ForexTerminals — The Hermes Agents

The real AI that powers the 15 Council Members and the 5 Knights — explained with the official Hermes Agent site (hermes-agent.nousresearch.com) · Game version 4.06

What Is a Hermes Agent? (from the official site)

Hermes is the AI Agent by Nous Research — "The Agent That Grows With You" (hermes-agent.nousresearch.com, open source under the MIT license). It is an AI that does not just answer questions: it remembers, schedules, delegates and keeps working for you. The site lists its six core powers:

- **#1 Connect — Lives Everywhere:** one agent, one memory, every surface — Telegram, Discord, Slack, WhatsApp, Signal, Email, CLI and a growing list of platforms.
- **#2 Remember — Persistent Memory:** it learns your projects, auto-generates skills, and never forgets how it solved a problem.
- **#3 Schedule — Focused Automation:** natural-language scheduling for reports, backups and briefings, running unattended.
- **#4 Delegate — Tasks Multiplied:** isolated subagents with their own conversations, terminals and scripts for zero-context-cost pipelines.
- **#5 Search — Browse the Web:** web search, browser automation, vision, image generation, text-to-speech and multi-model reasoning.
- **#6 Experiment — Isolated Sandboxing:** five backends (local, Docker, SSH, Singularity, Modal) with container hardening.
- **Pricing:** a Free tier ($0, pay-as-you-go, free models) up through Plus / Super / Ultra plans — but the agent software itself is open source and runs on your own machine.

Hermes Inside ForexTerminals — The Bridge

- **The idea, in-game:** every major AI character in the world runs on its own "Hermes agent" — a persistent memory ledger that never forgets what happened to it, exactly like the site's #2 feature (Remember). The ledgers are mirrored to a local memory server, the Hermes Bridge, at http://127.0.0.1:8888/memory, and saved to disk (hermes_memory.json) so everything survives game restarts and resets.
- **One agent per character:** the 15 Council Members, the 5 Knights and even your pets each own a private memory key — no shared brains, no cross-contamination.
- **The bridge is also the Council's live quant brain:** it deliberates on 28 forex pairs, Gold & Silver, global indices (US, EU, APAC) and 24/7 MEXC crypto on the M15 timeframe, reaching consensus across the Council's agents.

How Hermes Agents Drive the 15 Council Members

- **Fifteen personas, one deliberation:** each Councilor in the Royal Council Chamber (Victor, Marcus, Chen, Helena, Maria, Yuki, Raphael, Elena, Isabella, Sophie, Natalia, James, Dmitry, Alexei and The

Chairman) carries a full personality, daily routine, ambient chatter and a live counsel voice — and the whole roster is built to stay 100% compatible with Hermes Council deliberation.

- **The Chairman is the synthesizer:** his seat's whole job is weighing "all 15 voices" and sealing consensus into royal decrees. When you chat with The Chairman in the chamber, your words go straight to the Hermes Bridge (http://127.0.0.1:8888/chat) and the reply you get is a real Council verdict — ask him about the realm, the fifteen councilors, or market verdicts (EURUSD, GBPUSD, USDJPY, Gold, BTC).
- **Verdicts on demand:** ask any Councilor about "verdict", "what to do", "consensus", "market" or "signal" and the Council's collective answer comes back — consensus across fifteen agents, not one voice (the same debate architecture as MQL5 article #21690, covered in the Council of Fifteen Guide).
- **The Chairman panel (Ctrl+2):** opens the full deliberation UI — "Deliberating across 15 Hermes agents…" — where every answer is synthesized from the Council's agents over live M15 candles (forex, metals, indices and 24/7 crypto from MEXC).
- **Memory that persists:** wardrobe saves, pet ledgers and knight duel logs all travel through the same bridge disk memory, so the whole cast remembers you between sessions. If the bridge is briefly offline, the game falls back to its local stash and self-heals when the bridge returns.

How Hermes Agents Drive the 5 Knights

The five palace knights — Ser Brienne, Ser Jorah, Ser Arthur, Ser Duncan and Ser Barristan — each carry their own Hermes agent: a persistent memory (duel log) and fighting patterns mirrored to the bridge under the key night-knight-agent-<name>, the exact same recipe as the pets.

- **Duels write the ledger:** every few minutes the manager picks two idle knights, walks them to the bastion courtyard, arms them with their profession weapons (KayKit props on the hand bones) and lets them spar with real melee clips — blocks, hit reactions, floating damage numbers and overhead name+HP bars. The winner cheers; BOTH knights log the duel to their Hermes agents and walk back to their routines.
- **The ledger contents:** each knight's Hermes agent remembers their level, duels fought, wins, losses, total XP, learned techniques, practice drills and lifetime mining shifts — the last 24 events are kept as a history log.
- **Levels come from the ledger:** each knight rolled a base level once (d3: 100, 101 or 102), and every 20,000 XP of ledger total raises him one level higher — the same levels that feed his duel stats (max HP and strike damage).
- **Archetypes evolve:** at level 100 a knight is a "Knight of the Order"; 101 makes him a "Master-at-Arms"; 102 a "Champion of the Realm" — recorded right in the Hermes agent profile.
- **They learn from each other:** sparring partners teach techniques across styles — Greatblade Guard from Brienne's "unyielding greatblade", Counter Thrust from Jorah's "measured counter", Dawn Riposte from Arthur's "peerless riposte", Guard Slam from Duncan's "guard-and-slam", Patient Thrust from Barristan's "patient counter" — plus Sidestep Thrust, Pommel Strike and friends. Collect 3 and the agent gains the "technique collector" trait; 6 earns "master of forms".
- **Derived traits:** the agent derives fighting traits from the record — "duel-hardened" (3+ wins), "dominant blade" (more wins than losses), "battle-veteran" (500+ XP), "courtyard regular" (6+ duels), "prospector" (3+ mining shifts), "post-drill regular" (3+ drills).

- **Ask a knight yourself:** walk up to any knight and mention his "Hermes agent" — he recites his own ledger: duels, wins, losses, XP, fighting style, archetype and traits, straight from the memory the bridge keeps.
- **Professions & arms:** Brienne wields a two-handed greatsword, Jorah a two-handed battle axe, Arthur sword and spiked shield, Duncan nature staff and round shield, Barristan holy mace and square shield — the agents track each knight's arms by name.
- **Polite sparring:** talking to a dueling knight interrupts the spar politely (the fight cancels, nobody logs a loss). Practice drills and mining shifts also land in the Hermes ledger when they end.

Who Remembers What — The Memory Map

Cast	Their Hermes Agent Remembers	Bridge Memory Key
The 15 Council Members	Personas, routines & live market deliberation; The Chairman synthesizes all 15 voices into verdicts & decrees	Council deliberation (live, port 8888/chat)
The 5 Knights	Duels, wins, losses, XP, levels, archetype, style, learned techniques, drills, mining shifts, traits	night-knight-agent-<id>
Your Pets	Experience log & fighting patterns; pet levels ride your level	night-pet-agent-<petId>
Every NPC	Wardrobe & customization (never reverted)	npc-wardrobe
You (the player)	Market verdicts & consensus on 28 forex pairs, metals, indices & MEXC crypto	Ctrl+2 Chairman panel

- **Why it matters:** because of Hermes agents, the world's cast is not scripted scenery — the knights genuinely remember every bout they ever fought, the Council genuinely deliberates live markets, and nothing they learn is lost when you close the game.

Hermes Agent features from hermes-agent.nousresearch.com (Nous Research, MIT license) · In-game mechanics from the live game (knight-fight.js, residents-run.js, residents-council.js, hermes_bridge.py) · November 23, 2026 · v4.06