

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

ORPHEUS™

MERITS & FLAWS

| Merit | Type | Cost | Flaw | Type | Cost |
|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

OTHER ABILITIES

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

EXPERIENCE

Total Earned: _____
 Total Spent: _____
 Spent On: _____

DERANGEMENTS

| |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |

COMBAT

| Weapon | Dmg. | Rng. | Rate | Clip | Con. | Name | Traits | Acc | Dif | Dmg |
|--------|-------|--------|-------|-------|-------|---------------|--------------------|-----|-----|----------|
| _____ | _____ | _____ | _____ | _____ | _____ | Bite | Dex + Brawl | Nm. | Nm. | Str |
| _____ | _____ | _____ | _____ | _____ | _____ | Block | Dex + Brawl | Sp. | Nm. | (R) |
| _____ | _____ | _____ | _____ | _____ | _____ | Clinch | Str + Brawl | Nm. | Nm. | Str (C) |
| _____ | _____ | _____ | _____ | _____ | _____ | Disarm | Dex. + Brawl/Melee | Nm. | +1 | Sp. |
| _____ | _____ | _____ | _____ | _____ | _____ | Dodge | Dex + Athletics | Sp. | Nm. | (R) |
| _____ | _____ | _____ | _____ | _____ | _____ | Kick | Dex + Brawl | Nm. | +1 | Str +1 |
| _____ | _____ | _____ | _____ | _____ | _____ | Parry | Dex + Melee | Sp. | Nm. | (R) |
| _____ | _____ | _____ | _____ | _____ | _____ | Scratch | Dex + Brawl | Nm. | Nm. | Str |
| _____ | _____ | _____ | _____ | _____ | _____ | Strike | Dex + Brawl | Nm. | Nm. | Str |
| _____ | _____ | _____ | _____ | _____ | _____ | Sweep | Dex + Brawl/Melee | Nm. | +1 | Str (K) |
| _____ | _____ | _____ | _____ | _____ | _____ | Tackle | Str + Brawl | Nm. | +1 | Str+1(K) |
| _____ | _____ | _____ | _____ | _____ | _____ | Weapon Strike | Dex + Melee | Nm. | Nm. | Wea. |
| _____ | _____ | _____ | _____ | _____ | _____ | Auto. Fire | Dex + Firearms | +10 | +2 | Wea. |
| _____ | _____ | _____ | _____ | _____ | _____ | Mult. Shots | Dex + Firearms | Sp. | Nm. | Wea. |
| _____ | _____ | _____ | _____ | _____ | _____ | Strafing | Dex + Firearms | +10 | +2 | Wea. |
| _____ | _____ | _____ | _____ | _____ | _____ | 3-Rnd. Burst | Dex + Firearms | +2 | +1 | Wea. |
| _____ | _____ | _____ | _____ | _____ | _____ | Two Weapons | Dex + Firearms | Sp. | +1 | Wea. |
| Armor | _____ | Rating | _____ | Pen. | _____ | | | | | |

ORPHEUS™

EXPANDED BACKGROUNDS

Allies

Arsenal

Artifact

Contacts

Influence

Memorial

Mentor

Patron

Personal Trainer

Status

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Other Possessions
