

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 _____ ○○○○○

INSPIRATION

○○○○○○○○○○○○
 □□□□□□□□□□

Defense = Appropriate Resilience Attribute
 Armor: _____
 Experiences: _____

INJURY CONDITIONS

Bruised _____ +1
 Bruised _____ +1

 Injured _____ +2
 Injured _____ +2
 Maimed _____ +4

Taken Out

EDGES

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

SPECIALTIES/SKILL TRICKS

GIFTS

PATH CONTACTS

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

ASPIRATIONS

GEAR

Gear	EN
_____	_____
_____	_____
_____	_____
_____	_____

ARMOR

Armor	Base	Hard	Soft
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WEAPONS

Weapon	EN	Range	Damage	Type	Tags
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

VEHICLES

Vehicle	Size	Handling	Speed	Tags	Weapons
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____