

Void Engineers

Name:
Player:
Chronicle:

Nature:
Demeanor:
Eidolon:

Methodology:
Amalgam:
Concept:

Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Academics _____ 00000
Art _____ 00000	Drive _____ 00000	Computer _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Cosmology _____ 00000
Awareness _____ 00000	Firearms _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Martial Arts _____ 00000	Esoterica _____ 00000
Empathy _____ 00000	Meditation _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Research _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000
_____ 00000	_____ 00000	_____ 00000

Spheres

Data _____ 00000	Forces _____ 00000	Mind _____ 00000
Dimensional Science _____ 00000	Life _____ 00000	Primal Utility _____ 00000
Entropy _____ 00000	Matter _____ 00000	Time _____ 00000

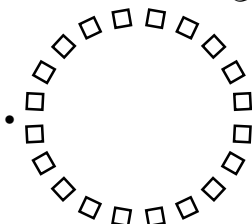
Advantages

Backgrounds	Enlightenment	Health
_____ 00000	0 0 0 0 0 0 0 0 0 0 0 0	Bruised _____ <input type="checkbox"/>
_____ 00000		Hurt _____ -1 <input type="checkbox"/>
_____ 00000	Willpower	Injured _____ -1 <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0 0 0	Wounded _____ -2 <input type="checkbox"/>
_____ 00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mauled _____ -2 <input type="checkbox"/>
_____ 00000		Crippled _____ -5 <input type="checkbox"/>

Other Traits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Primal Energy



Paradox

Experience

Void Engineers

Other Traits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Procedures

Apparatus

Devices

Name: _____
 Description: _____

Name: _____
 Description: _____

Name: _____
 Description: _____

Merits & Flaws

Merit	Cost	Flaw	Bonus
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

History

Goals/Destiny

Description

Age: _____ Hair: _____
 Apparent Age: _____ Eyes: _____
 Sex: _____ Height: _____
 Ethnicity: _____ Weight: _____

Gear & Equipment

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____