

TRINITY

PLAYER:

NAME:
SERIES:

ORIGIN:
NATURE:

APTITUDE:
ALLEGIANCE:

PHYSICAL

MENTAL

SOCIAL

ATTRIBUTES AND ABILITIES

STRENGTH ●○○○○○

Brawl _____ ○○○○○○

Might _____ ○○○○○○

DEXTERITY ●○○○○○

Athletics _____ ○○○○○○

Drive _____ ○○○○○○

Firearms _____ ○○○○○○

Legdermain _____ ○○○○○○

Marital Arts _____ ○○○○○○

Melee _____ ○○○○○○

Plot _____ ○○○○○○

Stealth _____ ○○○○○○

STAMINA ●○○○○○

Endurance _____ ○○○○○○

Resistance _____ ○○○○○○

PERCEPTION ●○○○○○

Awareness _____ ○○○○○○

Investigation _____ ○○○○○○

INTELLIGENCE ●○○○○○

Academics _____ ○○○○○○

Bureaucracy _____ ○○○○○○

Engineering _____ ○○○○○○

Intrusion _____ ○○○○○○

Linguistics _____ ○○○○○○

Medicine _____ ○○○○○○

Science _____ ○○○○○○

Survival _____ ○○○○○○

WITS ●○○○○○

Arts _____ ○○○○○○

Meditation _____ ○○○○○○

Rapport _____ ○○○○○○

APPEARANCE ●○○○○○

Intimidation _____ ○○○○○○

Style _____ ○○○○○○

MANIPULATION ●○○○○○

Command _____ ○○○○○○

Interrogation _____ ○○○○○○

Subterfuge _____ ○○○○○○

CHARISMA ●○○○○○

Etiquette _____ ○○○○○○

Perform _____ ○○○○○○

Savvy _____ ○○○○○○

WILLPOWER

○○○○○○○○○○
□□□□□□□□

PSI

○○○○○○○○○○
□□□□□□□□

POSSESSIONS

CASH

GEAR (CARRIED)

EQUIPMENT (OWNED)

HEALTH

Bruised _____ □
Hurt _____ □
Injured _____ □
Wounded _____ □
Maimed _____ □
Crippled _____ □
Incapacitated _____ □
Dead _____ □

COMBAT

ATTACK

AGG DMG RPF FT

ARMOR

Rtg B L Bulk FT

DEFENSE:

EXPERIENCE

INITIATIVE

MOVEMENT

WALK RUN SPRINT

