

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

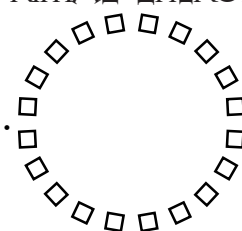
ABILITIES

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"/>
_____ 00000		Crippled _____ -5 <input type="checkbox"/>
	PRITIAL ENERGY	Incapacitated _____ <input type="checkbox"/>
OTHER TRAITS		RESONANCE
_____ 00000		Dynamic _____ 00000
_____ 00000		Entropic _____ 00000
_____ 00000		Static _____ 00000
_____ 00000		EXPERIENCE
_____ 00000	PARADOX	<div style="border: 1px solid black; width: 100px; height: 20px; margin: 0 auto;"></div>



OTHER TRAITS

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PROCEDURES

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DEVICES

NAME:
DESCRIPTION:

NAME:
DESCRIPTION:

NAME:
DESCRIPTION:

NAME:
DESCRIPTION:

MERITS & FLAWS

Table with columns: MERIT, COST, FLAW, BONUS

HISTORY

Blank lines for history

GOALS/DESTINY

Blank lines for goals/destiny

DESCRIPTION

Blank lines for description

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

GEAR & EQUIPMENT

Blank lines for gear & equipment

COMBAT

Table with columns: WEAPON/ATTACK, DIFF., DAMAGE, RANGE, RATE, CLIP