

TRINITY CONTINUUM

ANIMIA

Name: _____ Origin 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

<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: _____

