

# TRINITY™

## CONTINUUM

Name: \_\_\_\_\_ Origin Path: \_\_\_\_\_ ○○○○○

Player: \_\_\_\_\_ Role Path: \_\_\_\_\_ ○○○○○

Concept: \_\_\_\_\_ Society Path: \_\_\_\_\_ ○○○○○

Saga: \_\_\_\_\_ Fourth Path: \_\_\_\_\_ ○○○○○

Experiences: \_\_\_\_\_ Fifth Path: \_\_\_\_\_ ○○○○○

Long Term Aspiration: \_\_\_\_\_

Short Term Aspirations: \_\_\_\_\_

## 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

Bruised \_\_\_\_\_ +1

Bruised \_\_\_\_\_ +1

\_\_\_\_\_

\_\_\_\_\_

Injured \_\_\_\_\_ +2

Injured \_\_\_\_\_ +2

Maimed \_\_\_\_\_ +4

## INSPIRATION

○○○○○○○○○○○○○○

□□□□□□□□□□

Taken Out

## EDGES

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

## SPECIALTIES/SKILL TRICKS

_____
_____
_____
_____
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_____
_____

## GIFTS

_____
_____
_____
_____
_____
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_____

## 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
_____					
_____					