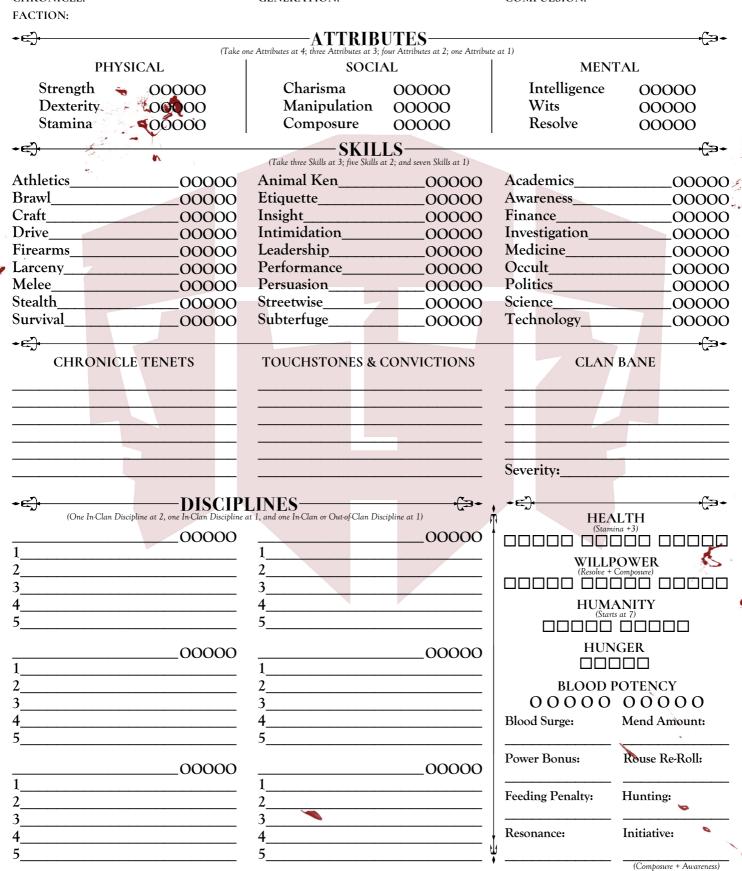
## HECATA

NAME: CHRONICLE: TITLE: GENERATION: PREDATOR TYPE: COMPULSION:



## HE CATA

◆ <del>€}·</del> OTHER	RTRAITS———————————	· + <del>E)</del>
BACKGROUNDS	ADVANTAGES / DISADVANTAGES	HUNGER 🗆 🗆 🗆
000	000	0: Immune to non supernaturally
000	000	induced frenzy.
000	000	1: Must drain mortal to Slake to
000	000	zero hunger.
000	000	2:
000	000	3: Bestial Failures.
000	000	4: Messy Criticals
000	000	5: Involuntary Rouse check causes
000	000	Hunger Frenzy check.
000	000	Difficulty = 4 + # of involuntary
000	000	Rouse Checks.
000	000	(j-
MERITS	FLAWS	CITY STATUS 🗆 🗆 🗆
00000	00000	MONIKER ACCEPTANCE
00000	00000	1:
00000	00000	2:
00000	00000	3:
00000	00000	4:
00000	00000	5:
00000	00000	-=
00000	00000	2
00000	00000	Blinded: No line of sight, phys pools -5
00000	00000	Distracted/Staggered: Lose Simple Action
00000	00000	Frightened: Must move away from cause
00000	00000	Grappled: Speed is 0 until resolved Helpless: Cannot attacked or defend
-ETUALS &	CEREMONIES————————————————————————————————————	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
		→ COTHER NOTES — C→
	RAPHY—————	
True Age: Apparent Age: De	ate of Birth: Date of Death:	
Appearance:		
History:		
		- <del>C</del> EXPERIENCE— <del>C</del>
		Total:
		14
		Spent: