

# 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** [SPENT] **WOUNDS TAKEN** [SPENT] **RECHARGE** [Per 24 hrs] [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 ∞ | □□□ | □□ □

I-REP ∞ | □□□ | □□ □ R-REP ∞ | □□□ | □□ □ X-REP ∞ | □□□ | □□ □

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	
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**

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## MUSE

NAME \_\_\_\_\_

COG		INT		REF		SAV		SOM		WIL	
10	30	15	45	10	30	10	30	10	30	10	30
<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>
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	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

\_\_\_\_\_

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\_\_\_\_\_

### ACTIVE FORKS

TYPE	WHEN MADE	NOTES
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### ADDITIONAL NOTES

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## 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