

PLAYER

ECLIPSE PHASE CHARACTER SHEET

CHARACTER

BACKGROUND

Faction

Morph

Gender Identity

Actual Age

Current Moxie Points

Rez Points

Motivations

Armor

ENERGY | KINETIC

Melee Weapon

WEAPON | SKILL | AP | DV | NOTES

Ranged Weapon

WEAPON | SKILL | AP | DV | MODES | AMMO | RANGE | NOTES

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				
Pilot	REF				

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base							
Morph Bonus							
Total							

STATS

	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD	DB

WIL x 2 | FROM MORPH | (INT + REF) x 2
 LUC ÷ 5 | LUC x 2 | DUR + 5 | Biomorphs: DUR x 1.5 Synthmorphs: DUR x 2 | DUR ÷ 10

DAMAGE & STRESS

DAMAGE	WOUNDS	STRESS	TRAUMA

PRIMARY EQUIPMENT

ACTIVE SKILLS	LINKED APTITUDE	BASE	MORPH BONUS	TOTAL	SPECIALIZATION / OTHER BONUS
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				

PLAYER

CHARACTER

ECLIPSE PHASE CHARACTER SHEET

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

MUSE STATS

	COG	COO	INT	REF	SAV	SOM	WIL
Aptitudes							
Skills & Notes							

WIL x 2

TT	LUC	IR
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LUC + 5 LUC x 2

Positive & Negative Traits

Psi Sleights

ID Notes

Backup Notes

Gear

CHARACTER

Morph Type

Sex/Visible Gender

Visible Age

Description

ECLIPSE PHASE MORPH SHEET

APTITUDE BONUSES

	COG	COO	INT	REF	SAV	SOM	WIL
Morph Bonus							

Positive & Negative Traits / Advantages & Disadvantages

APTITUDE MAX SPEED MOD MOVEMENT RATE / MOBILITY SYSTEM

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DURABILITY

WOUND THRESHOLD

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Implants / Enhancements / Customizations
