



PLAYER

ECLIPSE PHASE CHARACTER SHEET

CHARACTER
BACKGROUND
Faction
Morph
Gender Identity
Actual Age
Current Moxie Points
Rez Points
Motivations

Armor
<small>ENERGY</small> <small>KINETIC</small>

Melee Weapon
<small>WEAPON</small> <small>SKILL</small> <small>AP</small> <small>DV</small> <small>NOTES</small>

Ranged Weapon
<small>WEAPON</small> <small>SKILL</small> <small>AP</small> <small>DV</small> <small>MODES</small> <small>AMMO</small> <small>RANGE</small> <small>NOTES</small>

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base							
Morph Bonus							
Total							

STATS

	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD	DB
			$WIL \times 2$		$FROM\ MORPH$			$(INT + REF) \times 2$		
			$LUC \div 5$	$LUC \times 2$	$DUR \div 5$		$Biomorphs: DUR \times 1.5$ $Synthmorphs: DUR \times 2$			$DUR \div 10$

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				

CHARACTER

ECLIPSE PHASE CHARACTER SHEET

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

Positive & Negative Traits

ID Notes

Gear

CHARACTER

Morph Type

Sex/Visible Gender

Visible Age

Description

APTITUDE MAX	SPEED MOD	MOVEMENT RATE / MOBILITY SYSTEM

DURABILITY	WOUND THRESHOLD

Implants / Enhancements / Customizations

MUSE STATS

	COG	COO	INT	REF	SAV	SOM	WIL
Aptitudes							

Skills & Notes

WIL x 2
TT LUC IR
LUC + 5 LUC x 2

Psi Sleights

Backup Notes

ECLIPSE PHASE MORPH SHEET

APTITUDE BONUSES

	COG	COO	INT	REF	SAV	SOM	WIL
Morph Bonus							

Positive & Negative Traits / Advantages & Disadvantages
