

# 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

<input type="checkbox"/> Bruised _____	+1
<input type="checkbox"/> Bruised _____	+1
<input type="checkbox"/> _____	
<input type="checkbox"/> _____	
<input type="checkbox"/> Injured _____	+2
<input type="checkbox"/> Injured _____	+2
<input type="checkbox"/> 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