

**Name** \_\_\_\_\_ **Total XP** \_\_\_\_\_

**Race** \_\_\_\_\_ **Cosm** \_\_\_\_\_ **Unspent** \_\_\_\_\_

**Axioms:** Magic \_\_\_\_\_ Social \_\_\_\_\_ Spirit \_\_\_\_\_ Tech \_\_\_\_\_ Clearance Level \_\_\_\_\_

## ATTRIBUTES & SKILLS

Charisma   Dexterity   Mind   Spirit   Strength   Movement   Run   Total Toughness   Armor

## DEFENSES

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		
Fire Combat	Dex		
Melee Weapons	Dex		
Missile Weapons	Dex		
Unarmed Combat	Dex		
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Skill Adds	Value



PERKS	
Perk	Effect

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	

Bonus Chart																											
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41	46	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	+1

+4 **Symed**

-2

+4

+2

10

-3

-3

-3

-2

-1

-1 **Wound Tracker**

-2 **Vulnerable**









### ARMOR

Armor	Axiom	Adds	Max Dex	Notes

### GENERAL GEAR

Item	Axiom	Notes

### OTHER EQUIPMENT


### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes

### VEHICLE

Name \_\_\_\_\_ Speed \_\_\_\_\_



Passengers



Maneuverability Rating



Tough



Wounds

Abilities


Weapon	Axiom	Damage	Ammo	Range	Notes

# TORG ETERNITY

Name \_\_\_\_\_ Total XP \_\_\_\_\_  
 Race \_\_\_\_\_ Cosm \_\_\_\_\_ Unspent \_\_\_\_\_  
 Axioms: Magic \_\_\_\_\_ Social \_\_\_\_\_ Spirit \_\_\_\_\_ Tech \_\_\_\_\_ Clearance Level \_\_\_\_\_

## ATTRIBUTES & SKILLS

Charisma  Dexterity  Mind  Spirit  Strength  Movement  Run  Total Toughness  Armor

## DEFENSES

Dodge   
 Melee Defense   
 Unarmed Defense

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		
Fire Combat	Dex		
Melee Weapons	Dex		
Missile Weapons	Dex		
Unarmed Combat	Dex		
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Skill Adds	Value

PORTRAIT

SHOCK  
 WOUNDS

+4  
+2  
+4  
+2  
+10  
-3  
-3  
-3  
-2  
-1

Symmed  
Vulnerable  
Wound-Tracker

PERKS	
Perk	Effect

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1







## COMPLEX PERKS

Perk:	Perk:	Perk:	Perk:	Perk:
Description:	Description:	Description:	Description:	Description:

## SPELLS / MIRACLES

<b>Name</b>		<b>Difficulty</b>		<b>Name</b>		<b>Difficulty</b>	
<b>Axiom</b>		<b>Range</b>		<b>Axiom</b>		<b>Range</b>	
<b>Skill</b>		<b>Duration</b>		<b>Skill</b>		<b>Duration</b>	
<b>Effects</b>				<b>Effects</b>			
<b>Name</b>		<b>Difficulty</b>		<b>Name</b>		<b>Difficulty</b>	
<b>Axiom</b>		<b>Range</b>		<b>Axiom</b>		<b>Range</b>	
<b>Skill</b>		<b>Duration</b>		<b>Skill</b>		<b>Duration</b>	
<b>Effects</b>				<b>Effects</b>			
<b>Name</b>		<b>Difficulty</b>		<b>Name</b>		<b>Difficulty</b>	
<b>Axiom</b>		<b>Range</b>		<b>Axiom</b>		<b>Range</b>	
<b>Skill</b>		<b>Duration</b>		<b>Skill</b>		<b>Duration</b>	
<b>Effects</b>				<b>Effects</b>			



### ARMOR

Armor	Axiom	Adds	Max Dex	Notes

### GENERAL GEAR

Item	Axiom	Notes

### OTHER EQUIPMENT


### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes

### CREATURE

Name \_\_\_\_\_ Type \_\_\_\_\_



Charisma



Dexterity



Mind



Spirit



Strength



Move



Tough



Shock



Wounds

Skill	Attribute	Skill Adds	Value

Perks and Special Abilities

Weapon	Axiom	Damage	Ammo	Range	Notes



Name \_\_\_\_\_ Total XP \_\_\_\_\_  
 Race \_\_\_\_\_ Cosm \_\_\_\_\_ Unspent \_\_\_\_\_  
 Axioms: Magic \_\_\_\_\_ Social \_\_\_\_\_ Spirit \_\_\_\_\_ Tech \_\_\_\_\_ Clearance Level \_\_\_\_\_

## ATTRIBUTES & SKILLS

Charisma Dexterity Mind Spirit Strength Movement Run Total Toughness Armor

## DEFENSES

Dodge

Melee Defense

Unarmed Defense

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		
Fire Combat	Dex		
Melee Weapons	Dex		
Missile Weapons	Dex		
Unarmed Combat	Dex		
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Skill Adds	Value

PORTRAIT

### PERKS

Perk	Effect

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50	+5			
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1															

Wound-Tracker  
 Vulnerable  
 Stymied  
 -4  
 -2  
 +4  
 +2  
 +0  
 -3  
 -3  
 -3  
 -2  
 -1



# CHARACTER PROGRESSION



## MOMENT OF CRISIS


## PHYSICAL DESCRIPTION & QUOTE

Physical Description


Quote


## ADVANCEMENT TRACK

Increase	Spend	Increase	Spend

## GLORY


## TRAVEL RECORD








### ARMOR

Armor	Axiom	Adds	Max Dex	Notes

### GENERAL GEAR

Item	Axiom	Notes

### OTHER EQUIPMENT


### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes

### VEHICLE

Name \_\_\_\_\_ Speed \_\_\_\_\_



Passengers



Maneuverability Rating



Tough



Wounds

Abilities


Weapon                      Axiom                      Damage                      Ammo                      Range                      Notes










### ARMOR

Armor	Axiom	Adds	Max Dex	Notes

### GENERAL GEAR

Item	Axiom	Notes

### OTHER EQUIPMENT


### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes

### CREATURE

Name \_\_\_\_\_ Type \_\_\_\_\_



Charisma



Dexterity



Mind



Spirit



Strength



Move



Tough



Shock



Wounds

Skill	Attribute	Skill Adds	Value

Perks and Special Abilities

Weapon	Axiom	Damage	Ammo	Range	Notes





Name \_\_\_\_\_ Total XP \_\_\_\_\_  
 Race \_\_\_\_\_ Cosm \_\_\_\_\_ Unspent \_\_\_\_\_  
 Axioms: Magic \_\_\_\_\_ Social \_\_\_\_\_ Spirit \_\_\_\_\_ Tech \_\_\_\_\_ Clearance Level \_\_\_\_\_

### ATTRIBUTES & SKILLS

Charisma \_\_\_\_\_ Dexterity \_\_\_\_\_ Mind \_\_\_\_\_ Spirit \_\_\_\_\_ Strength \_\_\_\_\_

Movement \_\_\_\_\_ Run \_\_\_\_\_ Total Toughness \_\_\_\_\_ Armor \_\_\_\_\_

### DEFENSES

Dodge \_\_\_\_\_  
 Melee Defense \_\_\_\_\_  
 Unarmed Defense \_\_\_\_\_

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		
Fire Combat	Dex		
Melee Weapons	Dex		
Missile Weapons	Dex		
Unarmed Combat	Dex		
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Skill Adds	Value



PERKS	
Perk	Effect

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Wound Tracker

Stymied -4  
 Vulnerable -2  
 +4  
 +2  
 10  
 -3  
 -3  
 -3  
 -2  
 -1

SHOCK

WOUNDS







### ARMOR

Armor	Axiom	Adds	Max Dex	Notes

### GENERAL GEAR

Item	Axiom	Notes

### OTHER EQUIPMENT


### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes

### VEHICLE

Name \_\_\_\_\_ Speed \_\_\_\_\_



Passengers



Maneuverability Rating



Tough



Wounds

Abilities


Weapon                      Axiom                      Damage                      Ammo                      Range                      Notes


# TORG ETERNITY

Name \_\_\_\_\_ Total XP \_\_\_\_\_  
 Race \_\_\_\_\_ Cosm \_\_\_\_\_ Unspent \_\_\_\_\_  
 Axioms: Magic \_\_\_\_\_ Social \_\_\_\_\_ Spirit \_\_\_\_\_ Tech \_\_\_\_\_ Clearance Level \_\_\_\_\_

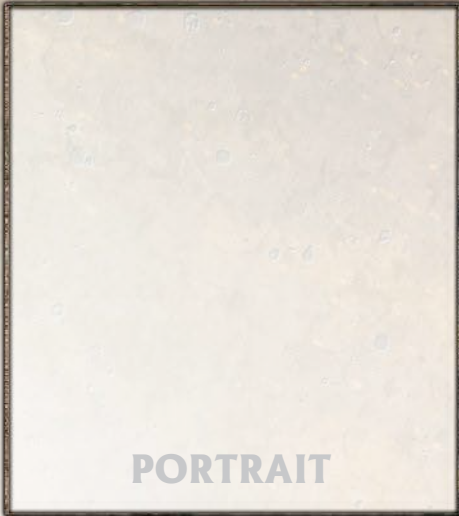
## ATTRIBUTES & SKILLS

Charisma     Dexterity     Mind     Spirit     Strength     Movement     Run     Total Toughness     Armor

## DEFENSES

Dodge     +2    +4    +4    +4  
 Melee Defense     -2    -2    -2    -2    -2    -2    -2    -2    -2    -2    -2    -2    -2  
 Unarmed Defense     -1    -1    -1    -1    -1    -1    -1    -1    -1    -1    -1    -1    -1

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		
Fire Combat	Dex		
Melee Weapons	Dex		
Missile Weapons	Dex		
Unarmed Combat	Dex		
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Skill Adds	Value



PORTRAIT

SHOCK  
 WOUNDS

PERKS	
Perk	Effect

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Symmed -4  
 Vulnerable -2  
 Wound-Tracker -1







### ARMOR

Armor	Axiom	Adds	Max Dex	Notes

### GENERAL GEAR

Item	Axiom	Notes

### OTHER EQUIPMENT


### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes

### CREATURE

Name \_\_\_\_\_ Type \_\_\_\_\_



Charisma



Dexterity



Mind



Spirit



Strength



Move



Tough



Shock



Wounds

Skill	Attribute	Skill Adds	Value

Perks and Special Abilities

Weapon	Axiom	Damage	Ammo	Range	Notes





Name \_\_\_\_\_ Total XP \_\_\_\_\_  
 Race \_\_\_\_\_ Cosm \_\_\_\_\_ Unspent \_\_\_\_\_  
 Axioms: Magic \_\_\_\_\_ Social \_\_\_\_\_ Spirit \_\_\_\_\_ Tech \_\_\_\_\_ Clearance Level \_\_\_\_\_

### ATTRIBUTES & SKILLS

Charisma  Dexterity  Mind  Spirit  Strength

Movement  Run  Total Toughness  Armor

### DEFENSES

Dodge   
 Melee Defense   
 Unarmed Defense

Combat Skills		Attribute	Skill Adds	Value
Energy Weapons		Dex		
Fire Combat		Dex		
Melee Weapons		Dex		
Missile Weapons		Dex		
Unarmed Combat		Dex		
Interaction Skills		Attribute	Skill Adds	Value
Intimidation		Spirit		
Maneuver		Dex		
Taunt		Cha		
Trick		Mind		
Other		Attribute	Skill Adds	Value



SHOCK   
 WOUNDS

PERKS	
Perk	Effect

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

+4  
 -2  
 +4  
 +2  
 +0  
 -3  
 -3  
 -3  
 -2  
 -1

Symmed  
 Vulnerable  
 Wound Tracker



# CHARACTER PROGRESSION



## MOMENT OF CRISIS


## PHYSICAL DESCRIPTION & QUOTE

Physical Description


Quote

--

## ADVANCEMENT TRACK

Increase	Spend	Increase	Spend

## GLORY


## TRAVEL RECORD








### ARMOR

Armor	Axiom	Adds	Max Dex	Notes

### GENERAL GEAR

Item	Axiom	Notes

### OTHER EQUIPMENT


### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes

### VEHICLE

Name \_\_\_\_\_ Speed \_\_\_\_\_



Passengers



Maneuverability Rating



Tough



Wounds

#### Abilities


Weapon	Axiom	Damage	Ammo	Range	Notes



Name \_\_\_\_\_ Total XP \_\_\_\_\_  
 Race \_\_\_\_\_ Cosm \_\_\_\_\_ Unspent \_\_\_\_\_  
 Axioms: Magic \_\_\_\_\_ Social \_\_\_\_\_ Spirit \_\_\_\_\_ Tech \_\_\_\_\_ Clearance Level \_\_\_\_\_

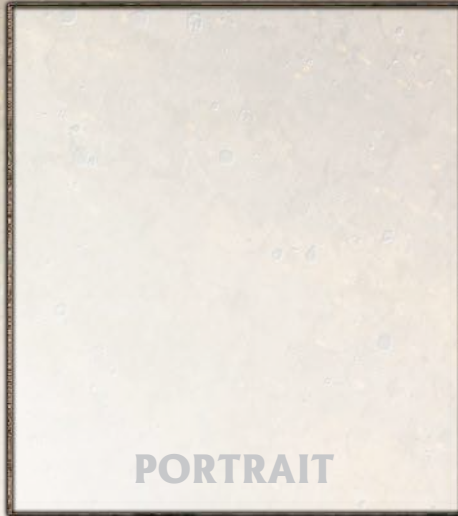
### ATTRIBUTES & SKILLS

Charisma    Dexterity    Mind    Spirit    Strength    Movement    Run    Total Toughness    Armor

### DEFENSES

Dodge  
Melee Defense  
Unarmed Defense

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		
Fire Combat	Dex		
Melee Weapons	Dex		
Missile Weapons	Dex		
Unarmed Combat	Dex		
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Skill Adds	Value



PERKS	
Perk	Effect

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

-4  
-2  
+4  
+2  
+10  
-3  
-3  
-3  
-2  
-1

Stymied  
Vulnerable  
Wound Tracker











ARMOR				
Armor	Axiom	Adds	Max Dex	Notes

GENERAL GEAR		
Item	Axiom	Notes

OTHER EQUIPMENT

WEAPONS					
Weapon	Axiom	Damage	Ammo	Range	Notes

VEHICLE					
Name _____	Speed _____				
					
Passengers	Maneuverability Rating	Tough	Wounds		
Abilities					
Weapon	Axiom	Damage	Ammo	Range	Notes