

TRINITY

NAME:
SERIES:

ORIGIN:
NATURE:

APTITUDE:
ALLEGIANCE:

PHYSICAL

ATTRIBUTES AND ABILITIES

MENTAL

SOCIAL

PLAYER:

STRENGTH ●○○○○

Brawl _____ ○○○○○

Might _____ ○○○○○

DEXTERITY ●○○○○

Athletics _____ ○○○○○

Drive _____ ○○○○○

Firearms _____ ○○○○○

Legerdemain _____ ○○○○○

Marital Arts _____ ○○○○○

Melee _____ ○○○○○

Plot _____ ○○○○○

Stealth _____ ○○○○○

STAMINA ●○○○○

Endurance _____ ○○○○○

Resistance _____ ○○○○○

_____ ○○○○○

PERCEPTION ●○○○○

Awareness _____ ○○○○○

Investigation _____ ○○○○○

INTELLIGENCE ●○○○○

Academics _____ ○○○○○

Bureaucracy _____ ○○○○○

Engineering _____ ○○○○○

Intrusion _____ ○○○○○

Linguistics _____ ○○○○○

Medicine _____ ○○○○○

Science _____ ○○○○○

Survival _____ ○○○○○

WITS ●○○○○

Arts _____ ○○○○○

Meditation _____ ○○○○○

Rapport _____ ○○○○○

APPEARANCE ●○○○○

Intimidation _____ ○○○○○

Style _____ ○○○○○

MANIPULATION ●○○○○

Command _____ ○○○○○

Interrogation _____ ○○○○○

Subterfuge _____ ○○○○○

_____ ○○○○○

CHARISMA ●○○○○

Etiquette _____ ○○○○○

Perform _____ ○○○○○

Savvy _____ ○○○○○

WILLPOWER

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PSI

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POSSESSIONS

CASH _____

GEAR (CARRIED)

EQUIPMENT (OWNED)

COMBAT

ATTACK

AGG DMG RDF FT

ARMOR

Rtg

Bulk FT

INITIATIVE

MOVEMENT

WALK

RUN

SPRINT

EXPERIENCE

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

TRINITY

MERITS

TYPE COST

_____	_____
_____	_____
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_____	_____
_____	_____
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FLAWS

TYPE BONUS

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APPEARANCE

Age _____

Hair _____ Eyes _____

Ht. _____ Wt. _____

Race _____ Gender _____

Nationality _____

Native Language _____

BACKGROUND INFORMATION

ALLIES FOLLOWERS

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CIPHER INFLUENCE

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CITIZENSHIP MENTOR

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CONTACTS RESOURCES

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DEVICES STATUS

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APTITUDE

BASIC TECHNIQUES

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CITIZENSHIP

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CONTACTS

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AUXILIARY MODES

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