

ORPHAN-GRINDERS

Name:

Nature:

Lament:

Player:

Demeanor:

Role:

Chronicle:

Motivation:

Crucible:

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
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Intrigue _____ 00000
 Intuition _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Meditation _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Technology _____ 00000

Knowledges

Academics _____ 00000
 Bureaucracy _____ 00000
 Computer _____ 00000
 Enigmas _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

ADVANTAGES

Backgrounds

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

Horrors

Stains

Default Abilities

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

Vitality

0 0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0 0

Spite

0 0 0 0 0 0 0 0 0 0 0

Health

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

Experience