

## CHARACTER SHEET

NAME					
PLAYER					
FACTION					

INFINITY POINTS					REFRESH					REACTION TRACKER				

DAMAGE BONUS				WEALTH	
RANGED	PSYWAR	MELEE	INFOWAR	EARNINGS	ASSETS

## DAMAGE

MORALE SOAK	SECURITY SOAK	BTS

FIREWALL									
(INTELLIGENCE + HACKING EXP)									

BREACHES				

RESOLVE				
(WILLPOWER + DISCIPLINE EXP)				

TRAUMA				

ARMOUR SOAK									
LEFT ARM		HEAD		RIGHT ARM					
6-8		1-2		3-5					

LEFT LEG		TORSO		RIGHT LEG	
18-20		9-14		15-17	

VIGOUR				
(BRAWN + RESISTANCE EXP)				

WOUNDS				

## PRIMARY WEAPON

WEAPON NAME						
RANGE	DAMAGE	MODE	BURST	SIZE	RELOADS	
QUALITIES						

## ATTRIBUTES & SKILLS

AGILITY					
SKILL	SIGNATURE	EXP	FOC	TN	
ACROBATICS	<input type="checkbox"/>				
CLOSE COMBAT	<input type="checkbox"/>				
STEALTH	<input type="checkbox"/>				

AWARENESS					
SKILL	SIGNATURE	EXP	FOC	TN	
ANALYSIS	<input type="checkbox"/>				
EXTRAPLANETARY	<input type="checkbox"/>				
OBSERVATION	<input type="checkbox"/>				
SURVIVAL	<input type="checkbox"/>				
THIEVERY	<input type="checkbox"/>				

BRAWN					
SKILL	SIGNATURE	EXP	FOC	TN	
ATHLETICS	<input type="checkbox"/>				
RESISTANCE	<input type="checkbox"/>				

COORDINATION					
SKILL	SIGNATURE	EXP	FOC	TN	
BALLISTICS	<input type="checkbox"/>				
PILOT	<input type="checkbox"/>				
SPACECRAFT	<input type="checkbox"/>				

INTELLIGENCE					
SKILL	SIGNATURE	EXP	FOC	TN	
EDUCATION	<input type="checkbox"/>				
HACKING	<input type="checkbox"/>				
MEDICINE	<input type="checkbox"/>				
PSYCHOLOGY	<input type="checkbox"/>				
SCIENCE	<input type="checkbox"/>				
TECH	<input type="checkbox"/>				

PERSONALITY					
SKILL	SIGNATURE	EXP	FOC	TN	
ANIMAL HANDLING	<input type="checkbox"/>				
COMMAND	<input type="checkbox"/>				
LIFESTYLE	<input type="checkbox"/>				
PERSUADE	<input type="checkbox"/>				

WILLPOWER					
SKILL	SIGNATURE	EXP	FOC	TN	
DISCIPLINE	<input type="checkbox"/>				

## TALENTS

NAME		SKILL	
EFFECT			

NAME		SKILL	
EFFECT			

NAME		SKILL	
EFFECT			

NAME		SKILL	
EFFECT			

NAME		SKILL	
EFFECT			

NAME		SKILL	
EFFECT			

NAME		SKILL	
EFFECT			

## ADDITIONAL WEAPON

WEAPON NAME						
RANGE	DAMAGE	MODE	BURST	SIZE	RELOADS	
QUALITIES						

CORVUS BELL  
INFINITY

RPG CHARACTER SHEET V2.0 BY KILLSTRING

## ADDITIONAL TALENTS

NAME		SKILL	
EFFECT			

NAME		SKILL	
EFFECT			

NAME		SKILL	
EFFECT			

NAME		SKILL	
EFFECT			

## HOST ATTRIBUTES

[illegible]

Figure 1 displays a 3x3 grid of scatter plots showing the relationship between the number of children in the household (X-axis) and the number of children in the family (Y-axis). The rows represent different countries (USA, Canada, Australia) and the columns represent different years (1990, 2000, 2010). Each plot shows a positive correlation, with the number of children in the household generally increasing as the number of children in the family increases. The USA shows the highest number of children in the household, followed by Canada and then Australia. The correlation is strongest in the USA and weakest in Australia.

Country	Year	Min Children in Family	Max Children in Family	Min Children in Household	Max Children in Household
USA	1990	1	10	1	10
	2000	1	10	1	10
	2010	1	10	1	10
Canada	1990	1	10	1	10
	2000	1	10	1	10
	2010	1	10	1	10
Australia	1990	1	10	1	10
	2000	1	10	1	10
	2010	1	10	1	10

## BACKGROUND

XP

TOTAL	SPENT

## CHARACTER TRAITS

1	
2	
3	
4	
5	


## ADDITIONAL EQUIPMENT

[illegible]

## FACTION HANDLER

IDENTITY	
FACTION	
CURRENT FACTION GOAL	
CONTACT PROTOCOL	

## ADDITIONAL NOTES



## GEIST ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL

SKILLS	DEFENSES			
	VIGOUR	RESOLVE	FIREWALL	SOAK