

PLAYER

# ECLIPSE PHASE CHARACTER SHEET

**CHARACTER**

**BACKGROUND**

Faction

Morph

Gender Identity

Actual Age

Current Moxie Points

Rez Points

Motivations

**Armor**

ENERGY KINETIC

**Melee Weapon**

WEAPON SKILL AP DV NOTES

**Ranged Weapon**

WEAPON SKILL AP DV MODES AMMO RANGE NOTES

## APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base							
Morph Bonus							
Total							

## STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD	DB
		WIL x 2		FROM MORPH			(INT + REF) x 2		
		LUC ÷ 5	LUC x 2	DUR ÷ 5			Biomorphs: DUR x 1.5 Synthmorphs: DUR x 2		DUR ÷ 10

## DAMAGE & STRESS

DAMAGE	WOUNDS	STRESS	TRAUMA

## PRIMARY EQUIPMENT

ACTIVE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Animal Handling	SAV				
Beam Weapons	COO				
Blades	SOM				
Climbing	SOM				
Clubs	SOM				
Control	WIL*				
Deception	SAV				
Demolitions	COG*				
Disguise	INT				
Exotic Melee:	SOM				
Exotic Melee:	SOM				
Exotic Ranged:	COO				
Exotic Ranged:	COO				
Flight	SOM				
Fray	REF				
Free Fall	REF				
Freerunning	SOM				
Gunnery	INT				
Hardware:	COG				
Hardware:	COG				
Impersonation	SAV				
Infiltration	COO				
Infosec	COG*				
Interfacing	COG				
Intimidation	SAV				
Investigation	INT				
Kinesics	SAV				
Kinetic Weapons	COO				
Medicine	COG				
Medicine	COG				
Navigation	INT				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Palming	COO				
Perception	INT				
Persuasion	SAV				

ACTIVE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Pilot	REF				
Pilot	REF				
Programming	COG*				
Protocol	SAV				
Psi Assault	WIL*				
Psychosurgery	INT				
Research	COG				
Scrounging	INT				
Seeker Weapons	COO				
Sense	INT*				
Spray Weapons	COO				
Swimming	SOM				
Throwing Weapons	COO				
Unarmed Combat	SOM				
* = no defaulting					

KNOWLEDGE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Academics:	COG				
Academics:	COG				
Academics:	COG				
Academics:	COG				
Art:	INT				
Art:	INT				
Art:	INT				
Art:	INT				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Language:	INT				
Language:	INT				
Language:	INT				
Language:	INT				
Profession:	COG				
Profession:	COG				
Profession:	COG				
Profession:	COG				

PLAYER

CHARACTER

# ECLIPSE PHASE CHARACTER SHEET

@-Rep

G-Rep

C-Rep

I-Rep

E-Rep

R-Rep

F-Rep

## MUSE STATS

COG COO INT REF SAV SOM WIL

Aptitudes

Skills & Notes

WIL x 2

TT

LUC

IR

LUC ÷ 5

LUC x 2

Positive & Negative Traits

Psi Sleights

Backup Notes

Gear

CHARACTER

Morph Type

Sex/Visible Gender

Visible Age

Description

APTITUDE MAX

SPEED MOD

MOVEMENT RATE / MOBILITY SYSTEM

DURABILITY

WOUND THRESHOLD

# ECLIPSE PHASE MORPH SHEET

## APTITUDE BONUSSES

COG COO INT REF SAV SOM WIL

Morph Bonus

Positive & Negative Traits / Advantages & Disadvantages

Implants / Enhancements / Customizations

PLAYER

# ECLIPSE PHASE CHARACTER SHEET

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Motivations

**Armor**

ENERGY | KINETIC

**Melee Weapon**

WEAPON | SKILL | AP | DV | NOTES

**Ranged Weapon**

WEAPON | SKILL | AP | DV | MODES | AMMO | RANGE | NOTES

## APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base							
Morph Bonus							
Total							

## STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD	DB
		WIL x 2		FROM MORPH		(INT + REF) x 2			
		LUC + 5	LUC x 2	DUR + 5		Biomorphs: DUR x 1.5 Synthmorphs: DUR x 2			DUR + 10

## DAMAGE & STRESS

DAMAGE	WOUNDS	STRESS	TRAUMA

## PRIMARY EQUIPMENT

ACTIVE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
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Beam Weapons	COO				
Blades	SOM				
Climbing	SOM				
Clubs	SOM				
Control	WIL*				
Deception	SAV				
Demolitions	COG*				
Disguise	INT				
Exotic Melee:	SOM				
Exotic Melee:	SOM				
Exotic Ranged:	COO				
Exotic Ranged:	COO				
Flight	SOM				
Fray	REF				
Free Fall	REF				
Freerunning	SOM				
Gunnery	INT				
Hardware:	COG				
Hardware:	COG				
Impersonation	SAV				
Infiltration	COO				
Infosec	COG*				
Interfacing	COG				
Intimidation	SAV				
Investigation	INT				
Kinesics	SAV				
Kinetic Weapons	COO				
Medicine	COG				
Medicine	COG				
Navigation	INT				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Palming	COO				
Perception	INT				
Persuasion	SAV				

ACTIVE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Pilot	REF				
Pilot	REF				
Programming	COG*				
Protocol	SAV				
Psi Assault	WIL*				
Psychosurgery	INT				
Research	COG				
Scrounging	INT				
Seeker Weapons	COO				
Sense	INT*				
Spray Weapons	COO				
Swimming	SOM				
Throwing Weapons	COO				
Unarmed Combat	SOM				

\* = no defaulting

KNOWLEDGE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Academics:	COG				
Academics:	COG				
Academics:	COG				
Academics:	COG				
Art:	INT				
Art:	INT				
Art:	INT				
Art:	INT				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Language:	INT				
Language:	INT				
Language:	INT				
Language:	INT				
Profession:	COG				
Profession:	COG				
Profession:	COG				
Profession:	COG				

PLAYER MUSE STATS

# ECLIPSE PHASE CHARACTER SHEET

CHARACTER

@-Rep <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	G-Rep <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>
C-Rep <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	I-Rep <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>
E-Rep <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	R-Rep <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>
F-Rep <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>

	COG	COO	INT	REF	SAV	SOM	WIL
Aptitudes	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>
Skills & Notes	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>						
	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>						
	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>						

**WIL x 2**

TT	LUC	IR
LUC + 5		LUC x 2

Positive & Negative Traits

ID Notes

Psi Sleights

Backup Notes

Gear

CHARACTER <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>
Morph Type <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>
Sex/Visible Gender <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>
Visible Age <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>
Description <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>

APTITUDE MAX <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	SPEED MOD <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	MOVEMENT RATE / MOBILITY SYSTEM <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>
DURABILITY <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	WOUND THRESHOLD <span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	

## ECLIPSE PHASE MORPH SHEET

APTITUDE BONOUSES

	COG	COO	INT	REF	SAV	SOM	WIL
Morph Bonus	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>	<span style="border-bottom: 1px solid black; display: inline-block; width: 100%;"></span>

Positive & Negative Traits / Advantages & Disadvantages

Implants / Enhancements / Customizations

PLAYER

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**Armor**

ENERGY KINETIC

**Melee Weapon**

WEAPON SKILL AP DV NOTES

**Ranged Weapon**

WEAPON SKILL AP DV MODES AMMO RANGE NOTES

## APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base							
Morph Bonus							
Total							

**STATS**

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD	DB
		WIL x 2		FROM MORPH			(INT + REF) x 2		
		LUC ÷ 5	LUC x 2	DUR ÷ 5		Biomorphs: DUR x 1.5 Synthmorphs: DUR x 2			DUR ÷ 10

## DAMAGE & STRESS

DAMAGE	WOUNDS	STRESS	TRAUMA

## PRIMARY EQUIPMENT

ACTIVE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Animal Handling	SAV				
Beam Weapons	COO				
Blades	SOM				
Climbing	SOM				
Clubs	SOM				
Control	WIL*				
Deception	SAV				
Demolitions	COG*				
Disguise	INT				
Exotic Melee:	SOM				
Exotic Melee:	SOM				
Exotic Ranged:	COO				
Exotic Ranged:	COO				
Flight	SOM				
Fray	REF				
Free Fall	REF				
Freerunning	SOM				
Gunnery	INT				
Hardware:	COG				
Hardware:	COG				
Impersonation	SAV				
Infiltration	COO				
Infosec	COG*				
Interfacing	COG				
Intimidation	SAV				
Investigation	INT				
Kinesics	SAV				
Kinetic Weapons	COO				
Medicine	COG				
Medicine	COG				
Navigation	INT				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Palming	COO				
Perception	INT				
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ACTIVE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Pilot	REF				
Pilot	REF				
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Psychosurgery	INT				
Research	COG				
Scrounging	INT				
Seeker Weapons	COO				
Sense	INT*				
Spray Weapons	COO				
Swimming	SOM				
Throwing Weapons	COO				
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KNOWLEDGE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Academics:	COG				
Academics:	COG				
Academics:	COG				
Academics:	COG				
Art:	INT				
Art:	INT				
Art:	INT				
Art:	INT				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Language:	INT				
Language:	INT				
Language:	INT				
Language:	INT				
Profession:	COG				
Profession:	COG				
Profession:	COG				
Profession:	COG				

CHARACTER

PLAYER

# ECLIPSE PHASE CHARACTER SHEET

@-Rep		G-Rep	
C-Rep		I-Rep	
E-Rep		R-Rep	
F-Rep			

MUSE STATS							
	COG	COO	INT	REF	SAV	SOM	WIL
Aptitudes							
Skills & Notes							

TT	LUC	IR

WIL x 2  
LUC ÷ 5      LUC x 2

Positive & Negative Traits

Psi Sleights

ID Notes

Backup Notes

Gear

CHARACTER

Morph Type

Sex/Visible Gender

Visible Age

Description

# ECLIPSE PHASE MORPH SHEET

APTITUDE BONUSES							
	COG	COO	INT	REF	SAV	SOM	WIL
Morph Bonus							

APTITUDE MAX	SPEED MOD	MOVEMENT RATE / MOBILITY SYSTEM
DURABILITY	WOUND THRESHOLD	

Positive & Negative Traits / Advantages & Disadvantages

Implants / Enhancements / Customizations

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WEAPON | SKILL | AP | DV | MODES | AMMO | RANGE | NOTES

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	COG	COO	INT	REF	SAV	SOM	WIL
Base							
Morph Bonus							
Total							

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		LUC ÷ 5	LUC x 2	DUR ÷ 5		Biomorphs: DUR x 1.5 Synthmorphs: DUR x 2			DUR ÷ 10

## DAMAGE & STRESS

DAMAGE	WOUNDS	STRESS	TRAUMA
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Hardware:	COG				
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Kinesics	SAV				
Kinetic Weapons	COO				
Medicine	COG				
Medicine	COG				
Navigation	INT				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Palming	COO				
Perception	INT				
Persuasion	SAV				

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Seeker Weapons	COO				
Sense	INT*				
Spray Weapons	COO				
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Throwing Weapons	COO				
Unarmed Combat	SOM				

\* = no defaulting

KNOWLEDGE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Academics:	COG				
Academics:	COG				
Academics:	COG				
Academics:	COG				
Art:	INT				
Art:	INT				
Art:	INT				
Art:	INT				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Language:	INT				
Language:	INT				
Language:	INT				
Language:	INT				
Profession:	COG				
Profession:	COG				
Profession:	COG				
Profession:	COG				

CHARACTER

@-Rep      G-Rep   
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Positive & Negative Traits

ID Notes

Gear

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 Visible Age   
 Description

APTITUDE MAX      SPEED MOD      MOVEMENT RATE / MOBILITY SYSTEM   
 DURABILITY      WOUND THRESHOLD

Implants / Enhancements / Customizations

PLAYER  
 ECLIPSE PHASE CHARACTER SHEET

MUSE STATS

	COG	COO	INT	REF	SAV	SOM	WIL												
Aptitudes																			
Skills & Notes	<input type="text"/>																		
	<table border="1"> <tr> <td colspan="3">WIL x 2</td> </tr> <tr> <td>TT</td> <td>LUC</td> <td>IR</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td colspan="2">LUC + 5</td> <td>LUC X 2</td> </tr> </table>							WIL x 2			TT	LUC	IR				LUC + 5		LUC X 2
WIL x 2																			
TT	LUC	IR																	
LUC + 5		LUC X 2																	
	<input type="text"/>																		
	<input type="text"/>																		

Psi Sleights

Backup Notes

ECLIPSE PHASE MORPH SHEET

APTITUDE BONUSSES

	COG	COO	INT	REF	SAV	SOM	WIL
Morph Bonus							

Positive & Negative Traits / Advantages & Disadvantages