

ORPHEUS

Name:

Player:

Chronicle:

Nature:

Demeanor:

Shade:

Lament:

Role:

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
Persuasion_____00000
Streetwise_____00000
Subterfuge_____00000
_____00000

Skills

Crafts_____00000
Drive_____00000
Etiquette_____00000
Firearms_____00000
Larceny_____00000
Leadership_____00000
Meditation_____00000
Melee_____00000
Performance_____00000
Stealth_____00000
_____00000

Knowledges

Academics_____00000
Bureaucracy_____00000
Computer_____00000
Enigmas_____00000
Investigation_____00000
Medicine_____00000
Occult_____00000
Politics_____00000
Science_____00000
Technology_____00000
_____00000

ADVANTAGES

Backgrounds

_____00000
_____00000
_____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