

CHARACTOR PROFILE

CHARACTOR NAME:

FACTION:

HEMOWORLD:

HERITAGE:

SOCIAL STATUS: AGE:

ASSETS: EARNINGS:

SPECIES:

LANGUAGES:

INFINITY POINTS:

REFRESH:

REACTION TRACKER:

XP:

Earned:

Spent:

PLAYER:

AGILITY

	Sig	Exp	Foc	TN
ACROBATICS <input type="radio"/>				
CLOSE COMBAT <input type="radio"/>				
STEALTH <input type="radio"/>				

AWARENESS

	Sig	Exp	Foc	TN
ANALYSIS <input type="radio"/>				
EXTRAPLANETARY <input type="radio"/>				
OBSERVATION <input type="radio"/>				
SURVIVAL <input type="radio"/>				
THEIVERY <input type="radio"/>				

BRAWN

	Sig	Exp	Foc	TN
ATHELETICS <input type="radio"/>				
RESISTANCE <input type="radio"/>				

COORDINATION

	Sig	Exp	Foc	TN
BALLISTICS <input type="radio"/>				
PILOT <input type="radio"/>				
SPACECRAFT <input type="radio"/>				

INTELLIGENCE

	Sig	Exp	Foc	TN
EDUCATION <input type="radio"/>				
HACKING <input type="radio"/>				
MEDICINE <input type="radio"/>				
PSYCHOLOGY <input type="radio"/>				
SCIENCE <input type="radio"/>				
TECH <input type="radio"/>				

PERSONALITY

	Sig	Exp	Foc	TN
ANIMAL HANDLING <input type="radio"/>				
COMMAND <input type="radio"/>				
LIFESTYLE <input type="radio"/>				
PERSUADE <input type="radio"/>				

WILLPOWER

	Sig	Exp	Foc	TN
DISCIPLINE <input type="radio"/>				

Traits and Abilities:

(See over for description)

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Talents:

(See over for description)

	Rank		Rank
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READIED WEAPONS

Weapon/Mode	Rng.	Dam.	Burst	Size	Reloads
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Qualities: <input type="text"/>					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Qualities: <input type="text"/>					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Qualities: <input type="text"/>					
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Qualities: <input type="text"/>					

READIED/ACTIVE GEAR

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>



Physical

Melee Combat Bonus

Ranged Combat Bonus

Wounds

Vigour

BRW + Resistance

Firewall

Infowar Bonus

Breaches

INT + Hacking

Infowar

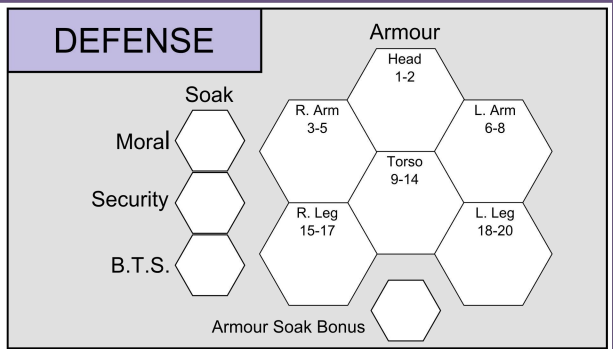
Resolve

Psywar Bonus

Traumas

WIL + Discipline

Mental



Traits and Abilities

Table with 2 columns: Trait/Ability, Effect. Multiple empty rows for data entry.

ADDITIONAL WEAPONS AND AMMO

Table with 6 columns: Weapon/Mode, Rng., Dam., Burst, Size, Reloads. Includes ammunition counts and Qualities rows for each weapon.

ADDITIONAL CARRIED GEAR

Table with 3 columns: Item, Description/use, Val/Qty. Multiple rows for listing gear items.

Talents

Table with 2 columns: Talent, Description. Each talent entry includes Rank and Skill sub-fields.

Current Host Attributes

Attributes: AGI, AWA, BWN, COO, INT, PER, WIL. Includes a hexagonal progress indicator and a Special text field.

Geist Attributes

Attributes: AGI, AWA, BWN, COO, INT, PER, WIL. Includes a hexagonal progress indicator, a Name field, and Skill/Attrib/Exp/Foc sub-fields.

Faction Handler

Fields for Identity, Faction, Standing, Contact Protocol, and Current Tasks.

Attributes: Vigour, Soak, Resolve, Moral, Firewall, BTS, with hexagonal progress indicators.

Notes:

A large empty text area for notes.

Life path section with fields for Birth S. Class, Youth Event, Education, Career One-Four, and Background Notes.

Faction Handler

Identity:

Faction: Standing:

Contact Protocol:

PLAYER:

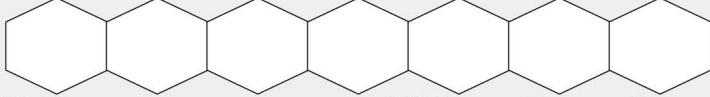
Loyalty Strings

Current Missions

Rewards and Penalties

Base Geist Attributes

AGI AWA BWN COO INT PER WIL



Skill Attrib Exp. Foc.

Skill	Attrib	Exp.	Foc.

Special:

PLAYER:

Appearance, Personality and History

Default Behaviours

Ongoing Tasks

Priority	Task

Geist Physical Frame

AGI AWA BWN COO INT PER WIL



Skill Attrib Exp. Foc.

Skill	Attrib	Exp.	Foc.

Special:

Physical

Melee Combat Bonus Ranged Combat Bonus Armour SOAK

Vigour

Firewall

Infowar

Infowar Bonus BTS SOAK

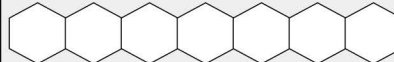
Resolve

Mental

Psywar Bonus Moral SOAK

Geist Physical Frame

AGI AWA BWN COO INT PER WIL



Skill Attrib Exp. Foc.

Skill	Attrib	Exp.	Foc.

Special:

