Character Profile

Character Name

Player

Faction

Homeworld

Heritage

Social Status

Age

Species

Earnings

Assets

Cash flow

Short Falls

Languages

Infinity Points

Refresh

Reaction Tracker

Earned XP

Spent XP

Traits*

*See Back For Descriptions

Talents*

	Rank		Rank

Readied Weapons

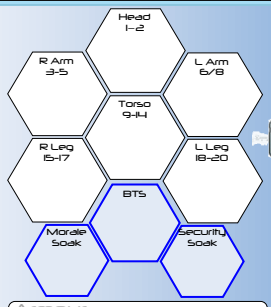
Weapon / Mode	Rng	Damage	Burst	Size	Reloads

	Sig	Exp	Foc	TN
Agility				
Acrobatics				
Close Combat				
Stealth				
Awareness				
Analysis				
Extraplanetary				
Observation				
Survival				
Thievery				
Brawn				
Athletics				
Resistance				
Coordination				
Ballistics				
Pilot				
Spacecraft				
Intelligence				
Education				
Hacking				
Medicine				
Psychology				
Science				
Tech				
Personality				
Animal Handling				
Command				
Lifestyle				
Persuade				
Will Power				
Discipline				

Ready / Active Gear

	Qty

Physical–Vigour	Melee Bonus	Ranged Bonus	WOUNDS
Firewall–Infowar		Infowar Bonus	BREACH
Resolve–Mental		Psywar Bonus	TRAUMA



Armour

INFINITY

MODIPHIUS ENTERTAINMENT

Character Sheet V 1.9

Ammunition & Deployables

Name	Qty	Damage	Qualities

Additional Weapons

Weapon / Mode	Rng	Damage	Burst Size	Reloads

Talents

	Rank	Skill	

Gear

Item	Val	QTY

Lifepath

Birth S Class		Upbringing
Youth Event		
Education		Additional Event
Career One		Event
Career Two		Event
Career Three		Event
Career Four		Event
Background Notes		

Current Host Attributes

ACU AWA BWN COO INT PER WIL

Type

Special

Faction Handler

Identity

Faction Standing

Contact Protocol

Current Tasks

Geist Attributes

Name

ACU AWA BWN COO INT PER WIL

Resolve

Skill	Attrib	Exp	Foc

Special

Notes

Faction Handler

Identity

Faction | Standing

Contact Protocol

Current Missions

Player

Loyalty Strings

Rewards and Penalties

Base Geist Attributes

Name

AGI	AWA	BWN	COO	INT	PER	WIL

Skill	Attrib	Exp	Foc

Special

Priority	On Going Task

Player

Appearance, Personality and History

Default Behavior 1

Default Behavior 2

Default Behavior 3

Shells

Shell	Cruising	Maneuver	Structure
Qualities	Firewall	BTS	Impact Dam

Hull | Motive | Processor | Weapon

Weapons	Notes

Shell	Cruising	Maneuver	Structure
Qualities	Firewall	BTS	Impact Dam

Hull | Motive | Processor | Weapon

Weapons	Notes

Resolve-Mental

TRAUMA

Melee Bonus | Ranged Bonus | Infowar Bonus | Psywar Bonus

Wilderness of Mirrors

Individual / Group	Faction	Standing	Contact Method	Notes

Equipment Not Carried

Large Gear and Equipment

Item	Val	QTY