

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

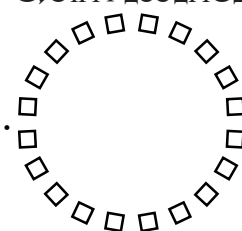
ABILITIES

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

SPHERES

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

ADVANTAGES

BACKGROUNDS	ARETE	HEALTH
_____ 00000	0 0 0 0 0 0 0 0 0 0	Bruised _____ <input type="checkbox"/>
_____ 00000		Hurt _____ -1 <input type="checkbox"/>
_____ 00000	WILLPOWER	Injured _____ -1 <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0	Wounded _____ -2 <input type="checkbox"/>
_____ 00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mauled _____ -2 <input type="checkbox"/>
_____ 00000		Crippled _____ -5 <input type="checkbox"/>
	QUINTESSENCE	Incapacitated _____ <input type="checkbox"/>
OTHER TRAITS		RESONANCE
_____ 00000	PARADOX	Dynamic _____ 00000
_____ 00000		Entropic _____ 00000
_____ 00000		Static _____ 00000
_____ 00000		EXPERIENCE
_____ 00000		[]

ORDER OF HERMES

MERITS & FLAWS

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

OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

MAGIC

WONDERS

ROTES

NAME: _____
 POINTS: _____ ARETE: _____ QUINTESSENCE: _____
 DESCRIPTION: _____

NAME: _____
 POINTS: _____ ARETE: _____ QUINTESSENCE: _____
 DESCRIPTION: _____

NAME: _____
 POINTS: _____ ARETE: _____ QUINTESSENCE: _____
 DESCRIPTION: _____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARTIFOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____

ORDER OF HERMES

EXPANDED BACKGROUNDS

ALLIES

NODE

CONTACTS

RESOURCES

FATIE

RETAINERS

INFLUENCE

SANCTUM

LIBRARY

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FOCI

FAMILIAR

GRITTOIRE

CHANTRY

LOCATION

DESCRIPTION

ORDER OF HERMES

HISTORY

GOALS/DESTINY

SEEKINGS: _____ QUIETS: _____

DESCRIPTION

AGE: _____

APPARENT AGE: _____

DATE OF BIRTH: _____

AGE OF AWAKENING: _____

HAIR: _____

EYES: _____

RACE: _____

NATIONALITY: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

APPEARANCE/NATURE OF AVATAR: _____

VISUALS

CABAL CHART

CHARACTER SKETCH

