Behavior—the tendency to repeat the action
  3. Dominant/environment effects

# Propelling and Completing Actions

These are differentiated by the types of results they bring:

- Propelling actions [actions done with all four aspects complete] bring rebirth in a fortunate or unfortunate realm. They're link #2 of the 12 links.

- Completing actions determine the attributes and experiences one has while in that life.

- There are four possibilities between these two types of karma.

# Definite and Indefinite Karma

- Karma that is definite to be experienced is that which has been **done intentionally** (you think about doing it and then do it) and **accumulated** (actions other than those done in a dream, etc.)

- Karma that is not definite to be experienced is that which has been **done intentionally** [?] but not **accumulated** (actions other than those done in a dream etc.)

# Ten Actions That are *Not* Accumulated

Actions done

1. In dreams

2. Unknowingly

3. Unconsciously

4. Without intensity or long duration

5. Mistakenly

6. Forgetfully

7. Unintentionally

8. That are ethically neutral

9. That have been purified through regret

10. That have been purified through antidotes.

# When Does Karma Ripen?

Three possibilities:

- This present life:
  - NV acts done with strong attachment to our body, wealth, etc. or V acts done without such attachment
  - NV acts done with deep malice for sentient beings, or V acts done with strong compassion
  - NV acts done with deep malice for Three Jewels, or V acts done with deep faith for them
  - NV acts done with animosity for parents, etc., and V acts done with strong wish to repay their kindness
- The very next life
- Some later life