



IMMORTAL FREEDOM

**The Roleplaying Game
Character Booklet**



IMMORTAL FREEDOM

The Roleplaying Game

PLAYER NAME

PRONOUNS

CHARACTER NAME

PRONOUNS

SPECIES

CLASS

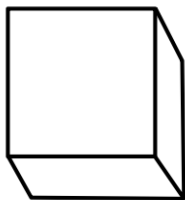
QUIRK

SPECIALISATION

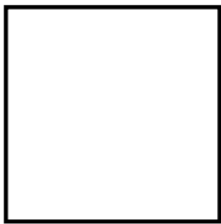
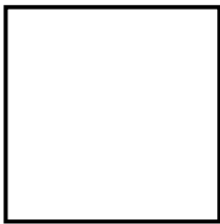
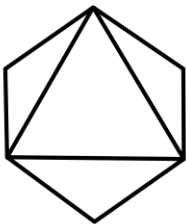
SYCOPHANT

☐

EMOTION



MAGIC



LOGIC

TECH

LEVEL

XP



MINOR INJURIES

MAJOR INJURIES

AP































- ☐ Unstable

☐ Confused

☐ Controlled

☐ Dazed

☐ Horrified

☐ Infected

☐ Inhibited

☐ Intoxicated

☐ Pacified

☐ Pinned

☐ Periodic Damage

☐ Prone

☐ Sleeping

☐ Stasis

☐ Stunned

[illegible]

MOTIVATION

Completed ☐

MOTIVATION

Completed ☐

MOTIVATION

Completed ☐



IMMORTAL FREEDOM

The Roleplaying Game

LEVEL

MODIFIER

○○

TYPE

[illegible]



GENDER IDENTITY

GENDER EXPRESSION

SEXUAL ORIENTATION

ROMANTIC ORIENTATION

AGE AND BIRTHDAY

BLOOD TYPE

ORDER AND VIRTUE ALIGNMENT

MBTI TYPE

ENNEAGRAM TYPE

TEMPERAMENT

DEADLY SIN

VICES

CELESTIAL PATRON

THEME COLOUR



HEIGHT

WEIGHT

SKIN COLOUR

EYE COLOUR

HAIR COLOUR

HAIR STYLE

FACIAL HAIR COLOUR

FACIAL HAIR STYLE

HAIR STYLE

PHSYICAL BUILD

PHYSICAL TRAITS

[illegible]

[illegible]

[illegible]

[illegible]



IMMORTAL FREEDOM

The Roleplaying Game

FEARS

FLAWS

STRENGTHS



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PRONOUNS

RELATIONSHIP STATUS

CHARACTER LOCATION

[illegible]



PRONOUNS

PRONOUNS

MAJOR DEFECTS

☐ Periodic Damage☐ Prone☐ Sleeping

□ Stasis

☐ Stunned

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VEHICLE NAME

☐ STARSHIP

☐ SHUTTLE

☐ GROUND VEHICLE

STARSHIP CLASS

HULL

SHIELDS

SHAPE

☐ DISABLED

☐ FULL PWR

ENGINES

☐ DISABLED

☐ DOWN

☐ FULL PWR

SHIELD CONTROL

☐ DISABLED

☐ DOWN

☐ FULL PWR

WEAPONS TARGETING

☐ DISABLED

☐ DOWN

☐ FULL PWR

HELM CONTROL

☐ DISABLED

☐ DOWN

☐ FULL PWR

COMMUNICATIONS

☐ DISABLED

☐ DOWN

☐ FULL PWR

SENSORS

[illegible]

EMOTION & LOGIC (1d6)

- Roll **over** your number if rolling for **Emotion**.
- Roll **under** your number if rolling for **Logic**.

MAGIC & TECH (1d8)

- Roll **over** your number if rolling for **Magic**.
- Roll **under** your number if rolling for **Tech**.

MEASURING SUCCESS

0

The roll is considered a **Failure** and the GM inflicts you with **Complications**.

1

The roll is considered a **Mixed Success** and you experience **Drawbacks**.

2

The roll is considered a **Complete Success** and you perform your intended action.

3+

The roll is considered a **Critical Success** and you get a **Boon**.

DRAWBACKS

- The **encounter** becomes more intense.
- You receive a **Minor Injury**.
- You are inflicted with a negative **status**.
- A **status** which benefits you is removed.
- You lose an **item** or **cyberware**, or it breaks and becomes unusable.
- You lose an amount of **credits**.
- You run out of **ammo** or **energy cells** for your weapon.
- You **taunt** a **target** until the end of their next **turn**.
- You worsen a **target's disposition**.

BOONS

- Inflict an additional **Injury** or **Defect** to the **targets** of an attack.
- Deal damage to an additional **target** within **range** of an attack.
- Inflict a **minor status** to the targets of an attack.
- Remove an **Injury** or a negative **status** from the **targets** of an **action**.
- Add an additional die to your **Help target's dice pool**.
- Acquire an **item**, **cyberware**, or **credits**.
- Improve a **target's disposition**.
- Gain **Intel** on a **target**.
- Gain **1 XP**.

INTEL

- Add a die to your **dice pool** whenever you interact with a relevant **target**, or
- Gain **Intuition** about a relevant **target** without paying any **XP**.

INTUITION QUESTIONS

- What happened here recently?
- Where should I go next?
- What's the most dangerous thing here?
- What's the most useful thing here?
- What have I missed?

THE DICE POOL

- | | |
|---|--|
| → A single feat or reaction | → A single skill |
| → All passives | → Any items or cyberware |
| → All statuses | → A single piece of Intel |