

VOID ENGINEERS

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEITY/ANOR:
METHODOLOGY:

EIDOLON:
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	Drive _____ 00000	Academics _____ 00000
Athletics _____ 00000	Energy Weapons _____ 00000	Computer _____ 00000
Awareness _____ 00000	Etiquette _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Firearms _____ 00000	Finance _____ 00000
Dodge _____ 00000	Hypertech _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Research _____ 00000	Linguistics _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Medicine _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Occult _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000

SPHERES

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

ADVANTAGES

BACKGROUNDS	ENLIGHTENMENT	HEALTH
_____ 00000	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	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"/>	Mauled _____ -2 <input type="checkbox"/>
		Crippled _____ -5 <input type="checkbox"/>
		Incapacitated _____ <input type="checkbox"/>

MERITS & FLAWS

MERIT	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
FLAW	BONUS
_____	_____
_____	_____
_____	_____
_____	_____

PRITIAL ENERGY



RESONANCE

Dynamic _____	00000
Entropic _____	00000
Static _____	00000

EXPERIENCE