

HECATA

NAME:
CHRONICLE:
FACTION:

TITLE:
GENERATION:

PREDATOR TYPE:
COMPULSION:

ATTRIBUTES

(Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1)

PHYSICAL

Strength OOOOO
Dexterity OOOOO
Stamina OOOOO

SOCIAL

Charisma OOOOO
Manipulation OOOOO
Composure OOOOO

MENTAL

Intelligence OOOOO
Wits OOOOO
Resolve OOOOO

SKILLS

(Take three Skills at 3; five Skills at 2; and seven Skills at 1)

Athletics OOOOO
Brawl OOOOO
Craft OOOOO
Drive OOOOO
Firearms OOOOO
Larceny OOOOO
Melee OOOOO
Stealth OOOOO
Survival OOOOO

Animal Ken OOOOO
Etiquette OOOOO
Insight OOOOO
Intimidation OOOOO
Leadership OOOOO
Performance OOOOO
Persuasion OOOOO
Streetwise OOOOO
Subterfuge OOOOO

Academics OOOOO
Awareness OOOOO
Finance OOOOO
Investigation OOOOO
Medicine OOOOO
Occult OOOOO
Politics OOOOO
Science OOOOO
Technology OOOOO

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

Severity: _____

DISCIPLINES

(One In-Clan Discipline at 2, one In-Clan Discipline at 1, and one In-Clan or Out-of-Clan Discipline at 1)

_____ OOOOO

1 _____
2 _____
3 _____
4 _____
5 _____

_____ OOOOO

1 _____
2 _____
3 _____
4 _____
5 _____

_____ OOOOO

1 _____
2 _____
3 _____
4 _____
5 _____

_____ OOOOO

1 _____
2 _____
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_____ OOOOO

1 _____
2 _____
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_____ OOOOO

1 _____
2 _____
3 _____
4 _____
5 _____

HEALTH

(Stamina +3)

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WILLPOWER

(Resolve + Composure)

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HUMANITY

(Starts at 7)

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HUNGER

□□□□

BLOOD POTENCY

O O O O O O O O O O

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Hunting: _____

Resonance: _____ Initiative: _____

(Composure + Awareness)

HECATA

OTHER TRAITS

BACKGROUNDS

____ 000
 ____ 000
 ____ 000
 ____ 000
 ____ 000
 ____ 000
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ADVANTAGES / DISADVANTAGES

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 ____ 000
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HUNGER

- 0: Immune to non supernaturally induced frenzy.
- 1: Must drain mortal to Slake to zero hunger.
- 2: _____
- 3: Bestial Failures.
- 4: Messy Criticals
- 5: Involuntary Rouse check causes Hunger Frenzy check.
 Difficulty = 4 + # of involuntary Rouse Checks.

MERITS

____ 00000
 ____ 00000
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FLAWS

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CITY STATUS

MONIKER

ACCEPTANCE

- 1: _____
- 2: _____
- 3: _____
- 4: _____
- 5: _____

RITUALS & CEREMONIES

- Blinded:** No line of sight, phys pools -5
- Distracted/Staggered:** Lose Simple Action
- Frightened:** Must move away from cause
- Grappled:** Speed is 0 until resolved
- Helpless:** Cannot attacked or defend
- Impaired:** -2 to all pools
- Prone:** -2 defend vs. brawl/melee, +3 defense vs. range, speed is 1 step per action
- Weakened:** -1 to physical offensive pools

BIOGRAPHY

True Age: _____ Apparent Age: _____ Date of Birth: _____ Date of Death: _____
 Appearance: _____

History: _____

OTHER NOTES

EXPERIENCE

Total: _____
 Spent: _____