ECLIPSE PHASE

Character Portfolio

Mesh ID:

Concept:

Background:

Faction:

Home:

Origin:

Campaign:

Player:

+ Ego Traits

- Ego Traits

Integration (SOM x 3)

Alienation (INT x 3)

Continuity (WIL x 3)

REZ:

Motives

Reputations	Identities	Reputations	Identities

Credit & Other Assets

Psychosurgical Procedures

Disorders & Derangements

Quotes

Current Notes

Insured? y/n Policy Duration_____ d/w/m/y Reinstantiation time_____d/w/m/y

Backup Notes:

Identifications:

1_____

_____-

2_____

3_____

Notes_____

Favors Owed By/Owed To

Forks

Location

Rating

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	COG	COO	INT	REF	SAV	SOM	WIL
Base							
Bonus							
Total							

Morph Name

Morph Type

Speed Mod

Gender ID

Aptitude Max

Apparent Age

LUC	TT	IR	DUR	WT	DR	SPD	Init	DB
wil x2	luc /5	luc x2	morph	dur /5	x1.5 /x2	morph	ref+int x 2	dur / 10

+ Morph Traits

- Morph Traits

Implants

Implants

Morph Abilities

Morph Notes

Movement

	Walk	Run	Jump	Other	Other
1g					
.5 g					
x2 g					

Healing Rates

	Points	Timeframe
Damage		
Wounds		

Damage

Death Rating

Wound Threshold

Wounds -10 mod/wound

Stress

Insanity Rating

Trauma Threshold

Traumas -10 mod/trauma

Active Skills	Aptitude	Default	Base	Total		Morph1	Morph 2	Morph 3	Specialization
Animal Handling	SAV								
Beam Weapons	COO								
Blades	SOM								
Climbing	SOM								
Clubs	SOM								
Control	WIL	*							
Deception	SAV								
Demolitions	COG	*							
Disguise	INT								
Exotic Melee Weapon	SOM								
	SOM								
Exotic Ranged Weapon	COO								
	COO								
Flight	SOM								
Fray	REF								
Free Fall	REF								
Freerunning	SOM								
Gunnery	INT								
Hardware	COG								
	COG								
Impersonation	SAV								
Infiltration	COO								
Infosec	COG	*							
	COG	*							
Interfacing	COG								
	COG								
Intimidation	SAV								
Investigation	INT								
Kinesics	SAV								
Kinetic Weapons	COO								
Medicine	COG								
	COG								
Navigation	INT								
Networking	SAV								
	SAV								
	SAV								
	SAV								
Palming	COO								
Perception	INT								
Persuasion	SAV								
Pilot:	REF								
	REF								
Programming	COG	*							
	COG	*							
Protocol	SAV								
Psi Assault	WIL	*							
	WIL	*							
Psychosurgery	INT								
Research	COG								
Scrounging	INT								
Seeker Weapons	COO								
Sense	INT	*							
Spray Weapons	COO								
Swimming	SOM								
Throwing Weapons	COO								
Unarmed Combat	SOM								

Moxie:

☐☐☐☐☐☐☐☐☐☐

W a t t s - M a c L e o d

PSI Trait Level

Control		Psi Def	
Psi Assault		Full Def	
Sense			

Psi	Type	Action	Range	Dur.	Strain

Aptitude Tests

Brute Strength (SOM x 3)	
Catching (COOx2 + REF)	
Composure (WIL x 3)	
Escape (COO + SOM)	
Idea (INT or COG x 3)	
Memory (COG x 3)	

Knowledge Skills	Aptitude	Default	Base	Total		Morph 1	Morph 2	Morph 3	Specialization
Academics									
Art									
Interest									
Language									
Profession									

Lifelog

Actual Age:_____

COG
COO
INT
REF
SAV
SOM
WIL

Skills

Init
ref+int x 2

SPD
morph

LUC
wil x2

TT
luc /5

IR
luc x2

Notes

COG
COO
INT
REF
SAV
SOM
WIL

Skills

Init
ref+int x 2

SPD
morph

LUC
wil x2

TT
luc /5

IR
luc x2

Notes

Family & Relationships

Friends

Enemies

Major Contacts

COG	COO	INT	REF	SAV	SOM	WIL

As Infomorph

LUC	TT	IR	SPD	Init
wil x2	luc /5	luc x2	morph	ref+int x 2

Intruder Status

Hidden	Covert	Spotted	Locked
☐	☐	☐	☐

Related Skills

InfoSec		Programming					
Interfacing		Research					

Accounts:

Hardware:

Software:

Software:

Gear Carried

Properties

Vehicles/Bots Capacity Handling Move Velocity Durability WT

Ranged Weapons

	Base Skill	Point Blank	Short Range	Medium Range	Long Range	Extreme Range
		+10	-	-10	-20	-30

Ammo	Modes	DV	AP	Notes

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Ammo	Modes	DV	AP	Notes

Defense

Melee (Fray)	Ranged (Fray/2)

Full Defense (+30 mod)

Melee	Ranged

Melee Weapons

	Skill	+DB	DV	AP
Unarmed				

Armor

Energy	Kinetic

Notes

Other Skills

Other Skills	Aptitude	Default	Base	Total		Morph 1	Morph 2	Morph 3	Specialization