



TECHNOCRACY



NAME:
PLAYER:
CHRONICLE:

EIDOLON:
VIRTUE:
VICE:

CONVENTION:
METHODOLOGY:
CONCEPT:

ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FINESSE	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

SKILLS

OTHER TRAITS

MENTAL

(-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

PHYSICAL

(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

SOCIAL

(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

SPHERES

Correspondence _____ 00000
 Dimensional Science _____ 00000
 Entropy _____ 00000
 Forces _____ 00000
 Life _____ 00000
 Matter _____ 00000
 Mind _____ 00000
 Prime _____ 00000
 Time _____ 00000

MERITS

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

FLAWS

NITIBUS

HEALTH

000000000000
 □□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

ENLIGHTENMENT

0000000000

PRIMAL ENERGY

□□□□□□□□□□
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PARADOX

□□□□□□□□□□
 □□□□□□□□□□

WISDOM

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

Size: _____ Armor: _____
 Speed: _____ Defense: _____
 Initiative Mod: _____



TECHNOCRACY



PROCEDURES

PREFERRED EFFECTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

DEVICES

NAME	LEVEL	ARETE	QUINTESSENCE	APPEARANCE

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

_____	_____
_____	_____
_____	_____

APPARATI

STYLE

_____	_____
_____	_____
_____	_____

EXPERIENCE

TOTAL

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SPENT