

ECLIPSE PHASE SECOND EDITION

REZ POINTS	EARNED	SPENT	LEFT

HANDLE	NAME	PLAYER
Background	Career	Interests
Languages	Faction	
Motivations	Forks	

REP	@-rep autonomist/outer	c-rep CIVICNET capitalists/inner	f-rep FAME celebrities	g-rep GUANXI criminals	i-rep THE EYE Firewall	r-rep RESEARCHNET scientists	x-rep EXPLORENET gatecrashers
	FAKE ID @-rep	c-rep	f-rep	g-rep	i-rep	r-rep	x-rep

RESOURCES	LVL	cmplx	GP	avail
	1	min		○○
	2	min	mod	○○○
	3	min	mod	○○○
4	all		○○○	

APTITUDES	RANK	APT CHECK
COGNITION		
INTUITION		
REFLEXES		
SAVVY		
SOMATICS		
WILLPOWER		

HARDENING	Alienation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-10 WIL check for each track	Helplessness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Violence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MIND STATS		RANK			
Lucidity (WIL×2)					
Tramuma Threshold (LUC÷5)					
Insanity Rating (LUC×2)					
STRESS TAKEN	<input type="checkbox"/>	TRAUMAS (-10 EACH)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MUSE :	rank chk	rank chk	LUC	TT	IR	STS	TRAU
COG	SAV						
INT	SOM		BUR	WT	DR	DMG	WND
REF	WIL						
NOTES							

SKILLS	RANK	APT	TOTAL
Athletics		SOM	
Deceive		SAV	
Fray		REF×2	
Free Fall		REF	
Guns		REF	
Hardware:		COG	
Hardware:		COG	
Infiltrate		REF	
Infosec		COG	
Interface		COG	
Kinesics		SAV	
Medicine:		COG	
Medicine:		COG	
Melee		SOM	
Perceive		INT×2	
Persuade		SAV	
Pilot:		REF	
Pilot:		REF	
Program		COG	
Provoke		SAV	
Psi		WIL	
Research		COG	
Survival		INT	
Know:		COG	
Know:		COG	
Know:		COG	
Know:		COG	
Know:		COG	
Know:		INT	

SKILLS	RANK	APT	TOTAL
Athletics		SOM	
Deceive		SAV	
Fray		REF×2	
Free Fall		REF	
Guns		REF	
Hardware:		COG	
Hardware:		COG	
Infiltrate		REF	
Infosec		COG	
Interface		COG	
Kinesics		SAV	
Medicine:		COG	
Medicine:		COG	
Melee		SOM	
Perceive		INT×2	
Persuade		SAV	
Pilot:		REF	
Pilot:		REF	
Program		COG	
Provoke		SAV	
Psi		WIL	
Research		COG	
Survival		INT	
Know:		COG	
Know:		COG	
Know:		COG	
Know:		COG	
Know:		COG	
Know:		INT	

Positive TRAITS	COST	LVL	Name	Summary
Negative TRAITS	BONUS	LVL	Name	Summary

INIT _____ AV _____

WARE/TRAITS