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
ANIMIAL 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

Physical

Vigour

Melee Combat Bonus

Ranged Combat Bonus

Wounds

BRW + Resistance

Firewall

Infowar

Infowar Bonus

Breaches

INT + Hacking

Resolve

Mental

Psywar Bonus

Traumas

WIL + Discipline

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

Traits and Abilities

Trait/Ability	Effect

Talents

Talent	Description
Rank Skill	
Rank Skill	
Rank Skill	
Rank Skill	
Rank Skill	
Rank Skill	
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Rank Skill	
Rank Skill	
Rank Skill	
Rank Skill	

Lifepath

Birth S.Class: Upbringing:

Youth Event:

Education: Ad. Event:

Career One: Event:

Career Two: Event:

Career Three: Event:

Career Four: Event:

Background Notes:

ADDITONAL WEAPONS AND AMMO

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

ADDITONAL CARRIED GEAR

Item	Description/use	Val/Qty

Current Host Attributes

AGI AWA BWN COO INT PER WIL

Type:

Special:

Geist Attributes

Name:

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Skill	Attrib	Exp.	Foc.

Special:

Vigour: Resolve: Firewall:

Soak: Moral: BTS:

Faction Handler

Identity:

Faction: Standing:

Contact Protocol:

Current Tasks:

Notes:

CORVUS BELLI

INFINITY

Faction Handler

PLAYER:

Identity:

Faction: Standing:

Contact Protocol:

Loyalty Strings

Current Missions

Rewards and Penalties

Base Geist Attributes

Name:

PLAYER:

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Skill	Attrib	Exp.	Foc.

Special:

Appearance, Personality and History

Default Behaviours

Ongoing Tasks

Priority	Task

Geist Physical Frame

Model:

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Skill	Attrib	Exp.	Foc.

Special:

Geist Physical Frame

Model:

AGI AWA BWN COO INT PER WIL

Skill	Attrib	Exp.	Foc.

Special:

Physical — Melee Combat Bonus; Ranged Combat Bonus; Armour SOAK

Vigour

Firewall — Infowar Bonus; BTS SOAK

Infowar

Resolve — Psywar Bonus; Moral SOAK

Mental

Wilderness of Mirrors

Individual/Group	Faction(s)	Standing	Contact Method	Notes

EQUIPMENT NOT CARRIED

LARGE GEAR AND EQUIPMENT

Item	Description/use	Val/Qty

STORED WEAPONS AND AMMO

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