

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	Esoterica _____	00000
Empathy _____	00000	Herbalism _____	00000	Hearth Wisdom _____	00000
Expression _____	00000	Melee _____	00000	Investigation _____	00000
Intimidation _____	00000	Performance _____	00000	Medicine _____	00000
Leadership _____	00000	Ride _____	00000	Occult _____	00000
Legerdemain _____	00000	Stealth _____	00000	Politics _____	00000
Subterfuge _____	00000	Survival _____	00000	Theology _____	00000
_____	00000	_____	00000	_____	00000



ADVANTAGES

BACKGROUNDS

FOUNDATION

pillars

_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	0 0 0 0 0	_____
_____	00000	_____	00000
_____	00000	Aura: _____ ()	_____
_____	00000	_____	00000
_____	00000	_____	00000



OTHER TRAITS

QUINTESSENCE

health

_____	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"/>	Bruised	-	<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"/>	Hurt	-1	<input type="checkbox"/>
_____	00000	Points Per Turn: _____	Injured	-1	<input type="checkbox"/>
_____	00000	willpower	Wounded	-2	<input type="checkbox"/>
_____	00000	0 0 0 0 0 0 0 0 0 0	Mauled	-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"/>	Crippled	-5	<input type="checkbox"/>
_____	00000	BACKLASH	Incapacitated		<input type="checkbox"/>

BRANDING/TWILIGHT

experience

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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

WEAPON/ ATTACK	DIFF.	DAMAGE	RANGE	RATE	AMMO	CONCEAL

ARMOR

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

ORDER OF HERMES

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

CRAY

FAMILIAR

INFLUENCE

LIBRARY

MENTOR

SERVANTS

RESOURCES

OTHER (_____)

POSSESSIONS

GEAR (CARRIED)

FOCI

EQUIPMENT (OWNED)

MISC.

CHANTRY

LOCATION

DESCRIPTION

SANCTUM

LOCATION

DESCRIPTION

ORDER OF HERMES



history

GOALS/destiny



description

Age: _____

Apparent Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____



VISUALS

CABAL CHART

CHARACTER SKETCH

