

ECLIPSE PHASE SECOND EDITION

AVAIL. GM given+Resources
MP

HANDLE

NAME

PLAYER

MORPH

NAME		
SIZE		COST
PORTRAIT		

VIGOR REF & SOM	<input type="checkbox"/>	spent	REST	<input type="checkbox"/>
INSIGHT COG & INT	<input type="checkbox"/>	spent	Short	<input type="checkbox"/>
MOXIE SAV & WIL	<input type="checkbox"/>	spent	Short	<input type="checkbox"/>
FLEX ALL	<input type="checkbox"/>	spent	Long	<input type="checkbox"/>

BODY STATS	RANK
Durability	
Wound Threshold	
Death Rating	

MOVEMENT RATE	BASE	FULL	RUSH

MORPH NOTES

COST LVL	NAME	SUMMARY
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

BONUS LVL	NAME	SUMMARY
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

COST	NAME	SUMMARY
<input type="checkbox"/>		
<input type="checkbox"/>		
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<input type="checkbox"/>		

WARE

COMBAT

INITIATIVE (REF+INT) ÷ 5	FRAY ÷ 2	ARMOR TOTAL	energy	kinetic	SHOTS FIRED	weapon 1	weapon 2	weapon 3	DAMAGE TAKEN	WOUNDS (-10 EACH)
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WEAPON	DAMAGE SA/BF/FA	RANGE	AMMO	NOTES
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

ARMOR	ENERGY/KINETIC	MODS	NOTES
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	/		
	/		
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