

# ECLIPSE PHASE CHARACTER SHEET

Character \_\_\_\_\_

Background \_\_\_\_\_

Faction \_\_\_\_\_

Morph \_\_\_\_\_

Gender Identity \_\_\_\_\_

Actual Age \_\_\_\_\_

Current Moxie Points \_\_\_\_\_

Rez Points \_\_\_\_\_

Motivations \_\_\_\_\_

@-Rep \_\_\_\_\_

C-Rep \_\_\_\_\_

E-Rep \_\_\_\_\_

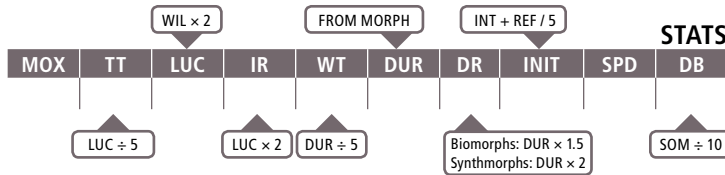
F-Rep \_\_\_\_\_

G-Rep \_\_\_\_\_

I-Rep \_\_\_\_\_

R-Rep \_\_\_\_\_

	COG	COO	INT	REF	SAV	SOM	WIL
Base							
Morph Bonus							
Total							



**DAMAGE & STRESS**

DAMAGE	WOUNDS	STRESS	TRAUMA

Positive & Negative Traits

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Psi Sleights

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Armor

ENERGY	KINETIC

Melee Weapon

WEAPON	SKILL	AP	DV	NOTES

Ranged Weapon

WEAPON	SKILL	AP	DV	MODES	AMMO	RANGE

Gear / Implants / Enhancements / Customizations

\_\_\_\_\_

\_\_\_\_\_

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**MORPH RECOGNITION CARD**

APTITUDE BONUS

COG	_____
COO	_____
INT	_____
REF	_____
SAV	_____
SOM	_____
WIL	_____

Positive & Negative Traits  
Advantages & Disadvantages

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Morph Type

\_\_\_\_\_

Sex/Visible Gender

\_\_\_\_\_

Visible Age

\_\_\_\_\_

Description

\_\_\_\_\_

SPEED MOD      MOVEMENT RATE / MOBILITY

_____	_____
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APTITUDE MAX      DURABILITY      WOUND THRESHOLD

_____	_____	_____
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SKILL	BASE	SKILL	BASE	SKILL	BASE	SKILL	BASE	SKILL	BASE
Animal Handling		Exotic Ranged:		Infiltration		Networking:		Psi Assault	
Beam Weapons		Exotic Ranged:		Infosec		Networking:		Psychosurgery	
Blades		Flight		Interfacing		Networking:		Research	
Climbing		Fray		Intimidation		Palming		Scrounging	
Clubs		Freerunning		Investigation		Perception		Seeker Weapons	
Control		Free Fall		Kinesics		Persuasion		Sense	
Deception		Gunnery		Kinetic Weapons		Pilot		Spray Weapons	
Demolitions		Hardware:		Medicine		Pilot		Swimming	
Disguise		Hardware:		Medicine		Programming		Throwing Weapons	
Exotic Melee:		Impersonation		Navigation		Protocol		Unarmed Combat	
Exotic Melee:									

SKILL	BASE	SKILL	BASE	SKILL	BASE	SKILL	BASE
Academics:		Interest:		Profession:		Art:	
Academics:		Interest:		Profession:		Art:	
Academics:		Interest:		Profession:		Art:	
Academics:		Interest:		Profession:		Art:	

**MUSE STATS**

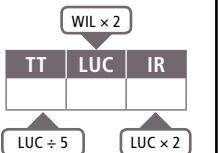
	COG	COO	INT	REF	SAV	SOM	WIL
APTITUDES							

Skills & Notes

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# ECLIPSE PHASE CHARACTER SHEET

Character \_\_\_\_\_

Background \_\_\_\_\_

Faction \_\_\_\_\_

Morph \_\_\_\_\_

Gender Identity \_\_\_\_\_

Actual Age \_\_\_\_\_

Current Moxie Points \_\_\_\_\_

Rez Points \_\_\_\_\_

Motivations \_\_\_\_\_

@-Rep \_\_\_\_\_

C-Rep \_\_\_\_\_

E-Rep \_\_\_\_\_

F-Rep \_\_\_\_\_

G-Rep \_\_\_\_\_

I-Rep \_\_\_\_\_

R-Rep \_\_\_\_\_

	COG	COO	INT	REF	SAV	SOM	WIL
Base							
Morph Bonus							
Total							

STATS									
MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD	DB
		$WIL \times 2$			FROM MORPH		$INT + REF / 5$		
		$LUC \div 5$	$LUC \times 2$	$DUR \div 5$			Biomorphs: $DUR \times 1.5$ Synthmorphs: $DUR \times 2$		$SOM \div 10$

DAMAGE & STRESS			
DAMAGE	WOUNDS	STRESS	TRAUMA

Positive & Negative Traits

Psi Sleights

Armor \_\_\_\_\_

ENERGY \_\_\_\_\_ KINETIC \_\_\_\_\_

Melee Weapon \_\_\_\_\_

WEAPON \_\_\_\_\_ SKILL \_\_\_\_\_ AP \_\_\_\_\_ DV \_\_\_\_\_ NOTES \_\_\_\_\_

Ranged Weapon \_\_\_\_\_

WEAPON \_\_\_\_\_ SKILL \_\_\_\_\_ AP \_\_\_\_\_ DV \_\_\_\_\_ MODES \_\_\_\_\_ AMMO \_\_\_\_\_ RANGE \_\_\_\_\_

Gear / Implants / Enhancements / Customizations \_\_\_\_\_

## MORPH RECOGNITION CARD

APTITUDE BONUS

COG	_____
COO	_____
INT	_____
REF	_____
SAV	_____
SOM	_____
WIL	_____

Positive & Negative Traits  
Advantages & Disadvantages

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\_\_\_\_\_

Morph Type

Sex/Visible Gender

Visible Age

Description

SPEED MOD

MOVEMENT RATE / MOBILITY

\_\_\_\_\_

\_\_\_\_\_

APTITUDE MAX

DURABILITY

WOUND THRESHOLD

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## MUSE STATS

	COG	COO	INT	REF	SAV	SOM	WIL
APTITUDES							

Skills & Notes

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

WIL $\times 2$		
TT	LUC	IR
$LUC \div 5$		$LUC \times 2$

SKILL BASE	SKILL BASE	SKILL BASE	SKILL BASE	SKILL BASE
Blades	Animal Handling	Beam Weapons	Disguise	Demolitions
Climbing	Deception	Exotic Ranged:	Gunnery	Hardware:
Clubs	Impersonation	Exotic Ranged:	Investigation	Hardware:
Exotic Melee:	Intimidation	Infiltration	Navigation	Infosec
Exotic Melee:	Kinesics	Kinetic Weapons	Perception	Interfacing
Flight	Networking:	Palming	Psychosurgery	Medicine
Freerunning	Networking:	Seeker Weapons	Scrounging	Medicine
Swimming	Networking:	Spray Weapons	Sense	Programming
Unarmed Combat	Persuasion	Throwing Weapons		Research
Control	Protocol		Fray	Pilot
Psi Assault			Free Fall	Pilot

SKILL BASE	SKILL BASE	SKILL BASE	SKILL BASE	SKILL BASE
Academics:	Interest:	Profession:	Art:	Language:
Academics:	Interest:	Profession:	Art:	Language:
Academics:	Interest:	Profession:	Art:	Language:
Academics:	Interest:	Profession:	Art:	Language: