

TRINITY CONTINUUM:



Name: _____ Superior 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

	□Mental	□Physical	□Social
□Force	Intellect ○○○○○○○○	Might ○○○○○○○○	Presence ○○○○○○○○
□Finesse	Cunning ○○○○○○○○	Dexterity ○○○○○○○○	Manipulation ○○○○○○○○
□Resilience	Resolve ○○○○○○○○	Stamina ○○○○○○○○	Composure ○○○○○○○○

SUPERIOR POWERS

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

INJURY CONDITIONS

□ Bruised _____ +1
 □ Bruised _____ +1
 □ _____
 □ _____
 □ Injured _____ +2
 □ Injured _____ +2
 □ Maimed _____ +4

Taken Out

Defense = Appropriate Resilience Attribute
 Armor: _____

EDGES

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

SPECIALTIES / SKILL TRICKS

ASPIRATIONS

PATH CONTACTS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

GEAR

Gear	EN	FT

ARMOR

Armor	Base	Hard	Soft	FT

WEAPONS

Weapons	EN	Range	Damage	Type	Tags	FT

BIOTECH

Augmentation	EN	Range	Damage	Type	Size	FT