

TRINITY™

CONTINUUM

Name: _____ Origin Path: _____
 Player: _____ Role Path: _____
 Concept: _____ Society Path: _____
 Additional Paths: _____
 Moment of Inspiration _____

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

○○○○○○○○○○○○
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Defense = Appropriate Resilience Attribute
 Armor: _____
 Experiences: _____

Taken Out

EDGES

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

SPECIALTIES/SKILL TRICKS

GIFTS

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

