

# 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

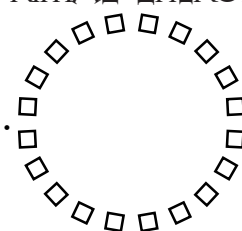
## ABILITIES

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		<div style="border: 1px solid black; width: 100px; height: 20px; margin: 0 auto;"></div>
_____ 00000	PARADOX	



# MERITS & FLAWS

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

# OTHER TRAITS

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

# PROCEDURES

## DEVICES

## PREFERRED EFFECTS

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

## ARTIFOR

CLASS: \_\_\_\_\_  
 RATING: \_\_\_\_\_  
 PENALTY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## EXPANDED BACKGROUNDS

ALLIES

---

---

---

CONTACTS

---

---

---

ENHANCEMENT

---

---

---

INFLUENCE

---

---

---

LIBRARY

---

---

---

LABORATORY

---

---

---

NODE(S)

---

---

---

PATRON

---

---

---

RESOURCES

---

---

---

OTHER( \_\_\_\_\_ )

---

---

---

## POSSESSIONS

GEAR(CARRIED)

---

---

---

---

EQUIPMENT(OWNED)

---

---

---

---

APPARITI

---

---

---

---

SECRET WEAPON

---

---

---

STYLE

---

---

---

## CONSTRUCT

LOCATION

---

---

---

DESCRIPTION

---

---

---

# Void Engineers

## HISTORY

---



---



---



---

## GOALS/DESTINY

---



---

SEEKINGS: \_\_\_\_\_

QUIETS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## DESCRIPTION

AGE: \_\_\_\_\_

\_\_\_\_\_

APPARENT AGE: \_\_\_\_\_

\_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_

\_\_\_\_\_

AGE OF EMPowerMENT: \_\_\_\_\_

\_\_\_\_\_

HAIR: \_\_\_\_\_

\_\_\_\_\_

EYES: \_\_\_\_\_

\_\_\_\_\_

RACE: \_\_\_\_\_

\_\_\_\_\_

NATIONALITY: \_\_\_\_\_

APPEARANCE/NATURE OF EIDOLON: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

\_\_\_\_\_

WEIGHT: \_\_\_\_\_

\_\_\_\_\_

SEX: \_\_\_\_\_

\_\_\_\_\_

## VISUALS

ATIALGATI CHART

CHARACTER SKETCH

