Order of Hermes

Name:	Nature:	Faction:
Player:	Demeanor:	Cabal:
Chronicle:	Essence:	Concept:

Attributes

Physical

Strength ●OOOO
Dexterity ●OOOO
Stamina ●OOOO

Social

Charisma ●OOOO
Manipulation ●OOOO
Appearance ●OOOO

Mental

Perception ●OOOO
Intelligence ●OOOO
Wits ●OOOO

Abilities

Talents

Alertness OOOOO
Art OOOOO
Athletics OOOOO
Awareness OOOOO
Brawl OOOOO
Empathy OOOOO
Expression OOOOO
Intimidation OOOOO
Leadership OOOOO
Streetwise OOOOO
Subterfuge OOOOO
_____ OOOOO

Skills

Crafts OOOOO
Drive OOOOO
Etiquette OOOOO
Firearms OOOOO
Martial Arts OOOOO
Meditation OOOOO
Melee OOOOO
Research OOOOO
Stealth OOOOO
Survival OOOOO
Technology OOOOO
_____ OOOOO

Knowledges

Academics OOOOO
Computer OOOOO
Cosmology OOOOO
Enigmas OOOOO
Esoterica OOOOO
Investigation OOOOO
Law OOOOO
Medicine OOOOO
Occult OOOOO
Politics OOOOO
Science OOOOO
_____ OOOOO

Spheres

Correspondence OOOOO
Entropy OOOOO
Forces OOOOO

Life OOOOO
Matter OOOOO
Mind OOOOO

Prime OOOOO
Spirit OOOOO
Time OOOOO

Advantages

Backgrounds

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Other Traits

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Arete

● O O O O O O O O O

Willpower

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Quintessence

Paradox

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Experience