

ORDER OF HERMES

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

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

SPHERES

Correspondence _____ 00000
Entropy _____ 00000
Forces _____ 00000

Life _____ 00000
Matter _____ 00000
Mind _____ 00000

Prime _____ 00000
Spirit _____ 00000
Time _____ 00000

ADVANTAGES

BACKGROUNDS

_____ 00000
_____ 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
□ □ □ □ □ □ □ □ □ □

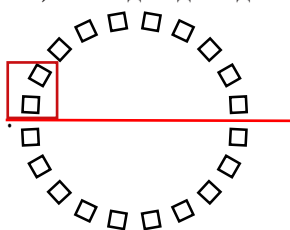
HEALTH

Bruised * □
Hurt -1 □
Injured -1 □
Wounded -2 □
Mauled -2 □
Crippled -5 □
Incapacitated □

OTHER TRAITS

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

QUINTESSENCE



PARADOX

RESONANCE

Dynamic _____ 00000
Entropic _____ 00000
Static _____ 00000

EXPERIENCE

