

ORPHEUS™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Shade:

Lament:
Role:

ATTRIBUTES

Physical

Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

Social

Mental

Talents

Alertness	○○○○○
Athletics	○○○○○
Awareness	○○○○○
Brawl	○○○○○
Empathy	○○○○○
Expression	○○○○○
Intimidation	○○○○○
Intrigue	○○○○○
Intuition	○○○○○
Leadership	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

Skills

Animal Ken	○○○○○
Crafts	○○○○○
Drive	○○○○○
Etiquette	○○○○○
Firearms	○○○○○
Meditation	○○○○○
Melee	○○○○○
Performance	○○○○○
Security	○○○○○
Stealth	○○○○○
Survival	○○○○○
Technology	○○○○○

Knowledges

Academics	○○○○○
Bureaucracy	○○○○○
Computer	○○○○○
Enigmas	○○○○○
Finance	○○○○○
Investigation	○○○○○
Law	○○○○○
Linguistics	○○○○○
Medicine	○○○○○
Occult	○○○○○
Politics	○○○○○
Science	○○○○○

ADVANTAGES

Backgrounds

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○○○○○
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○○○○○
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Horrors

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Stains

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○○○○○

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)
 MiseryLovesCompany (Chapter Three, p. 149)
 Sense Lifeline (Chapter Three, p. 150)
 Sever the Strand (Chapter Three, p. 150)
 Thievery (Chapter Three, p. 151)

Vitality

O O O O O O O O O O

Willpower

O O O O O O O O O O

Spite

O O O O O O O O O O

Health

Bruised	<input type="checkbox"/>
Hurt	-1 <input type="checkbox"/>
Injured	-1 <input type="checkbox"/>
Wounded	-2 <input type="checkbox"/>
Mauled	-2 <input type="checkbox"/>
Crippled	-5 <input type="checkbox"/>
Incapacitated	<input type="checkbox"/>

Experience

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