

TRINITY CONTINUUM: AETHER

Name: _____ Origin Path: _____ ○○○○○
 Player: _____ Role Path: _____ ○○○○○
 Concept: _____ Society Path: _____ ○○○○○
 Inspired Type: _____ Fourth Path: _____ ○○○○○
 Experiences: _____ Fifth Path: _____ ○○○○○
 Long Term Aspiration: _____
 Short Term Aspirations: _____
 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

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Defense = Appropriate Resilience Attribute
 Armor: _____

Taken Out

DIVERGENCE

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

EDGES

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

SPECIALTIES/SKILL TRICKS

GIFTS

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

