

# ECLIPSE PHASE SECOND EDITION

NAME \_\_\_\_\_ ALIASES \_\_\_\_\_

MOTIVATIONS \_\_\_\_\_

LANGUAGES \_\_\_\_\_

EGO TRAITS \_\_\_\_\_

BACKGROUND \_\_\_\_\_ CAREER \_\_\_\_\_

INTEREST \_\_\_\_\_ FACTION \_\_\_\_\_

GENDER \_\_\_\_\_ SEX \_\_\_\_\_ AGE \_\_\_\_\_ MUSE \_\_\_\_\_

REZ POINTS (SPENT/UNSPENT)

**@-REP** ∞|□□□|□□      **C-REP** ∞|□□□|□□      **F-REP** ∞|□□□|□□      **G-REP** ∞|□□□|□□





**I-REP** ∞|□□□|□□      **R-REP** ∞|□□□|□□      **X-REP** ∞|□□□|□□

## REPUTATION

3 MIN FAVORS/WEEK  
1 MOD FAVOR/WEEK  
1 MAJ FAVOR/STORY ARC

DAMAGE TAKEN [SPENT]      WOUNDS TAKEN [SPENT]       Short (1d6)    Short (1d6)    Long (full)

RECHARGE [Per 24 hrs]  
[SPENT]      [SPENT]

 <b>INSIGHT</b> [COG, INT]	 <b>MOXIE</b> [SAV, WIL, REP]	 <b>VIGOR</b> [REF, SOM]	 <b>FLEX</b>
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WOUND THRESHOLD      DURABILITY      DEATH RATING      EGO FLEX

Movement Rate \_\_\_\_\_

Ware \_\_\_\_\_

Morph Traits \_\_\_\_\_

Notes \_\_\_\_\_

MORPH NAME \_\_\_\_\_      MP COST \_\_\_\_\_

## APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
APT   CHECK APT x 3	APT   CHECK APT x 3	APT   CHECK APT x 3	APT   CHECK APT x 3	APT   CHECK APT x 3	APT   CHECK APT x 3
INITIATIVE	LUCIDITY	TRAUMA THRESHOLD	INSANITY RATING		
STRESS TAKEN			TRAUMAS TAKEN		

## COMBAT GEAR

RANGED DV	FIRING MODE	RANGE	SKILL	AMMO	NOTES
MELEE SKILL	DAMAGE VALUE				
MELEE SKILL	DAMAGE VALUE				
ARMOR	ENERGY/KINETIC				

## GEAR PACKS

PACK	PACK
PACK	PACK

## KNOW SKILLS

SKILL	APT	TOTAL
	☀	
	☀	
	☀	
	☀	
	☀	
	☀	

## ACTIVE SKILLS

SKILL	APT	TYPE	TOTAL
ATHLETICS	☷SOM	PHYSICAL	
DECEIVE	☶SAV	SOCIAL	
EXOTIC SKILL:		FIELD	
EXOTIC SKILL:		FIELD	
FRAY	☷REF x 2	COMBAT	
FRAY ÷ 2 (VS. RANGED ATTACKS)	☷REF x 2	COMBAT	
FREE FALL	☷SOM	PHYSICAL	
GUNS	☷REF	COMBAT	
HARDWARE:	☀COG	FIELD • TECHNICAL	
HARDWARE:	☀COG	FIELD • TECHNICAL	
HARDWARE:	☀COG	FIELD • TECHNICAL	
HARDWARE:	☀COG	FIELD • TECHNICAL	
HARDWARE:	☀COG	FIELD • TECHNICAL	
INFILTRATE	☷REF	PHYSICAL	
INFOSEC	☀COG	TECHNICAL	
INTERFACE	☀COG	TECHNICAL	
KINESICS	☶SAV	SOCIAL	
MEDICINE:	☀COG	FIELD • TECHNICAL	
MEDICINE:	☀COG	FIELD • TECHNICAL	
MEDICINE:	☀COG	FIELD • TECHNICAL	
MEDICINE:	☀COG	FIELD • TECHNICAL	
MELEE	☷SOM	COMBAT	
PERCEIVE	☀INT x 2	MENTAL	
PERSUADE	☶SAV	SOCIAL	
PILOT:	☷REF	FIELD • VEHICLE	
PILOT:	☷REF	FIELD • VEHICLE	
PILOT:	☷REF	FIELD • VEHICLE	
PILOT:	☷REF	FIELD • VEHICLE	
PILOT:	☷REF	FIELD • VEHICLE	
PROGRAM	☀COG	TECHNICAL	
PROVOKE	☶SAV	SOCIAL	
PSI	☶WIL	MENTAL • PSI	
RESEARCH	☀INT	TECHNICAL	
SURVIVAL	☀INT	MENTAL	

NAME \_\_\_\_\_

**REPUTATION**

\_\_-REP                      \_\_-REP                      \_\_-REP

∞|□□□|□|□              ∞|□□□|□|□              ∞|□□□|□|□

\_\_-REP                      \_\_-REP                      \_\_-REP

∞|□□□|□|□              ∞|□□□|□|□              ∞|□□□|□|□

NAME \_\_\_\_\_

**REPUTATION**

\_\_-REP                      \_\_-REP                      \_\_-REP

∞|□□□|□|□              ∞|□□□|□|□              ∞|□□□|□|□

\_\_-REP                      \_\_-REP                      \_\_-REP

∞|□□□|□|□              ∞|□□□|□|□              ∞|□□□|□|□

NAME \_\_\_\_\_

COG		INT		REF		SAV		SOM		WIL	
10	30	15	45	10	30	10	30	10	30	10	30
<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>	<small>APT</small>	<small>CHECK APT x 3</small>
5		20		4		40					

INITIATIVE                      LUCIDITY                      TRAUMA THRESHOLD                      INSANITY RATING

**SKILLS**

HARDWARE: ELECTRONICS	30	MEDICINE: PSYCHOSURGERY	30
INFOSEC	30	PERCEIVE	30
INTERFACE	60	PROGRAM	30
KNOW: ACCOUNTING	60	RESEARCH	30
KNOW: PSYCHOLOGY	60	KNOW: _____	40

BOT/VEHICLE \_\_\_\_\_

VIGOR	FLEX

DAMAGE                      WOUNDS

ARMOR                      WT                      DUR                      DR                      SIZE

MOVEMENT \_\_\_\_\_

WARE \_\_\_\_\_

NOTES \_\_\_\_\_

**MESH**

WT	DUR	DR
4	20	40

MESH DAMAGE                      WOUNDS

LAST BACKUP ENTRY                      DATE                      STORAGE LOCATION

MENTAL EDITS/PSYCHOSURGERY \_\_\_\_\_

ONGOING EFFECTS/CONDITIONS \_\_\_\_\_

**MOTIVATION GOALS** \_\_\_\_\_

**ACTIVE FORKS**

TYPE	WHEN MADE	NOTES

SUB-STRAIN \_\_\_\_\_

33+: INCREASED EFFECT PUSH TO ALL PSI-CHI SLEIGHTS (DOUBLE THE EFFECT)  
66+: FREE PUSH TO ALL PSI-GAMMA SLEIGHTS

INFECTION RATING \_\_\_\_\_

**INFLUENCE EVENTS**

1: PHYSICAL DAMAGE. TAKE DV 1D6.

2: \_\_\_\_\_

3: \_\_\_\_\_

4: \_\_\_\_\_

5: \_\_\_\_\_

6: \_\_\_\_\_

**SLEIGHTS**

TYPE	ACTION	DURATION	INFECTION MOD	EFFECTS

**ADDITIONAL NOTES** \_\_\_\_\_