

O R D E R O F H E R M E S

NAME:
PLAYER:
CHRONICLE:

NATURE:
ESSENCE:
DEITY/ANOR:

HOUSE:
DEGREE:
CONCEPT:

ATTRIBUTES

PHYSICAL Strength _____ 00000 Dexterity _____ 00000 Stamina _____ 00000	SOCIAL Charisma _____ 00000 Manipulation _____ 00000 Appearance _____ 00000	MENTAL Perception _____ 00000 Intelligence _____ 00000 Wits _____ 00000
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ABILITIES

TALENTS Alertness _____ 00000 Athletics _____ 00000 Awareness _____ 00000 Brawl _____ 00000 Dodge _____ 00000 Expression _____ 00000 Intimidation _____ 00000 Leadership _____ 00000 Streetwise _____ 00000 Subterfuge _____ 00000	SKILLS Crafts _____ 00000 Drive _____ 00000 Etiquette _____ 00000 Firearms _____ 00000 Meditation _____ 00000 Melee _____ 00000 Performance _____ 00000 Stealth _____ 00000 Survival _____ 00000 Technology _____ 00000	KNOWLEDGES Academics _____ 00000 Computer _____ 00000 Cosmology _____ 00000 Enigmas _____ 00000 Investigation _____ 00000 Law _____ 00000 Linguistics _____ 00000 Medicine _____ 00000 Occult _____ 00000 Science _____ 00000
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SPHERES

Correspondence _____ 00000 Entropy _____ 00000 Forces _____ 00000	Life _____ 00000 Matter _____ 00000 Mind _____ 00000	Prime _____ 00000 Spirit _____ 00000 Time _____ 00000
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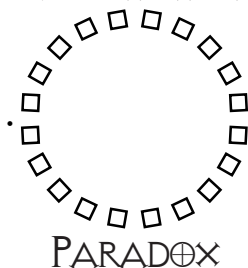
ADVANTAGES

BACKGROUNDS _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000	ARETE 0 0 0 0 0 0 0 0 0 0 0 0 WILLPOWER 0 0 0 0 0 0 0 0 0 0 0 0 □ □ □ □ □ □ □ □ □ □	HEALTH Bruised _____ □ Hurt _____ -1 □ Injured _____ -1 □ Wounded _____ -2 □ Mauled _____ -2 □ Crippled _____ -5 □ Incapacitated _____ □
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MERITS & FLAWS

MERIT	COST
_____	_____
_____	_____
_____	_____
FLAW	BONUS
_____	_____
_____	_____
_____	_____

QUINTESSENCE



RESONANCE

Dynamic _____	00000
Entropic _____	00000
Static _____	00000

EXPERIENCE