

ECLIPSE PHASE

SECOND EDITION

Short (1d6) Short (1d6) Long (full)

NAME _____ ALIASES _____

_____ MOTIVATIONS _____

_____ LANGUAGES _____

_____ EGO TRAITS _____


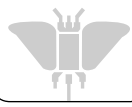
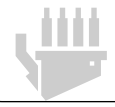

BACKGROUND _____ CAREER _____

INTEREST _____ FACTION _____

GENDER _____ SEX _____ AGE _____ MUSE _____

REZ POINTS (SPENT/UNSPENT) _____

RECHARGE [Per 24 hrs]

[SPENT]	[SPENT]	[SPENT]	[SPENT]
			
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX

REPUTATION

@-REP ∞ □□□ □ □	C-REP ∞ □□□ □ □	F-REP ∞ □□□ □ □	G-REP ∞ □□□ □ □
I-REP ∞ □□□ □ □	R-REP ∞ □□□ □ □	X-REP ∞ □□□ □ □	

3 MIN FAVORS/WEEK
1 MOD FAVOR/WEEK
1 MAJ FAVOR/STORY ARC

WOUND THRESHOLD _____ DURABILITY _____ DEATH RATING _____ EGO FLEX _____

Movement Rate _____

Ware _____

Morph Traits _____

Notes _____

MORPH NAME _____ MP COST _____

APTITUDES & DERIVED STATS

COG		INT		REF		SAV		SOM		WIL	
APT	CHECK APT x 3	APT	CHECK APT x 3	APT	CHECK APT x 3	APT	CHECK APT x 3	APT	CHECK APT x 3	APT	CHECK APT x 3
INITIATIVE		LUCIDITY		TRAUMA THRESHOLD				INSANITY RATING			
STRESS TAKEN						TRAUMAS TAKEN					







COMBAT GEAR

RANGED DV	FIRING MODE	RANGE	SKILL	AMMO	NOTES
RANGED DV	FIRING MODE	RANGE	SKILL	AMMO	NOTES
RANGED DV	FIRING MODE	RANGE	SKILL	AMMO	NOTES
MELEE SKILL				DAMAGE VALUE	
MELEE SKILL				DAMAGE VALUE	
ARMOR				ENERGY/KINETIC	































GEAR PACKS

PACK	PACK
PACK	PACK

KNOW SKILLS

SKILL	APT	TOTAL
		
		
		
		
		
		

ACTIVE SKILLS

SKILL	APT	TYPE	TOTAL
ATHLETICS	 SOM	PHYSICAL	
DECEIVE	 SAV	SOCIAL	
EXOTIC SKILL:		FIELD	
EXOTIC SKILL:		FIELD	
FRAY	 REF	COMBAT	
FREE FALL	 SOM	PHYSICAL	
GUNS	 REF	COMBAT	
HARDWARE:	 COG	FIELD • TECHNICAL	
HARDWARE:	 COG	FIELD • TECHNICAL	
HARDWARE:	 COG	FIELD • TECHNICAL	
HARDWARE:	 COG	FIELD • TECHNICAL	
HARDWARE:	 COG	FIELD • TECHNICAL	
INFILTRATE	 REF	PHYSICAL	
INFOSEC	 COG	TECHNICAL	
INTERFACE	 COG	TECHNICAL	
KINESICS	 SAV	SOCIAL	
MEDICINE:	 COG	FIELD • TECHNICAL	
MEDICINE:	 COG	FIELD • TECHNICAL	
MEDICINE:	 COG	FIELD • TECHNICAL	
MEDICINE:	 COG	FIELD • TECHNICAL	
MEDICINE:	 COG	FIELD • TECHNICAL	
MEDICINE:	 COG	FIELD • TECHNICAL	
MELEE	 SOM	COMBAT	
PERCEIVE	 INT	MENTAL	
PERSUADE	 SAV	SOCIAL	
PILOT:	 REF	FIELD • VEHICLE	
PILOT:	 REF	FIELD • VEHICLE	
PILOT:	 REF	FIELD • VEHICLE	
PILOT:	 REF	FIELD • VEHICLE	
PILOT:	 REF	FIELD • VEHICLE	
PROGRAM	 COG	TECHNICAL	
PROVOKE	 SAV	SOCIAL	
PSI	WIL	MENTAL • PSI	
RESEARCH	INT	TECHNICAL	
SURVIVAL	INT	MENTAL	

