

Dark Ages ORDER OF HERMES

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

HOUSE:
DEGREE:
CABAL:



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	Animal Ken	_____00000	Academics	_____00000
Athletics	_____00000	Archery	_____00000	Cosmology	_____00000
Awareness	_____00000	Crafts	_____00000	Enigmas	_____00000
Brawl	_____00000	Etiquette	_____00000	Hearth Wisdom	_____00000
Dodge	_____00000	Herbalism	_____00000	Investigation	_____00000
Empathy	_____00000	Melee	_____00000	Linguistics	_____00000
Expression	_____00000	Performance	_____00000	Medicine	_____00000
Intimidation	_____00000	Ride	_____00000	Occult	_____00000
Leadership	_____00000	Stealth	_____00000	Politics	_____00000
Subterfuge	_____00000	Survival	_____00000	Theology	_____00000



ADVANTAGES

Backgrounds	Foundation	Pillars
_____00000	=====	_____00000
_____00000	_____	_____00000
_____00000	0 0 0 0 0	_____00000
_____00000	Aura: _____ ()	_____00000
_____00000		_____00000
_____00000		_____00000

Other Traits

_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000

Quintessence

<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>
Points Per Turn: _____

Willpower

0 0 0 0 0 0 0 0 0 0 0
<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"/> <input type="checkbox"/>

Backlash

Branding/Twilight

Health

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Experience

Dark Ages ORDER OF HERMES



MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____



MAGIC

Rotes

Rotes

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Talismans:

Name:

Source/ Page:

System:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Magical Aides:

Name:

Source/ Page:

System:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



COMBAT

Armor

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

Dark Ages ORDER OF HERMES

EXPANDED BACKGROUNDS

Allies

Library

Contacts

Mentor

Cray

Servants

Familiar

Resources

Influence

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Foci

Misc.

CHANTRY

Location

Description

SANCTUM

Location

Description

Dark Ages ORDER OF HERMES



history



Goals/Destiny



DESCRIPTION



Age: _____
Apparent Age: _____
Date of Birth: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Height: _____
Weight: _____
Sex: _____

Derangements

Languages



VISUALS



Cabal Chart

Character Sketch

