

TRINITY CONTINUUM

APEX

Name: _____ Player: _____

Concept: _____ Template: *Nova* XP: _____

SKILLS		TRICKS / SPECIALTIES	
<input type="checkbox"/> Aim: ○○○○○○	<input type="checkbox"/> Integrity: ○○○○○○		
<input type="checkbox"/> Athletics: ○○○○○○	<input type="checkbox"/> Larceny: ○○○○○○		
<input type="checkbox"/> Close Combat: ○○○○○○	<input type="checkbox"/> Medicine: ○○○○○○		
<input type="checkbox"/> Command: ○○○○○○	<input type="checkbox"/> Persuasion: ○○○○○○		
<input type="checkbox"/> Culture: ○○○○○○	<input type="checkbox"/> Pilot: ○○○○○○		
<input type="checkbox"/> Empathy: ○○○○○○	<input type="checkbox"/> Science: ○○○○○○		
<input type="checkbox"/> Enigmas: ○○○○○○	<input type="checkbox"/> Survival: ○○○○○○		
<input type="checkbox"/> Humanities: ○○○○○○	<input type="checkbox"/> Technology: ○○○○○○		

ATTRIBUTES			
<input type="checkbox"/> Force	Intellect ●○○○○○	Might ●○○○○○	Presence ●○○○○○
	Mega-Intellect ○○○○○○	Mega-Might ○○○○○○	Mega-Presence ○○○○○○
<input type="checkbox"/> Finesse	Cunning ●○○○○○	Dexterity ●○○○○○	Manipulation ●○○○○○
	Mega-Cunning ○○○○○○	Mega-Dexterity ○○○○○○	Mega-Manipulation ○○○○○○
<input type="checkbox"/> Resilience	Resolve ●○○○○○	Stamina ●○○○○○	Composure ●○○○○○
	Mega-Resolve ○○○○○○	Mega-Stamina ○○○○○○	Mega-Composure ○○○○○○

QUANTUM
Dots: ○○○○○○
Points: _____ □□□□ □□□□
□□□□ □□□□ □□□□
□□□□ □□□□ □□□□
□□□□ □□□□ □□□□

INITIATIVE & DEFENCE
Initiative Roll: _____
Resilience Stat: _____

TRANSCENDENCE
Dots: ○○○○○○
Flux: □□□□□□□□◇

ARMOUR			
Armour	Base	Hard	Soft
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WEAPONS					
Name	En	Rng	Dmg	Type	Tags
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

INJURY CONDITIONS	
Hard Armour: □□□□□	
<input type="checkbox"/> Bruised _____	+1
<input type="checkbox"/> Bruised _____	+1
<input type="checkbox"/> _____	
<input type="checkbox"/> _____	
<input type="checkbox"/> Injured _____	+2
<input type="checkbox"/> Injured _____	+2
<input type="checkbox"/> Maimed _____	+4
<input type="checkbox"/> Taken Out	

ASPIRATIONS
Short Term: _____
Short Term: _____
Long Term: _____

PATHS

Type: _____ ○○○○○○
 Name: _____
 Skills: _____

 Edges: _____

 Community: _____
 Access: _____

Type: _____ ○○○○○○
 Name: _____
 Skills: _____

 Edges: _____

 Community: _____
 Access: _____

Type: _____ ○○○○○○
 Name: _____
 Skills: _____

 Edges: _____

 Community: _____
 Access: _____

EDGES / MEGA-EDGES

_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○

PATH CONTACTS

_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○

QUANTUM POWERS

Name	Action	Cost	Pool	Range	Duration	Tags
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

EXTRA WEAPONS

Name	En	Rng	Dmg	Type	Tags
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

TRANSFORMATIONS

NOTES

GEAR

Name	En
_____	_____
_____	_____
_____	_____