



ORDER OF HERMES™



MAGE: The Ascension™

Name:
Player:
Chronicle:

Nature:
Essence:
Demeanor:

Concept:
Mentor:
Cabal:

Attributes

Physical	Social	Mental
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Do _____ 00000	Computer _____ 00000
Athletics _____ 00000	Drive _____ 00000	Cosmology _____ 00000
Awareness _____ 00000	Etiquette _____ 00000	Culture _____ 00000
Brawl _____ 00000	Firearms _____ 00000	Enigmas _____ 00000
Dodge _____ 00000	Leadership _____ 00000	Investigation _____ 00000
Expression _____ 00000	Meditation _____ 00000	Law _____ 00000
Instruction _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Intuition _____ 00000	Research _____ 00000	Lore _____ 00000
Intimidation _____ 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	Mind _____ 00000	Spirit _____ 00000
Forces _____ ●00000	Matter _____ 00000	Time _____ 00000

Advantages

Backgrounds	Arete	Health
_____ 00000	0 0 0 0 0 0 0 0 0 0 0	Bruised -0 <input type="checkbox"/>
_____ 00000	Willpower	Hurt -1 <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0 0	Injured -1 <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"/> <input type="checkbox"/>	Wounded -2 <input type="checkbox"/>
_____ 00000	Quintessence	Mauled -2 <input type="checkbox"/>
		Crippled -5 <input type="checkbox"/>
Other Traits	Paradox	Incapacitated <input type="checkbox"/>
_____ 00000		
_____ 00000		
_____ 00000		
_____ 00000		
_____ 00000		
		Experience
		<div style="border: 1px solid black; width: 100%; height: 100%;"></div>



O R D E R O F
HERMES™



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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Mastered Arts

Preferred Effects

Talismans

Name	Level	Arete	Quintessence	Appearance

Combat

Weapon	Difficulty	Damage	Range	Rate	Clip	Conceal

Brawling Table		
Maneuver	Difficulty	Damage
Punch	6	Strength
Grapple	6	Strength
Kick	7	Strength+1
Body Slam	7	Special

Armor: _____



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Expanded Background

Contacts, Sleeper

Contacts, Awakened

Influence, Sleeper

Allies, Awakened

Resources

Mentor

Familiar

Chantry

Acolytes

Node(s)

Possessions

Gear (Carried)

Equipment (Owned)

Hermetic Instruments

Ritual Style





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History

Awakening

Goals/Destiny

Seekings _____

Quiets _____

Description

Age _____

Apparent Age _____

Date of Birth _____

Age of Awakening _____

Hair _____

Eyes _____

Race _____

Nationality _____

Height _____

Weight _____

Sex _____

Shadow Name _____

Appearance/Nature of Avatar _____

Visuals

Cabal Chart

Character Sketch

