

TRINITY CONTINUUM ASSASSINS

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

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Defense = Appropriate Resilience Attribute
 Armor: _____
 Experiences: _____

Taken Out

EDGES

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

SPECIALTIES/SKILL TRICKS

MASTERIES

PATH CONTACTS

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

ASPIRATIONS

GEAR

Gear	EN

ARMOR

Armor	Base	Hard	Soft

WEAPONS

Weapon	EN	Range	Damage	Type	Tags
_____		_____		_____	
_____		_____		_____	
_____		_____		_____	

VEHICLES

Vehicle	Size	Handling	Speed	Tags	Weapons
_____		_____		_____	
_____		_____		_____	