

ORPHEUS™

Name:
 Player:
 Chronicle:

Nature:
 Demeanor:
 Shade:

Lament:
 Role:

ATTRIBUTES

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

ABILITIES

Talents		Skills		Knowledges	
Alertness	○○○○○	Animal Ken	○○○○○	Academics	○○○○○
Athletics	○○○○○	Crafts	○○○○○	Bureaucracy	○○○○○
Awareness	○○○○○	Drive	○○○○○	Computer	○○○○○
Brawl	○○○○○	Etiquette	○○○○○	Enigmas	○○○○○
Empathy	○○○○○	Firearms	○○○○○	Finance	○○○○○
Expression	○○○○○	Meditation	○○○○○	Investigation	○○○○○
Intimidation	○○○○○	Melee	○○○○○	Law	○○○○○
Intrigue	○○○○○	Performance	○○○○○	Linguistics	○○○○○
Intuition	○○○○○	Security	○○○○○	Medicine	○○○○○
Leadership	○○○○○	Stealth	○○○○○	Occult	○○○○○
Streetwise	○○○○○	Survival	○○○○○	Politics	○○○○○
Subterfuge	○○○○○	Technology	○○○○○	Science	○○○○○

ADVANTAGES

Backgrounds	Horrors	Stains
_____○○○○○	_____○○○○○	_____○○○○○
_____○○○○○	_____○○○○○	_____○○○○○
_____○○○○○	_____○○○○○	_____○○○○○
_____○○○○○	_____○○○○○	_____○○○○○
_____○○○○○	_____○○○○○	_____○○○○○

Default Abilities

Dead-Eyes (Chapter Two, p. 82)
 Detect Nature Group (Chapter Three, p. 148)
 Incorporeal & Invisible (Chapter Two, p. 82)
 Manifest (Chapter Two, p. 82)
 Misery Loves Company (Chapter Three, p. 149)
 Sense Lifeline (Chapter Three, p. 150)
 Sever the Strand (Chapter Three, p. 150)
 Thievery (Chapter Three, p. 151)

Vitality

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Willpower

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Spite

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Health

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

Experience