

NAME:  
SERIES:

ORIGIN:  
NATURE:

APTITUDE:  
ALLEGIANCE:

# TRINITY

## ATTRIBUTES AND ABILITIES

### PHYSICAL

#### STRENGTH ○○○○○

Brawl ○○○○○  
Might ○○○○○

#### DEXTERITY ○○○○○

Athletics ○○○○○  
Drive ○○○○○  
Firearms ○○○○○  
Legerdemain ○○○○○  
Martial Arts ○○○○○  
Melee ○○○○○  
Pilot ○○○○○  
Stealth ○○○○○

#### STAMINA ○○○○○

Endurance ○○○○○  
Resistance ○○○○○

### MENTAL

#### PERCEPTION ○○○○○

Awareness ○○○○○  
Investigation ○○○○○

#### INTELLIGENCE ○○○○○

Academics ○○○○○  
Bureaucracy ○○○○○  
Engineering ○○○○○  
Intrusion ○○○○○  
Linguistics ○○○○○  
Medicine ○○○○○  
Science ○○○○○  
Survival ○○○○○

#### WITS ○○○○○

Arts ○○○○○  
Meditation ○○○○○  
Rapport ○○○○○

### SOCIAL

#### APPEARANCE ○○○○○

Intimidation ○○○○○  
Style ○○○○○

#### MANIPULATION ○○○○○

Command ○○○○○  
Interrogation ○○○○○  
Subterfuge ○○○○○

#### CHARISMA ○○○○○

Etiquette ○○○○○  
Perform ○○○○○  
Savvy ○○○○○

PLAYER:

#### WILLPOWER

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□□□□□□□□□□

#### PSI

○○○○○○○○○○○○○○  
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#### POSSESSIONS

CASH   
GEAR (CARRIED)

#### HEALTH

Bruised -0 □  
Hurt -1 □  
Injured -1 □  
Wounded -2 □  
Maimed -3 □  
Crippled -4 □  
Incapacitated □  
Dead □

#### EQUIPMENT (OWNED)

### COMBAT

ATTACK	ACC	DMG	ROF	FT	ARMOR	RTG	BULK	FT
						B	L	
	□	□	□	□		□	□	□
	□	□	□	□		□	□	□
	□	□	□	□		□	□	□
	□	□	□	□		□	□	□

EXPERIENCE

#### INITIATIVE

#### MOVEMENT

WALK  RUN  SPRINT

