Earl "Thorne" Bratovich

Overview

Overview



“I was wondering what would break first — your spirit…or your body.”
- Bane, The Dark Knight Rises.

A hulking individual of muscle and reserved menace. At 7' 7" and 350 lbs., he is a walking mountain. Having a nearly complete disregard for humans, seeing them as little more that cattle to experiment on, he delights at instilling abject terror in his prey.

Basics

Basics

Name
Earl "Thorne" Bratovich
Player
Otaku
Chronicle

Baltimore After Dark
Nature
Monster (Terrifying)
Demeanor
Soldier
Concept
Monstrous Redneck
Clan
Tzimisce
Generation
12th
Sire
Unknown

Attributes

Attributes

Physical
p
Strength
Vicious
11110
Dexterity
Lightning Reflexes
11110
Stamina
Enduring
11110
Social
t
Charisma

10000
Manipulation
Imposing
11111
Appearance

10000

Mental
s
Perception

11000
Intelligence
 Strategic
11111
Wits

11000

Abilities

Abilities

Talents
p
Alertness

11000
Athletics

11100
Awareness

00000
Brawl
 Pankration
11110
Empathy

00000
Expression

00000
Intimidation

11100
Leadership

00000
Streetwise

10000
Subterfuge

11000

00000
Skills
t
Animal Ken

10000
Crafts

00000
Drive

10000
Etiquette

00000
Firearms

00000
Larceny

00000
Melee
Body Weaponry
11110
Performance

00000
Stealth

11000
Survival

11000

00000
Knowledge
s
Academics
Philosophy
10000
Computers

00000
Finance

00000
Investigation

00000
Law

00000
Medicine
Body Crafts
11110
Occult
Noddist Lore
11110
Politics

00000
Science

00000
Technology

11000
Expert: Sabbat Lore

11100

Advantages

Advantages

Disciplines
Animalism*

10000
Fortitude*

11000
Vicissitude*

11111
Potence

11000
Obfuscate

11110

Celerity

10000
Auspex

11100
Backgrounds
Generation

10000
Domain

11000
Retainer

11000
Retainer

11000
Status (Templar)

11100
Sabbat Rituals

11000
Virtues
~~Conscience~~/Conviction

11100
~~Self-Control~~/Instinct

11000
Courage

11111

Humanity/Path
11111 00000
Path
Metamorphosis
Bearing
Inhumanity
Willpower
11111 11100
00000 00000
Blood Pool
00000 00000
01111 11111
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Pain Tolerance
Clan
2
Revenant Disciplines (Bratovich)
Clan
3

Promethean Clay
Clan
5
Huge Size
Physical
4
Bruiser
Physical
1
Rep
Social
0 (1)
Flaw
Type
Bonus
Revenant Weakness (Bratovich)
Clan
-3
Touch of Frost
Supernatural
-1
Beacon of the Unholy
Supernatural
-2
Cast no Reflection
Supernatural
-1

Rituals & Paths

Rituals & Paths

Ritual
Level

The Vaulderie
Auctoritas
Creation Rites
Auctoritas
Games of Instinct
Auctoritas
Sermons of Caine
Auctoritas

Contrition Ritus
Ignoblis
Acceptance Ritus
Ignoblis
Path

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Experience & Derangements

Experience

Total

236
Spent
220
Notes
Freebie Points: 15 (+7 from Flaws)
Starting Experience: 236 (Ancilla)
- Fortitude 2 = 5
- Vicissitude 4 = 15
- Vicissitude 5 = 20
- Potence 1 = 10
- Potence 2 = 7
- Obfuscate 1 = 10
- Obfuscate 2 = 7
- Dexterity 4 = 12
- Animalism 1 = 10
- Animal Ken 1 = 3
- Obfuscate 3 = 14
- Obfuscate 4 = 21
- Flaying Touch (Combo Power) = 12
- Willpower 7 = 6
- Willpower 8 = 7
- Stealth 2 = 2
- Survival 2 = 2
- Celerity 1 = 10
- Sabbat Rituals 1 = 3
- Sabbat Rituals 2 = 2
- Occult 4 = 6 (Free specialty: Noddist Lore)
- Auspex 1 = 10
- Auspex 2 = 7
- Technology 1 = 3
- Technology 2 = 2
- Auspex 3 = 14

Unspent Experience: 16
Awarded:
- Status (Templar) 3
- Rep

Combination disciplines

Flaying Touch (Potence 2, Vicissitude 2)

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers
 Two Bratovich Hellhounds (Named: Gator & Dixie)
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 A bone machete made from his his own femur, and stored in a flesh crafted pocket on his back.
A Zippo Lighter.
Feeding Grounds
 Trailor parks and the homeless
Havens

An old, run down, but still populated Trailor park
Equipment (Owned)

Vehicles
1987 Ford F-Series Ranger Bigfoot Cruiser Pickup Truck, the body if not maintained with dints, scratches and rust spots.
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating
Vinculum to Viorel (to Thorne 0 due to unbondable)
6
Vinculum to Nancy (to Thorne 8)
10
Vinculum to Donovan (to Thorne 1)
4
Vinculum to Max (to Thorne 8)
6
Vinculum to Mars (to Thorne 5)
2
Bound To
Rating
Vinculum to Rachael (to Thorne 7)
6
Vinculum to Mickey (to Thorne 1)
1
Vinculum to Brigid (to Thorne 10)
5

Description

Description

Age
242
Apparent Age
Mid-30s
D.O.B.
November 6th, 1782
R.I.P.
1846
Hair
Bald
Eyes
Dark
Race
Caucasian
Nationality
American (Appalachian)
Height
7' 7"
Build
Powerfully Imposing
Gender
Male
Face Claim
Jason Vorhees

Bratovich Hellhounds:

Gator

-A large, muscular Doberman-

Attributes: Strength 4, Dexterity 3, Stamina 4, Perception 3, Intelligence 2, Wits 3
Abilities: Alertness 3, Athletics 3, Awareness 3, Brawl 4, Empathy 2, Intimidation 4, Survival (Tracking) 4
Disciplines: Potence 1, Celerity 1
Willpower: 3, **Blood Pool:** 3
Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated
Armour Rating: 0 (4 Dice Soak, total)
Attack: Bite (Str+1 Aggravated), Claw (Str, Bashing)
Vicissitude Mods: Vicious Maw (Bite does Aggravated damage)

Dixie

-A Mastiff who has been breed and crafted to a hulking size-

Attributes: Strength 3, Dexterity 3, Stamina 5, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 3, Athletics 3, Awareness 3, Brawl 4, Empathy 2, Intimidation 4, Survival (Tracking) 4
Disciplines: Potence 1, Fortitude 1
Willpower: 3, **Blood Pool:** 3
Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated
Armour Rating: 2 (8 Dice Soak, 3 Dice Soak vs Aggravated)
Attack: Bite (Str+1 Lethal), Claw (Str, Bashing)
Vicissitude Mods: Armored Hide (Armour Rating of 2)

History

History

Secluded deep within an old forest that would be known in the modern nights as the Monongahela National Forest of the Appalachian Mountains, West Virginia, stood the Bratovich Homestead. The family had chosen to leave their ancestral homes in Europe due to prejudice and financial hardship, they'd crossed the Atlantic to the new world and settled there during the 1700s.

In 1782, during the tail end of the Revolutionary War, Earl's birth was a cursed affair. Whether due to the Revenant family's supernatural practices or inbreeding, the infant's birth bore many complications as the baby was malformed and ghoulishly strong. To save his mother's life the family had to use their Vicissitude arts to extract the child from his mother or they both would have perished. As he grew with his deformities, Earl's childhood was marred with more than his fair share of hardships. The family refused to use their crafts to fix the boy's body, whether out of cruelty or wanting to see the child strive to overcome their weaknesses, who can say. Although Earl's body was twisted and misshapen, he bore a sharp mind and as he grew, he observed his environment and learnt all he could. By the age of twelve he had picked up the rudimentary understanding of Flesh Crafting, beginning his first steps upon a road that would do more than just fix his body.

Through his adolescence, the family witnessed Earl shift from a hapless, deformed wretch of a person to a young man of surprising stature. At 18 years old, the young man stood six foot, seven inches and was nearly 250 pounds, Earl had more than adapted, his body was like clay to his will. The young Bratovich was gaining favor within the family, and over time he joined the family's hunting parties, not just to hunt game to feed them, but also to hunt and push back the werewolves that stalked the Appalachians. Since the family settled those mountains, the Bratovich and the local Garou packs had developed a deep bitter enmity. Likely due to the supernatural nature of both factions, the nearby Cherokee tribes thankfully stayed away from their conflicts. This did not help much as over the following years Earl ranged further afield from the homestead, hunting for more and more material for his foul Flesh Crafting experiments. He did not care where the flesh came from, it was all 'Meat' to him, animals, newly proclaimed Americans or natives, they were all the same in his eyes, but he did particularly prize Garou flesh.

The years went by and in 1846, at the age of 64, Earl had sculpted his physique to the hulking size of 7’ 7” and 350 lbs. and having now hunted the Garou for decades he had proven how much he was a thorn in their sides, earning the man his nickname. But during this time a shadow from the family’s past patiently observed him. In the Americas the Bratovich had the chance to reestablish themselves, and after a while they reconnected and renewed their ties with their supernatural origins, the Kindred of Clan Tzimisce. One if them had heard of Earl and his proclivities, particularly his new interest in causing terror, reveling at instilling fear in those he preys upon. In Thorne’s minds he never truly viewed himself as human, this piqued the interest of a visiting Tzimisce, who chose to gift Thorne with the Curse of Caine and Embraced him. Thorne only recalls encountering a pool of blood that moved before he passed out, rising hours later as Kindred. Left and abandoned by his Sire, Thorne was helped by his family, who praised him for receiving such an honor.

During the American Civil War, a number of Bratovich family members were conscripted into the Union Army, war offered Thorne new opportunities and although he didn’t enlist, he found nearby battlefields to be too tantalizing an occasion to test his menagerie of Flesh Crafted Abominations. A few camping stories arose from Thorne’s homemade horrors causing chaos or stalking troop encampments in the night. By the time the US introduced the Draft in the early 20th century, most of the Bratovich family that still remained on their homestead didn’t appear on any census, so were never called up to fight in either world wars. But it was during this time that Thorne was actively recruited into the wider activities of the Sabbat. He was requested to help with Sabbat actions in Detroit where he not just helped but proved to be such a monster amongst both Kindred and Kine, that he was awarded the title of Templar by the Archbishop, then politely asked to leave.

With the advent of technology and the invention of films, during the mid to late 20th century, Thorne found a genuine interest in Horror movies, in particular, Slasher, Gore and Body Horror genres. Seeing how these forms of media had worked their way into the zeitgeist, Thorne went as far as to fashion a mask he Bone Crafted to his own skull, and fanged mouths in his palms to still be able to feed, all to better incite fear.

Since the ‘40s, Thorne has served the Sabbat where needed, a tool to be used when conventional methods fail. Recently the Sabbat hierarchy of the East Coast have grown tired of the loss of Baltimore, some ten years prior. And with Archbishop Warin of DC not having done anything of worth in trying to retake Baltimore, the diocese has sent Thorne in to stir the proverbial pot.

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