

# Macellarius

Name:

Virtue:

Covenant:

Player:

Vice:

Title:

Chronicle:

Concept:

Sex:

## Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

## Skills

## Other Traits

### Mental

(-3 Unskilled)

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

### Disciplines

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

### Health

000000000000
□□□□□□□□□□

### Willpower

0000000000
□□□□□□□□□□

### Blood Potency

0000000000
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### Vitae

□□□□□□□□□□
□□□□□□□□□□

Vitae Per Turn: \_\_\_\_\_

### Physical

(-1 Unskilled)

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

### Merits

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

### Humanity

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

### Social

(-1 Unskilled)

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

### Flaws

_____
_____
_____

### Weakness

Suffer a -2 penalty to Humanity rolls to avoid acquiring derangements after a failed degeneration roll. Their flesh swells and distends as the dead fat within the body multiplies painfully. Thus, in all dice pools involving Dexterity, the 10 again rule does not apply and 1's cancel successes.

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

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## Other Traits

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

## Devotions

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____
_____ 00000	_____ 00000
_____ 00000	_____ 00000

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

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____
_____ 00000	_____ 00000
_____ 00000	_____ 00000

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

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____
_____ 00000	_____ 00000
_____ 00000	_____ 00000

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

## Rituals

<i>Name</i>	<i>Level</i>	<i>Name</i>	<i>Level</i>
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

### Armor

Rating: \_\_\_\_\_  
 Strength: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

#### Experience Chart:

Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Clan/Bloodline Discipline: New dots x5 • Theban Sorcery or Crúac Ritual: Ritual level x2  
 Other Discipline/Coils of the Dragon: New dots x7 • Merit: New dots x2 • Blood Potency: New dots x8 • Humanity: New dots x3 • Willpower: 8 xp

# Macellarius

## Expanded Merits

Allies

Resources

Contacts

Retainers

Herd

Status

Mentor

Other (\_\_\_\_\_)

## Possessions

Gear (Carried)

Equipment (Owned)

Vehicles

Misc.

## Vinculum

Bound To

Stage

Bound To

Stage

Location

Haven  
Description

