



INFINITY

THE ROLEPLAYING GAME

NAME				
PLAYER				
FACTION		HERITAGE		
HOMEWORLD		SOCIAL STATUS		

INFINITY POINTS	REFRESH	REACTION TRACKER															
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DAMAGE BONUS				XP	
INFOWAR	PSYWAR	MELEE	RANGED	TOTAL	SPENT

DAMAGE

FIREWALL				

BREACHES				
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RESOLVE				

METANOIA				
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VIGOUR				

WOUNDS				
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HARM EFFECTS				

DEFENCES

SECURITY	MORALE	BTS

HEAD	
1-2	
RIGHT ARM	LEFT ARM
3-5	6-8
TORSO	
9-14	

RIGHT LEG	LEFT LEG
15-17	18-20

ARMOUR EQUIPPED	
QUALITIES	

ATTRIBUTES & SKILLS

AGILITY				
SKILL	SIGNATURE	EXP	FOC	TN
ACROBATICS	<input type="checkbox"/>			
CLOSE COMBAT	<input type="checkbox"/>			
STEALTH	<input type="checkbox"/>			

AWARENESS				
SKILL	SIGNATURE	EXP	FOC	TN
ANALYSIS	<input type="checkbox"/>			
EXTRAPLANETARY	<input type="checkbox"/>			
OBSERVATION	<input type="checkbox"/>			
SURVIVAL	<input type="checkbox"/>			
THIEVERY	<input type="checkbox"/>			

BRAWN				
SKILL	SIGNATURE	EXP	FOC	TN
ATHLETICS	<input type="checkbox"/>			
RESISTANCE	<input type="checkbox"/>			

COORDINATION				
SKILL	SIGNATURE	EXP	FOC	TN
BALLISTICS	<input type="checkbox"/>			
PILOT	<input type="checkbox"/>			
SPACECRAFT	<input type="checkbox"/>			

INTELLIGENCE				
SKILL	SIGNATURE	EXP	FOC	TN
EDUCATION	<input type="checkbox"/>			
HACKING	<input type="checkbox"/>			
MEDICINE	<input type="checkbox"/>			
PSYCHOLOGY	<input type="checkbox"/>			
SCIENCE	<input type="checkbox"/>			
TECH	<input type="checkbox"/>			

PERSONALITY				
SKILL	SIGNATURE	EXP	FOC	TN
ANIMAL HANDLING	<input type="checkbox"/>			
COMMAND	<input type="checkbox"/>			
LIFESTYLE	<input type="checkbox"/>			
PERSUADE	<input type="checkbox"/>			

WILLPOWER				
SKILL	SIGNATURE	EXP	FOC	TN
DISCIPLINE	<input type="checkbox"/>			

GEIST

GEIST NAME						
AGI	AWA	BRW	COO	INT	PER	WIL

DEFENCES					
FIREWALL		RESOLVE		STRUCTURE	
SECURITY		MORALE		ARMOUR	

HARMS											
BREACHES				METANOIA				FAULTS			

TRAITS							
1					4		
2					5		
3					6		

FACTION HANDLER	
IDENTITY	
FACTION	
CONTACT PROTOCOL	

COVERT OBJECTIVE	

WEAPONS				
WEAPON NAME				
RANGE	DAMAGE	BURST	SIZE	AMMO
QUALITIES				

WEAPON NAME				
RANGE	DAMAGE	BURST	SIZE	AMMO
QUALITIES				

[illegible][illegible][illegible]

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CHARACTER ADDENDUM

BACKGROUND

AGE	LANGUAGES

LIFEPATH CHARACTERISTICS

FAMILY SOCIAL STATUS	
HOME ENVIRONMENT	
YOUTH EVENT	
EDUCATION	
ADOLESCENT EVENT	
FIRST CAREER	
SECOND CAREER	
THIRD CAREER	
FOURTH CAREER	
PREVIOUS FACTIONS	

ADDITIONAL LIFEPATH NOTES / EVENTS

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ADDITIONAL INFORMATION

LIFESTYLES

NAME	RATING	MAINT

FAMILY

PARENTS	
SPOUSE	
SIBLINGS	
CHILDREN	
EXTENDED FAMILY	

FAKE IDs

NAME	RATING

PORTRAIT

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PERSONALITY

LIKES	
DISLIKES	
QUIRKS	
PHOBIAS	
CATCHPHRASES & BATTLE CRIES	

CONTACTS

NAME	NOTES

[illegible][illegible]

ADVERSARY

ADVERSARY NAME

AGI	AWA	BRW	COO	INT	PER	WIL

FIELDS OF EXPERTISE

COMBAT			MOVEMENT			SOCIAL		
FORTITUDE			SENSES			TECHNICAL		

DEFENCES

FIREWALL		RESOLVE		VIGOUR	
SECURITY		MORALE		ARMOUR	

HARMS

BREACHES						METANOIA						WOUNDS					
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ATTACK NAME

RANGE	DAMAGE	BURST	SIZE	AMMO

QUALITIES

ATTACK NAME

RANGE	DAMAGE	BURST	SIZE	AMMO

QUALITIES

ATTACK NAME

RANGE	DAMAGE	BURST	SIZE	AMMO

QUALITIES

GEAR

SPECIAL ABILITIES

DESCRIPTION

NOTES

REMOTE

REMOTE NAME

AGI	AWA	BRW	COO	INT	PER	WIL
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FIELDS OF EXPERTISE

COMBAT			MOVEMENT			SOCIAL		
FORTITUDE			SENSES			TECHNICAL		

DEFENCES

FIREWALL		RESOLVE		STRUCTURE	
SECURITY		MORALE		ARMOUR	

HARMS

BREACHES						METANOIA						FAULTS					
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ATTACK NAME

RANGE	DAMAGE	BURST	SIZE	AMMO
QUALITIES				

ATTACK NAME

RANGE	DAMAGE	BURST	SIZE	AMMO
QUALITIES				

ATTACK NAME

RANGE	DAMAGE	BURST	SIZE	AMMO
QUALITIES				

GEAR

SPECIAL ABILITIES

DESCRIPTION

NOTES

GEIST

GEIST NAME

AGI	AWA	BRW	COO	INT	PER	WIL

DEFENCES

FIREWALL		RESOLVE		STRUCTURE	
SECURITY		MORALE		ARMOUR	

HARMS

BREACHES						METANOIA						FAULTS					
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SKILL	EXP	FOC	TN	SKILL	EXP	FOC	TN

TRAITS

1		4	
2		5	
3		6	

TALENTS

NAME		SKILL		RANKS	
EFFECT					
NAME		SKILL		RANKS	
EFFECT					
NAME		SKILL		RANKS	
EFFECT					
NAME		SKILL		RANKS	
EFFECT					
NAME		SKILL		RANKS	
EFFECT					
NAME		SKILL		RANKS	
EFFECT					

AR AVATAR

ROLEPLAYING

BACKGROUND

OTHER NOTES