HEXINGTIDE

NAME:

XP Avail.: | **XP Spent:**

INHUMANITY: ○ d6 ⬡ | ○ d8 ⬡ | ○ d10 ◈ | ○ d12 ⬠ | **LEVEL:**

POWERS
INHUMANITY Die + Relevant POWER + Optional PORTENT Pts. ≥ 6

Bonus	Name / Short Description *and* Category	XP
+		
+		
+		
+		
+		

PORTENTS
INHUMANITY Die + Targeted PORTENT ≤ 6

Current / Max	Name / Short Description	XP
/		
/		
/		
/		
/		

PACTS
INVOKE: Reduce a Portent to 1 | SACRIFICE: Gain a Condition

Used	Name / Short Description *and* Category	XP
○		
○		
○		
○		
○		

PERSONAL ARC
Track XP Progress at the end of every session

Theme *or* Motif: | **Arc XP Length:** | **Progress:**

XP Trigger(s):

○ **Climax:**

PORTRAIT *or* DESCRIPTION

COTERIE (Challenge)

Type:

Strong Vs.

Weak Vs.

Suseptible Conditions:

CLAMORS (Exposure)

Weak vs.

COMPULSIONS (Investigation)

Strong vs.

Theme or Motif:

Starting XP:

Arc XP Length:

Summary:

How the XP was Spent:

Theme or Motif:

Starting XP:

Arc XP Length:

Summary:

How the XP was Spent:

Theme or Motif:

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