

# ORPHEUS™

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Shade:

Lament:  
Role:  
Crucible:

## 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

○○○○○○○○○○○○  
□□□□□□□□□□

### Willpower

○○○○○○○○○○○○  
□□□□□□□□□□

### Spite

○○○○○○○○○○○○  
□□□□□□□□□□

### Health

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

### Experience