

TRINITY CONTINUUM ASSASSINS

Name: _____ Origin Path: _____ ○○○○○○
Player: _____ Role Path: _____ ○○○○○○
Concept: _____ Society Path: _____ ○○○○○○
Saga: _____ 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

☐ Force	Intellect	○○○○○	Might	○○○○○	Presence	○○○○○
☐ Finesse	Cunning	○○○○○	Dexterity	○○○○○	Manipulation	○○○○○
☐ Resilience	Resolve	○○○○○	Stamina	○○○○○	Composure	○○○○○

FACETS

Destructive _____ ○○○○○○
Intuitive _____ ○○○○○○
Reflective _____ ○○○○○○

INSPIRATION

○○○○○○○○○○○○
□□□□□□□□□□

Defense = Appropriate Resilience Attribute
Armor: _____

INJURY CONDITIONS

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

Taken Out

EDGES

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

SPECIALTIES/SKILL TRICKS

MASTERIES

PATH CONTACTS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

ASPIRATIONS

GEAR

Gear	EN

ARMOR

Armor	Base	Hard	Soft

WEAPONS

Weapon	EN	Range	Damage	Type	Tags

VEHICLES

Vehicle	Size	Handling	Speed	Tags	Weapons