

N.W.O.

NAME:
PLAYER:
CHRONICLE:

NATURE:
EIDOLON:
DEITYANOR:

METHODOLOGY:
CONCEPT:
ANTALGATI:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

SOCIAL

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

MENTAL

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

SKILLS

Drive _____ 00000
Energy Weapons _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Hypertech _____ 00000
Melee _____ 00000
Research _____ 00000
Stealth _____ 00000
Survival _____ 00000
Technology _____ 00000

KNOWLEDGES

Academics _____ 00000
Computer _____ 00000
Enigmas _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Science _____ 00000

SPHERES

Data _____ 00000
Dimensional Science _____ 00000
Entropy _____ 00000

Forces _____ 00000
Life _____ 00000
Matter _____ 00000

Mind _____ 00000
Prime _____ 00000
Time _____ 00000

ADVANTAGES

BACKGROUNDS

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

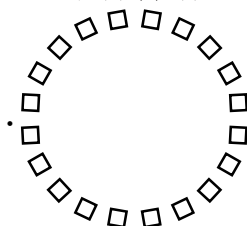
ENLIGHTENMENT

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

PRITIAL ENERGY



PARADOX

HEALTH

Bruised _____ □
Hurt -1 _____ □
Injured -1 _____ □
Wounded -2 _____ □
Mauled -2 _____ □
Crippled -5 _____ □
Incapacitated _____ □

OTHER TRAITS

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

RESONANCE

Dynamic _____ 00000
Entropic _____ 00000
Static _____ 00000

EXPERIENCE

N.W.O.

OTHER TRAITS

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

PROCEDURES

DEVICES

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

MERITS & FLAWS

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

HISTORY

GOALS/DESTINY

DESCRIPTION

AGE: _____ HAIR: _____
APPARENT AGE: _____ EYES: _____
SEX: _____ HEIGHT: _____
RACE: _____ WEIGHT: _____

GEAR & EQUIPMENT

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____