Name: | Player: | Available XP | Spent XP

Faction: | Infinity Points | Refresh Rate

Agility
	Sig	Exp	Foc	TN
Acrobatics				0
Close Combat				0
Stealth				0

Awareness
	Sig	Exp	Foc	TN
Analysis				0
Extraplanetary				0
Observation				0
Survival				0
Thievery				0

Brawn
	Sig	Exp	Foc	TN
Athletics				0
Resistance				0

Coordination
	Sig	Exp	Foc	TN
Ballistics				0
Pilot				0
Spacecraft				0

Intelligence
	Sig	Exp	Foc	TN
Education				0
Hacking				0
Medicine				0
Psychology				0
Science				0
Tech				0

Personality
	Sig	Exp	Foc	TN
Animal Handling				0
Command				0
Lifestyle				0
Persuade				0

Will Power
	Sig	Exp	Foc	TN
Discipline				0

Reaction Tracker

Combat Data | Defensive Systems

Armour

Infowar | Psywar | Melee | Ranged | BTS

Bonus | Soak

Head 1-2 | R Arm 3-5 | L Arm 6/8 | Torso 9-14 | R Leg 15-17 | L Leg 18-20

Armour

Infowar | Psywar | Melee | Ranged | BTS

Bonus | Soak

Head 1-2 | R Arm 3-5 | L Arm 6/8 | Torso 9-14 | R Leg 15-17 | L Leg 18-20

Armour

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Armour

Infowar | Psywar | Melee | Ranged | BTS

Bonus | Soak

Head 1-2 | R Arm 3-5 | L Arm 6/8 | Torso 9-14 | R Leg 15-17 | L Leg 18-20

Stress																	Harm
Vigour (BRAWN + Resistance)					5					10						15	WOUNDS
Resolve (Will Power + Discipline)					5					10						15	TRAUMA
Firewall (Intelligence + Hacking)					5					10						15	BREACH

Available Momentum																
0					5					10						15

Attack Vectors

Carry	Weapon	Range	Damage (N)	Burst	Repads			
	Qualities / Notes							
	Weapon	Range	Damage (N)	Burst	Repads			
	Qualities / Notes							
	Weapon	Range	Damage (N)	Burst	Repads			
	Qualities / Notes							
	Weapon	Range	Damage (N)	Burst	Repads			
	Qualities / Notes							
	Weapon	Range	Damage (N)	Burst	Repads			
	Qualities / Notes							

Hacking Device	Claw	Gadget	IC	Shield	Sword

Program	Type	Damage (N)	Qualities
Program	Type	Damage (N)	Qualities
Program	Type	Damage (N)	Qualities
Program	Type	Damage (N)	Qualities
Program	Type	Damage (N)	Qualities
Program	Type	Damage (N)	Qualities
Program	Type	Damage (N)	Qualities
Program	Type	Damage (N)	Qualities

Character Portfolio V 2.3

By Thom Shartle

Weapons

Carry	Weapon	Range	Damage	Burst	Reloads
			N		
	Qualities / Notes				
	Qualities / Notes				
	Qualities / Notes				
	Qualities / Notes				
	Qualities / Notes				
	Qualities / Notes				
	Qualities / Notes				
	Qualities / Notes				
	Qualities / Notes				

Armour

Armour	MAINT	Head	Torso	Arms	Legs	BTS
Qualities / Notes						
Armour	MAINT	Head	Torso	Arms	Legs	BTS
Qualities / Notes						
Armour	MAINT	Head	Torso	Arms	Legs	BTS
Qualities / Notes						
Armour	MAINT	Head	Torso	Arms	Legs	BTS
Qualities / Notes						
Armour	MAINT	Head	Torso	Arms	Legs	BTS
Qualities / Notes						
Armour	MAINT	Head	Torso	Arms	Legs	BTS
Qualities / Notes						
Armour	MAINT	Head	Torso	Arms	Legs	BTS
Qualities / Notes						
Armour	MAINT	Head	Torso	Arms	Legs	BTS
Qualities / Notes						

Vehicles

Vehicle	Scale	Speed	Brawn

Crew	Passengers	Impact Dam	Structure	Armour	Firewall	BTS	Maintenance

Hard Points

Qualities	Weapons and Gear

Vehicle	Scale	Speed	Brawn

Crew	Passengers	Impact Dam	Structure	Armour	Firewall	BTS	Maintenance

Hard Points

Qualities	Weapons and Gear

Gear

Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			

Dossier

Faction

Heritage

Residence

Social Status

Earnings Rating

Assets

Cash Flow

Shortfalls

Age

Debts

Handler

Name

Faction Goal

Contact Protocol

Traits

Ontogeny

Birth Host Type

Birth Host Attribute Adjustments

AGI AWA BWN COO INT PER WIL

Birth Faction

Heritage

Homeworld

Birth Social Status

Home Environment

Youth Event

Education

Adolescent Event

Careers

Career

Event

Career

Event

Career

Event

Career

Event

Loyalty Strings

Languages

Talents

Talent

Ranks Skill

Talent

Ranks Skill

Talent

Ranks Skill

Talent

Ranks Skill

Talent

Ranks Skill

Talent

Ranks Skill

Talent

Ranks Skill

Talent

Ranks Skill

Gear

Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			
Item	Val	QTY	MAINT
Qualities / Notes			

Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY
Item	Val	QTY	Item	Val	QTY

Wilderness of Mirrors

Individual / Group	Faction	Standing	Contact Method	Notes

Wilderness of Mirrors

Individual / Group	Faction	Standing	Contact Method	Notes

Player

Base Geist Attributes

Resolve

Name

AGI | AWA | BWN | COO | INT | PER | WIL

Skill	Attrib	Exp	Foc

Talents

Tasks

Priority	

Special

Resolve

Incidental Damage

Available Momentum

0

Remote

Model

AGI | AWA | BWN | COO | INT | PER | WIL

Qualities	Gear

Firewall | Resolve | Structure | Security | Morale | Armour

Combat | Movement | Social | Fortitude | Senses | Technical

Remote Weapons

Weapon	Range	Damage	Burst	Reloads
Qualities / Notes				
Weapon	Range	Damage	Burst	Reloads
Qualities / Notes				
Weapon	Range	Damage	Burst	Reloads
Qualities / Notes				

Hacking Device	Claw	Gadget	IC	Shield	Sword

Program	Type	Damage	Qualities

Remote

Model

AGI | AWA | BWN | COO | INT | PER | WIL

Qualities	Gear

Firewall | Resolve | Structure | Security | Morale | Armour

Combat | Movement | Social | Fortitude | Senses | Technical

Remote Weapons

Weapon	Range	Damage	Burst	Reloads
Qualities / Notes				
Weapon	Range	Damage	Burst	Reloads
Qualities / Notes				
Weapon	Range	Damage	Burst	Reloads
Qualities / Notes				