

CHARACTOR PROFILE

CHARACTOR NAME:

FACTION:

HOMEWORLD:

HERITAGE:

SOCIAL STATUS: AGE:

ASSETS: EARNINGS:

SPECIES:

LANGUAGES:

INFINITY POINTS:

☐ ☐ ☐

REFRESH:

REACTION TRACKER:

☐ ☐ ☐

☐ ☐

XP:

Earned:

Spent:

PLAYER:

AGILITY

	Sig	Exp	Foc	TN
ACROBATICS	☐			
CLOSE COMBAT	☐			
STEALTH	☐			

AWARENESS

	Sig	Exp	Foc	TN
ANALYSIS	☐			
EXTRAPLANETARY	☐			
OBSERVATION	☐			
SURVIVAL	☐			
THEIVERY	☐			

BRAWN

	Sig	Exp	Foc	TN
ATHELETICS	☐			
RESISTANCE	☐			

COORDINATION

	Sig	Exp	Foc	TN
BALLISTICS	☐			
PILOT	☐			
SPACECRAFT	☐			

INTELLIGENCE

	Sig	Exp	Foc	TN
EDUCATION	☐			
HACKING	☐			
MEDICINE	☐			
PSYCHOLOGY	☐			
SCIENCE	☐			
TECH	☐			

PERSONALITY

	Sig	Exp	Foc	TN
ANIMAL HANDLING	☐			
COMMAND	☐			
LIFESTYLE	☐			
PERSUADE	☐			

WILLPOWER

	Sig	Exp	Foc	TN
DISCIPLINE	☐			

Traits and Abilities:

(See over for description)

Talents:

(See over for description)

	Rank		Rank

READIED WEAPONS

Weapon/Mode	Rng.	Dam.	Burst	Size	Reloads
					☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Qualities:					
					☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Qualities:					
					☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Qualities:					
					☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Qualities:					

READIED/ACTIVE GEAR



MODIPHUS ENTERTAINMENT

Physical

Melee Combat Bonus Ranged Combat Bonus Wounds

Vigour BRW + Resistance

Firewall

Infowar Bonus Breaches INT + Hacking

Infowar

Resolve

Psywar Bonus Traumas WIL + Discipline

Mental

DEFENSE

Armour

Head 1-2

R. Arm 3-5

L. Arm 6-8

Torso 9-14

R. Leg 15-17

L. Leg 18-20

Soak

Moral

Security

B.T.S.

Armour Soak Bonus

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Lifepath			
Birth S.Class:		Upbringing:	
Youth Event:			
Education:		Ad. Event:	
Career One:		Event:	
Career Two:		Event:	
Career Three:		Event:	
Career Four:		Event:	
Background Notes:			

ADDITIONAL WEAPONS AND AMMO										
Weapon/Mode	Rng.	Dam.	Burst	Size	Reloads					
Qualities:										
Qualities:										
Qualities:										
Qualities:										
Qualities:										

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Current Host Attributes						
AGI	AWA	BWN	COO	INT	PER	WIL
Type:						
Special:						

Geist Attributes							Name:
AGI	AWA	BWN	COO	INT	PER	WIL	
Skill	Attrib			Exp.	Foc.		
Special:							

Vigour:		Resolve:		Firewall:	
Soak:		Moral:		BTS:	

Faction Handler	
Identity:	
Faction:	Standing:
Contact Protocol:	
Current Tasks:	

Notes:	

Faction Handler

Identity:

Faction:

Standing:

Contact Protocol:

PLAYER:

Loyalty Strings

Current Missions

Rewards and Penalties

Base Geist Attributes

Name:

AGI	AWA	BWN	COO	INT	PER	WIL

Skill

Attrib

Exp.

Foc.

Special:

Ongoing Tasks

Priority	Task

Physical

Melee
Combat
Bonus

Ranged
Combat
Bonus

Armour
SOAK

Vigour

Firewall

Infowar
Bonus

BTS
SOAK

Infowar

Resolve

Psywar
Bonus

Moral
SOAK

Mental

PLAYER:

Appearance, Personality and History

Default Behaviours

Geist Physical Frame

Model:

AGI	AWA	BWN	COO	INT	PER	WIL

Skill	Attrib	Exp.	Foc.

Special:

Geist Physical Frame

Model:

AGI	AWA	BWN	COO	INT	PER	WIL

Skill	Attrib	Exp.	Foc.

Special:

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