Dark Ages
Order of Hermes

NAME: NATURE: HOUSE:
PLAYER: DEMEANOR: DEGREE:
CHRONICLE: CONCEPT: CABAL:

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
Athletics OOOOO
Awareness OOOOO
Brawl OOOOO
Dodge OOOOO
Empathy OOOOO
Expression OOOOO
Intimidation OOOOO
Leadership OOOOO
Subterfuge OOOOO

Skills

Animal Ken OOOOO
Archery OOOOO
Crafts OOOOO
Etiquette OOOOO
Herbalism OOOOO
Melee OOOOO
Performance OOOOO
Ride OOOOO
Stealth OOOOO
Survival OOOOO

Knowledges

Academics OOOOO
Cosmology OOOOO
Enigmas OOOOO
Hearth Wisdom OOOOO
Investigation OOOOO
Linguistics OOOOO
Medicine OOOOO
Occult OOOOO
Politics OOOOO
Theology OOOOO

Advantages

Backgrounds

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

Foundation

Modus
O O O O O

Aura: Power ( )

Pillars

Anima OOOOO
Corona OOOOO
Primus OOOOO
Vires OOOOO

Merits & Flaws

Merit	Cost

Flaw	Bonus

Quintessence

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Points Per Turn: _____

Willpower

O O O O O O O O O O
☐☐☐☐☐☐☐☐☐☐

Backlash

Branding/Twilight

Health

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

Experience