

ECLIPSE PHASE

SECOND EDITION

Short (1d6) Short (1d6) Long (full)

NAME _____ ALIASES _____

MOTIVATIONS _____

LANGUAGES _____

EGO TRAITS _____

BACKGROUND _____ CAREER _____


INTEREST _____ FACTION _____

GENDER/PRONOUNS _____ SEX _____ AGE _____ MUSE _____


REZ POINTS (SPENT/UNSPENT) _____

DAMAGE TAKEN WOUNDS TAKEN RECHARGE [Per 24 hrs]


[SPENT] [SPENT] [SPENT] [SPENT]




INSIGHT
[COG, INT]



MOXIE
[SAV, WIL, REP]



VIGOR
[REF, SOM]



FLEX

WOUND THRESHOLD DURABILITY DEATH RATING EGO FLEX

Movement Rate _____

Ware _____

Morph Traits _____

Notes _____

MORPH NAME _____ MP COST _____

REPUTATION

@-REP C-REP F-REP G-REP

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I-REP R-REP X-REP

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3 MIN FAVORS/WEEK
1 MOD FAVOR/WEEK
1 MAJ FAVOR/STORY ARC

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
APT CHECK APT x 3	APT CHECK APT x 3	APT CHECK APT x 3	APT CHECK APT x 3	APT CHECK APT x 3	APT CHECK APT x 3
INITIATIVE	LUCIDITY	TRAUMA THRESHOLD	INSANITY RATING		
STRESS TAKEN			TRAUMAS TAKEN		

COMBAT GEAR

RANGED DV	FIRING MODE	RANGE	SKILL	AMMO	NOTES
MELEE SKILL	DAMAGE VALUE				
MELEE SKILL	DAMAGE VALUE				
ARMOR	ENERGY/KINETIC				

GEAR PACKS

PACK	PACK
PACK	PACK

KNOW SKILLS

SKILL	APT	TOTAL
	☀	
	☀	
	☀	
	☀	
	☀	
	☀	

ACTIVE SKILLS

SKILL	APT	TYPE	TOTAL
Athletics	☞ SOM	Physical	
Deceive	☞ SAV	Social	
Exotic Skill:		Field	
Exotic Skill:		Field	
Fray	☞ REF x 2	Combat	
Fray ÷ 2 (vs. ranged attacks)	☞ REF x 2	Combat	
Free Fall	☞ SOM	Physical	
Guns	☞ REF	Combat	
Hardware:	☀ COG	Field • Technical	
Hardware:	☀ COG	Field • Technical	
Hardware:	☀ COG	Field • Technical	
Hardware:	☀ COG	Field • Technical	
Hardware:	☀ COG	Field • Technical	
Infiltrate	☞ REF	Physical	
Infosec	☀ COG	Technical	
Interface	☀ COG	Technical	
Kinesics	☞ SAV	Social	
Medicine:	☀ COG	Field • Technical	
Medicine:	☀ COG	Field • Technical	
Medicine:	☀ COG	Field • Technical	
Medicine:	☀ COG	Field • Technical	
Medicine:	☀ COG	Field • Technical	
Melee	☞ SOM	Combat	
Perceive	☀ INT x 2	Mental	
Persuade	☞ SAV	Social	
Pilot:	☞ REF	Field • Vehicle	
Pilot:	☞ REF	Field • Vehicle	
Pilot:	☞ REF	Field • Vehicle	
Pilot:	☞ REF	Field • Vehicle	
Pilot:	☞ REF	Field • Vehicle	
Program	☀ COG	Technical	
Provoke	☞ SAV	Social	
Psi	☞ WIL	Mental • Psi	
Research	☀ INT	Technical	
Survival	☀ INT	Mental	

FAKE ID

NAME _____

REPUTATION

__-REP __-REP __-REP

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__-REP __-REP __-REP

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FAKE ID

NAME _____

REPUTATION

__-REP __-REP __-REP

∞|□□□|□|□ ∞|□□□|□|□ ∞|□□□|□|□

__-REP __-REP __-REP

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MUSE

NAME _____

COG		INT		REF		SAV		SOM		WIL	
10	30	15	45	10	30	10	30	10	30	10	30
APT	CHECK APT x 3	APT	CHECK APT x 3	APT	CHECK APT x 3	APT	CHECK APT x 3	APT	CHECK APT x 3	APT	CHECK APT x 3
5		20		4		40					

INITIATIVE LUCIDITY TRAUMA THRESHOLD INSANITY RATING

SKILLS

HARDWARE: ELECTRONICS	30	MEDICINE: PSYCHOSURGERY	30
INFOSEC	30	PERCEIVE	30
INTERFACE	60	PROGRAM	30
KNOW: ACCOUNTING	60	RESEARCH	30
KNOW: PSYCHOLOGY	60	KNOW: _____	40

BOT/VEHICLE

BOT/VEHICLE _____

VIGOR	FLEX
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DAMAGE WOUNDS

ARMOR WT DUR DR SIZE

MOVEMENT

WARE

NOTES

MESH

WT	DUR	DR
4	20	40

MESH DAMAGE WOUNDS

CHARACTER NOTES

LAST BACKUP ENTRY DATE STORAGE LOCATION

MENTAL EDITS/PSYCHOSURGERY

ONGOING EFFECTS/CONDITIONS

MOTIVATION GOALS

ACTIVE FORKS

TYPE	WHEN MADE	NOTES
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ADDITIONAL NOTES

ASync

SUB-STRAIN

33+: INCREASED EFFECT PUSH TO ALL PSI-CHI SLEIGHTS (DOUBLE THE EFFECT)
66+: FREE PUSH TO ALL PSI-GAMMA SLEIGHTS

INFECTION RATING

INFLUENCE EVENTS

1: PHYSICAL DAMAGE. TAKE DV 1D6.

2:

3:

4:

5:

6:

SLEIGHTS

TYPE	ACTION	DURATION	INFECTION MOD	EFFECTS
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