

TRINITY CONTINUUM

AEGIS

Name: _____ Origin Path: _____ ○○○○○○
 Player: _____ Role Path: _____ ○○○○○○
 Concept: _____ Society Path: _____ ○○○○○○
 Inspired Type: _____ 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

Defense = Appropriate Resilience Attribute
 Armor: _____
 Experiences: _____

