

Templar Knights

Name:
Player:
Chronicle:

Nature:
Demeanor:
Essence:

Faction:
Cabal:
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	Crafts	_____00000	Academics	_____00000
Art	_____00000	Drive	_____00000	Computer	_____00000
Athletics	_____00000	Etiquette	_____00000	Cosmology	_____00000
Awareness	_____00000	Firearms	_____00000	Enigmas	_____00000
Brawl	_____00000	Martial Arts	_____00000	Esoterica	_____00000
Empathy	_____00000	Meditation	_____00000	Investigation	_____00000
Expression	_____00000	Melee	_____00000	Law	_____00000
Intimidation	_____00000	Research	_____00000	Medicine	_____00000
Leadership	_____00000	Stealth	_____00000	Occult	_____00000
Streetwise	_____00000	Survival	_____00000	Politics	_____00000
Subterfuge	_____00000	Technology	_____00000	Science	_____00000
_____	_____00000	_____	_____00000	_____	_____00000

Spheres

Correspondence	_____00000	Life	_____00000	Prime	_____00000
Entropy	_____00000	Matter	_____00000	Spirit	_____00000
Forces	_____00000	Mind	_____00000	Time	_____00000

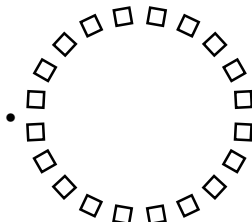
Advantages

Backgrounds		Areté		Health	
_____	_____00000	_____	0 0 0 0 0 0 0 0 0 0	Bruised	_____ <input type="checkbox"/>
_____	_____00000	_____	_____	Hurt	-1 _____ <input type="checkbox"/>
_____	_____00000	_____	_____	Injured	-1 _____ <input type="checkbox"/>
_____	_____00000	_____	_____	Wounded	-2 _____ <input type="checkbox"/>
_____	_____00000	_____	_____	Mauled	-2 _____ <input type="checkbox"/>
_____	_____00000	_____	_____	Crippled	-5 _____ <input type="checkbox"/>
_____	_____00000	_____	_____	Incapacitated	_____ <input type="checkbox"/>

Other Traits

_____00000
 _____00000
 _____00000
 _____00000
 _____00000
 _____00000

Quintessence



Paradox

Experience