

Character Profile

Character Name

Faction

Homeworld

Heritage

Social Status Earnings

Age Assets

Species Cash flow

Short Falls

Languages

Traits* *See Back For Descriptions

<input type="text"/>	<input type="text"/>
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Talents*

<input type="text"/>	Rank	<input type="text"/>	Rank
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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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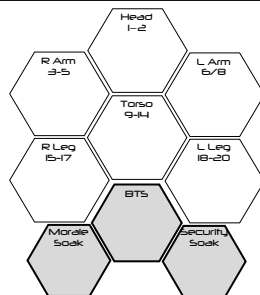
Physical-Vigour					Melee Bonus	Hexagon	Ranged Bonus	Hexagon	WOUNDS			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Firewall-Infowar					Infowar Bonus	Hexagon	BREACH					
<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"/>	
Resolve-Mental					Psywar Bonus	Hexagon	TRAUMA					
<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"/>	

Player

Agility	Sig	Exp	Foc	TN
Acrobatics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	Sig	Exp	Foc	TN
Analysis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	Sig	Exp	Foc	TN
Athletics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Resistance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Coordination	Sig	Exp	Foc	TN
Ballistics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	Sig	Exp	Foc	TN
Education	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	Sig	Exp	Foc	TN
Animal Handling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	Sig	Exp	Foc	TN
Discipline	<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"/>



Modiphius
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	
Rank	Skill	
Rank	Skill	
Rank	Skill	
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Rank	Skill	
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	

