



PLAYER

# ECLIPSE PHASE CHARACTER SHEET

**CHARACTER**

**BACKGROUND**

**Faction**

**Morph**

**Gender Identity**

**Actual Age**

**Current Moxie Points**

**Rez Points**

**Motivations**

**Armor**

ENERGY KINETIC

**Melee Weapon**

WEAPON SKILL AP DV NOTES

**Ranged Weapon**

WEAPON SKILL AP DV MODES AMMO RANGE NOTES

## APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
<b>Base</b>							
<b>Morph Bonus</b>							
<b>Total</b>							

## STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD	DB
		WIL x 2		FROM MORPH			(INT + REF) x 2		
		LUC ÷ 5	LUC x 2	DUR ÷ 5			Biomorphs: DUR x 1.5 Synthmorphs: DUR x 2		SOM ÷ 10

## DAMAGE & STRESS

DAMAGE	WOUNDS	STRESS	TRAUMA

## PRIMARY EQUIPMENT

ACTIVE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Animal Handling	SAV				
Beam Weapons	COO				
Blades	SOM				
Climbing	SOM				
Clubs	SOM				
Control	WIL*				
Deception	SAV				
Demolitions	COG*				
Disguise	INT				
Exotic Melee:	SOM				
Exotic Melee:	SOM				
Exotic Ranged:	COO				
Exotic Ranged:	COO				
Flight	SOM				
Fray	REF				
Free Fall	REF				
Freerunning	SOM				
Gunnery	INT				
Hardware:	COG				
Hardware:	COG				
Impersonation	SAV				
Infiltration	COO				
Infosec	COG*				
Interfacing	COG				
Intimidation	SAV				
Investigation	INT				
Kinesics	SAV				
Kinetic Weapons	COO				
Medicine	COG				
Medicine	COG				
Navigation	INT				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Networking:	SAV				
Palming	COO				
Perception	INT				
Persuasion	SAV				

ACTIVE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Pilot	REF				
Pilot	REF				
Programming	COG*				
Protocol	SAV				
Psi Assault	WIL*				
Psychosurgery	INT				
Research	COG				
Scrounging	INT				
Seeker Weapons	COO				
Sense	INT*				
Spray Weapons	COO				
Swimming	SOM				
Throwing Weapons	COO				
Unarmed Combat	SOM				

\* = no defaulting

KNOWLEDGE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
Academics:	COG				
Academics:	COG				
Academics:	COG				
Academics:	COG				
Art:	INT				
Art:	INT				
Art:	INT				
Art:	INT				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Interest:	COG				
Language:	INT				
Language:	INT				
Language:	INT				
Language:	INT				
Profession:	COG				
Profession:	COG				
Profession:	COG				
Profession:	COG				

PLAYER

CHARACTER

# ECLIPSE PHASE CHARACTER SHEET

@-Rep		G-Rep	
C-Rep		I-Rep	
E-Rep		R-Rep	
F-Rep			

**Positive & Negative Traits**

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**ID Notes**

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**Gear**

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**CHARACTER**

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**Morph Type**

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**Sex/Visible Gender**

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**Visible Age**

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**Description**

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<b>APTITUDE MAX</b>	<b>SPEED MOD</b>	<b>MOVEMENT RATE / MOBILITY SYSTEM</b>

<b>DURABILITY</b>	<b>WOUND THRESHOLD</b>

**Implants / Enhancements / Customizations**

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**MUSE STATS**

	<b>COG</b>	<b>COO</b>	<b>INT</b>	<b>REF</b>	<b>SAV</b>	<b>SOM</b>	<b>WIL</b>
<b>Aptitudes</b>							

**Skills & Notes**

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<b>WIL x 2</b>		
<b>TT</b>	<b>LUC</b>	<b>IR</b>
<b>LUC + 5</b>		<b>LUC x 2</b>

**Psi Sleights**

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**Backup Notes**

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# ECLIPSE PHASE MORPH SHEET

**APTITUDE BONUSSES**

	<b>COG</b>	<b>COO</b>	<b>INT</b>	<b>REF</b>	<b>SAV</b>	<b>SOM</b>	<b>WIL</b>
<b>Morph Bonus</b>							

**Positive & Negative Traits / Advantages & Disadvantages**

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