ECLIPSE PHASE SECOND EDITION

NAME | ALIASES

MOTIVATIONS

LANGUAGES

EGO TRAITS

BACKGROUND | CAREER

INTEREST | FACTION

GENDER | SEX | AGE | MUSE

REZ POINTS (SPENT/UNSPENT)

REPUTATION

@-REP	C-REP	F-REP	G-REP
∞ | □□□ | □ | □	∞ | □□□ | □ | □	∞ | □□□ | □ | □	∞ | □□□ | □ | □
I-REP	R-REP	X-REP	
∞ | □□□ | □ | □	∞ | □□□ | □ | □	∞ | □□□ | □ | □	

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

DAMAGE TAKEN | WOUNDS TAKEN

☐ Short (1d6) ☐ Short (1d6) ☐ Long (full)
RECHARGE [Per 24 hrs]

[SPENT]	[SPENT]	[SPENT]	[SPENT]
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX

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
RANGED DV	FIRING MODE	RANGE	SKILL	AMMO	NOTES
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 × 2	COMBAT	
FRAY ÷ 2 (VS. RANGED ATTACKS)	REF × 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 × 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	

FAKE ID

NAME

REPUTATION

___-REP ∞|□□□|□|□

___-REP ∞|□□□|□|□

___-REP ∞|□□□|□|□

___-REP ∞|□□□|□|□

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FAKE ID

NAME

REPUTATION

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__-REP ∞|□□□|□|□

MUSE

NAME

COG	INT	REF	SAV	SOM	WIL
10 30	15 45	10 30	10 30	10 30	10 30
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

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

NOTES

MESH

WT	DUR	DR
4	20	40

MESH DAMAGE WOUNDS

BOT/VEHICLE

BOT/VEHICLE

VIGOR	FLEX

DAMAGE WOUNDS

ARMOR WT DUR DR SIZE

MOVEMENT

WARE

ASYNC

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

CHARACTER NOTES

LAST BACKUP ENTRY DATE STORAGE LOCATION

MENTAL EDITS/PSYCHOSURGERY

ONGOING EFFECTS/CONDITIONS

MOTIVATION GOALS

ACTIVE FORKS

TYPE	WHEN MADE	NOTES

ADDITIONAL NOTES