

TRINITY™

CONTINUUM

Name: _____ Origin Path: _____

Player: _____ Role Path: _____

Concept: _____ Society Path: _____

Additional Paths: _____

Moment of Inspiration _____

SKILLS

Aim:	○○○○○	Integrity:	○○○○○
Athletics:	○○○○○	Larceny:	○○○○○
Close Combat:	○○○○○	Medicine:	○○○○○
Command:	○○○○○	Persuasion:	○○○○○
Culture:	○○○○○	Pilot:	○○○○○
Empathy:	○○○○○	Science:	○○○○○
Enigmas:	○○○○○	Survival:	○○○○○
Humanities:	○○○○○	Technology:	○○○○○

ATTRIBUTES

<input type="checkbox"/> Force	Intellect ●○○○○○	Might ●○○○○○	Presence ●○○○○○
<input type="checkbox"/> Finesse	Cunning ●○○○○○	Dexterity ●○○○○○	Manipulation ●○○○○○
<input type="checkbox"/> Resilience	Resolve ●○○○○○	Stamina ●○○○○○	Composure ●○○○○○

FACETS

Destructive _____ ○○○○○
Intuitive _____ ○○○○○
Reflective _____ ○○○○○

INJURY CONDITIONS

☐ Bruised _____ +1
☐ Bruised _____ +1
☐ _____
☐ _____
☐ Injured _____ +2
☐ Injured _____ +2
☐ Maimed _____ +4

Taken Out

INSPIRATION

○○○○○○○○○○
□□□□□□□□

Defense = Appropriate Resilience Attribute

Armor: _____

Experiences: _____

EDGES

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

SPECIALTIES/SKILL TRICKS

GIFTS

PATH CONTACTS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

ASPIRATIONS

GEAR

Gear	EN

ARMOR

Armor	Base	Hard	Soft

WEAPONS

Weapon	EN	Range	Damage	Type	Tags

VEHICLES

Vehicle	Size	Handling	Speed	Tags	Weapons