Character Profile

Character Name

Player

Infinity Points

Refresh

Reaction Tracker

Earned XP

Spent XP

Faction

Homeworld

Heritage

Social Status		Earnings	
Age		Assets	
Species		Cash flow	
		Short Falls	

Languages

Traits and Abilities*

*See Back For Descriptions

Talents*

	Rank		Rank

Readied Weapons

Weapon / Mode	Rng	Damage	Burst	Size	Reloads

Hacking Device

CLAW ☐ GADGET ☐ IC ☐ SHIELD ☐ SWORD ☐

Category	Lvl	Name	Damage	Qualities

	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**

Head 1–2
R Arm 3–5
L Arm 6/8
Torso 9–14
R Leg 15–17
L Leg 18–20
BTS
Morale Soak
Security Soak
Armour

HAXXITY INFIXXOR

MODIPHIÜS ENTERTAINMENT

Character Sheet V 1.9H

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

Talents

Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
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

Lifepath

Birth S Class

Youth Event

Education

Career One

Career Two

Career Three

Career Four

Background Notes

Upbringing

Additional Event

Event

Event

Event

Event

Current Host Attributes

AGI	AWA	BWN	COO	INT	PER	WIL

Type

Special

Faction Handler

Identity

Faction

Standing

Contact Protocol

Current Tasks

Geist Attributes

Name

AGI	AWA	BWN	COO	INT	PER	WIL

Resolve

Skill	Attrib	Exp	Foc

Special

Notes

iNFiNiTY

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

Resolve-Mental | TRAUMA

Melee Bonus ⬡ | **Ranged Bonus** ⬡ | **Infowar Bonus** ⬡ | **Psywar Bonus** ⬡

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

Wilderness of Mirrors

Individual / Group	Faction	Standing	Contact Method	Notes

Equipment Not Carried

Large Gear and Equipment

Item	Val	QTY

Additional Weapons

Weapon / Mode	Rng	Damage	Burst	Size	Reloads