

THE SUN-WALKING KNIGHTS

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

CLAN:
BLOODLINE:
TITLE:

ATTRIBUTES

power
finesse
resistance

INTELLIGENCE 00000
WITS 00000
RESOLVE 00000

STRENGTH 00000
DEXTERITY 00000
STAMINA 00000

PRESENCE 00000
MANIPULATION 00000
COMPOSURE 00000

SKILLS

MENTAL

(-3 unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

PHYSICAL

(-1 unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

SOCIAL

(-1 unskilled)

Animal Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

OTHER TRAITS

DISCIPLINES

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

MERITS

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

BONUS

WEAKNESS

HEALTH

00000000000000
□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

BLOOD POTENCY

000000000000

VITAE

□□□□□□□□□□
□□□□□□□□□□

HUMANITY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Humanity = 7 • Vitae = d10 roll

THE SUN-WALKING KNIGHTS

OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

DEVOTIONS

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____

Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____

Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____

Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

RITUALS

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

THE SUN-WALKING KNIGHTS

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC

VINCULUM

Bound To

Stage

Bound To

Stage

HAVEN

LOCATION

DESCRIPTION

THE SUN-WALKING KNIGHTS

HISTORY

GOALS

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.P: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

COTERIE CHART

CHARACTER SKETCH

