

Character Profile

Character Name

Faction

Homeworld

Heritage

Social Status Earnings

Age Assets

Species Cash flow

Short Falls

Languages

Infinity Points

Refresh

Reaction Tracker

Earned XP

Spent XP

Traits*

*See Back For Descriptions

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Talents*

	Rank		Rank
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Readied Weapons

Weapon / Mode	Rng	Damage	Burst	Size	Reloads
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Player

Agility

Acrobatics	Sig	Exp	Foc	TN
Close Combat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Awareness

Analysis	Sig	Exp	Foc	TN
Extraterrestrial	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Observation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Survival	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Thievery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Brawn

Athletics	Sig	Exp	Foc	TN
Resistance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Coordination

Ballistics	Sig	Exp	Foc	TN
Pilot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spacecraft	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Intelligence

Education	Sig	Exp	Foc	TN
Hacking	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psychology	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Science	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Personality

Animal Handling	Sig	Exp	Foc	TN
Command	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lifestyle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Persuade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Will Power

Discipline	Sig	Exp	Foc	TN
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Ready / Active Gear

<input type="text"/>	Qty
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Physical-Vigour

				Melee Bonus	<input type="text"/>	Ranged Bonus	<input type="text"/>	WOUNDS	<input type="text"/>
								BREACH	<input type="text"/>
				Firewall-Inflow	<input type="text"/>	Inflow Bonus	<input type="text"/>	TRAUMA	<input type="text"/>
				Resolve-Mental	<input type="text"/>	Psywar Bonus	<input type="text"/>		<input type="text"/>

Head 1-2

R Arm 3-5

L Arm 6-8

Torso 9-11

R Leg 12-14

L Leg 15-17

BT5

Morale Soak

Security Soak

Armour

Modphius
Infinity RPG
Character
Sheet V 1.9P

Ammunition & Deployables

Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage

Additional Weapons

Weapon / Mode	Rng	Damage	Burst Size	Reloads
				Hexagon icons
				Hexagon icons
				Hexagon icons
				Hexagon icons
				Hexagon icons
				Hexagon icons
				Hexagon icons
				Hexagon icons
				Hexagon icons

Talents

Rank	Skill	
Rank	Skill	
Rank	Skill	
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Rank	Skill	
Rank	Skill	

Gear

Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
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

ACI	AWA	BWN	COO	INT	PER	WL
Hexagon	Hexagon	Hexagon	Hexagon	Hexagon	Hexagon	Hexagon
Type						
Special						

Gelst Attributes

ACI	AWA	BWN	COO	INT	PER	WL
Hexagon	Hexagon	Hexagon	Hexagon	Hexagon	Hexagon	Hexagon
Resolve						
Skill	Attrib	Exp	FOC			

Faction Handler

Identity	
Faction	Standing
Contact Protocol	
Current Tasks	

Special	
Notes	

