

ECLIPSE PHASE 2<sup>ND</sup> EDITON BETA JUNE 8 UPDATE

CHARACTER			BASE APTITUDES	BASE APT CHECK (X3)		
BACKGROUND				COGNITION		
CAREER				INTUITION		
INTEREST				REFLEXES		
FACTION				SOMANTICS		
GENDER IDENTITY				SAVVY		
ACTUAL AGE				WILLPOWER		
MOTIVATION				SHORT RECHARGE LONG RECHARGE	PER 24 HRS <input type="checkbox"/> <input type="checkbox"/> 1D6	
MOTIVATION					<input type="checkbox"/> POOLS MAX	
MOTIVATON						
LANGUAGES						
REZ POINTS		SPENT				

LUCIDITY	STRESS DAMAGE	TRAUMA THRESHOLD	CURRENT TRUAMA	INSANITY RATING	ALIENATION
					HELPLESSNESS
					THE UNKNOWN
					VIOLENCE

ACTIVE SKILLS (SPECIALIZATIONS)	LINKED APTITUDE	BASE SCORE	TRAINING	BONUS	TOTAL
ATHLETICS	SOM				
DECEIVE	SAV				
EXOTIC					
EXOTIC					
FRAY	REF (X2)				
FREEFALL	SOM				
GUNS	REF				
HARDWARE:	COG				
HARDWARE:	COG				
INFILTRATE	REF				
INFOSEC	COG				
INTERFACE	COG				
KINESICS	SAV				
MEDICINE:	COG				
MEDICINE:	COG				
MELEE	SOM				
PERSEIVE	INT (X2)				
PERSUADE	SAV				
PILOT:	REF				
PILOT:	REF				
PROGRAM	COG				
PROVOKE	SAV				
PSI	WIL				
RESEARCH	INT				
SURVIVAL	INT				

MORPH				MP COST	
MAX POOLS		CURRENT POOLS	VISIBLE AGE		VISIBLE SEX
INSIGHT			TAKE EXTRA QUICK OR COMPLEX MENTAL OR MESH ACTION (MAX 2) / ACQUIRE CLUE THROUGH INVESTIGATION RESEARCH OR ANALYSIS / AVOID INFECTION TEST ROLL		
VIGOR			GO FIRST IN INITIATIVE / TAKE EXTRA QUICK OR COMPLEX ACTION IN TURN (MAX 2) / IGNORE EFFECTS OF 1 WOUNDS FOR 24 HOURS		
MOXIE			IGNORE EFF 1 TRAUMA FOR 24 HRS / REFRESH REP NETWORK FAVOR FOR 1 PT PER FAVOR LVL / ACQUIRE CLUE BY SOC INTERACT / NEGATE PLAYER SOC GAFFE CHAR WOULDN'T		
FLEX			INTRODUCE NEW OR EXISTING NPC TO SCENE / INTRODUCE NEW ITEM TO SCENE / INTRODUCE NEW ENVIRONMENTAL FACTOR TO SCENE / INTRODUCE RELATIONSHIP TO NPC		
EGO	MORPH				
INITIATIVE			BEFORE ROLL: IGNORE ALL NEG MODS TO TEST / BEFORE ROLL: ADD +20 TO TEST / AFTER ROLL: FLIP D100 ROLL / AFTER ROLL: UPGRADE SUCCESS TO SUPERIOR (OR 1 TO 2) / AFTER ROLL: DOWNGRADE CRIT FAILURE TO REG FAILURE / ONGOING: (INSIGHT, MOXIE, VIGOR ONLY) RECEIVE +5 (1 PT) OR +10 (2 PTS) TO ALL SKILL TEST LINKED TO ONE APTITUDE FOR 24 HRS OR NEXT RECHARGE		
MOVEMENT RATE					

DURABILITY	DAMAGE	WOUNDS THRESHOLD	CURRENT WOUNDS	DEATH RATING
ARMOR		ENERGY	KINETIC	NOTES

[illegible]

[illegible]

EGO TRAINTS/ADVANTAGES/DISADVANTAGES

MUSE NAME				SKILLS		SKILLS	
COG		SOM					
INT		SAV					
REF		WIL					
NOTES							

[illegible]

