

ORPHEUS

ORPHEUS TEMPLATE QUICK REFERENCE

This sidebar summarizes the changes that apply to converted Orpheus characters. Use it in conjunction with the summary of character creation on p. 34-35 of the **World of Darkness Rulebook** for initial character creation and p. 122-124 of the **Orpheus Rulebook** for reference.

SHADES

Banshee: Oracles who possess a natural insight into the psychological and the metaphysical.

Automatic Horror: Wail

Prohibited Shade Horrors: Poltergeist

Vitality: 5 *Willpower:* 3 *Spite:* 0

Haunter: Comfortable in a variety of environments and situations, these characters possess an innate empathy for objects and locations.

Automatic Horror: Inhabit

Prohibited Shade Horrors: Banshee

Vitality: 5 *Willpower:* 4 *Spite:* 1

Marrow: Unsatisfied with who they are within, they strive to change themselves to fit in or just to be different.

Automatic Horror: Flesh-Flux

Prohibited Shade Horrors: Skinrider

Vitality: 6 *Willpower:* 4 *Spite:* 2

Orphan-Grinder: Corrupted souls who have the constitution to fight for a second chance against impossible odds.

Automatic Horror: Oblivion's Husk

Prohibited Shade Horrors: N/A

Vitality: 5 *Willpower:* 6 *Spite:* 3

Phantasm: Wielders of creativity beyond the mundane, able to share their vision with the world around them.

Automatic Horror: Bedlam

Prohibited Shade Horrors: Haunter

Vitality: 6 *Willpower:* 4 *Spite:* 2

Poltergeist: Embodiments of frustration and anger who channel their rage into destructive outbursts.

Automatic Horror: Helter Skelter

Prohibited Shade Horrors: Wisp

Vitality: 5 *Willpower:* 5 *Spite:* 2

Skinrider: Natural leaders who revel in mental and physical control.

Automatic Horror: Puppetry

Prohibited Shade Horrors: Marrow

Vitality: 4 *Willpower:* 6 *Spite:* 2

Wisp: Tricksters who weave deceptions with charm and guile.

Automatic Horror: Unearthly Repose

Prohibited Shade Horrors: Skinrider

Vitality: 4 *Willpower:* 4 *Spite:* 0

LAMENT

Hue (Ghost) – Weaker ghosts created through the use of the drug pigment.

Bonus: Hues can bring forth any of their three Stains and use them without penalty for a single scene for 2 Vitality per Stain.

Weakness: Hues may never exceed their starting Vitality rating and have a maximum ceiling of seven. A character's starting Vitality rating may increase during character creation through Merit points (2 point per dot), but will never increase using experience points.

Skimmer (Projector) – Flesh and blood individuals who can project their souls from their body at will.

Bonus: Skimmers regenerate Vitality at a rate of one point per hour spent resting in their physical bodies. They may also ripcord back to their bodies at the cost of 1 point of automatic bashing damage.

Weakness: Skimmers must spend one Vitality point per hour outside their body or suffer one automatic level of bashing damage. Any damage inflicted on a skimmer's soul causes bashing damage to his physical body rather than Vitality rating even though skimmers can soak damage better (-1 point of damage from each attack or Omitted by ST approval).

Additionally skimmers must purchase the Meditative Mind Merit (WoD p. 109) to project within a single turn; otherwise, they need one minute to project.

Sleeper (Projector) – Flesh and blood individuals capable of projecting their souls from their bodies while kept in cryogenic suspension.

Bonus: Sleepers may shunt unwanted Spite points into their physical body (1 bashing per point) and dispense it when healing.

Weakness: Sleepers are unable to return to their bodies until someone thaws them out and resuscitates them. Sleepers, like skimmers, can regenerate Vitality in the way that skimmers can only when back in their revived bodies. Otherwise they do so as ghosts.

Spirit (Ghost) – Naturally occurring ghosts bound here by personal matters and concerns.

Bonus: Spirits possess five (5) additional Merit points to spend during character creation or when changing to this Lament.

Weakness: Spirits have a free-roaming Spectre nemesis hell-bent on destroying them and their lives. The creature can be destroyed for a time, but it eventually returns.

FAVORED ATTRIBUTES

Based on your choice of Shade, select one of the shade's two favored Attributes and give your character an additional dot in the trait.

Banshee	Presence or Resolve
Haunter	Stamina or Intelligence
Marrow	Presence or Composure
Orphan-Grinder	Strength or Resolve
Phantasm	Manipulation or Wits
Poltergeist	Strength or Dexterity
Skinrider	Stamina or Presence
Wisp	Presence or Wits

VITALITY, WILLPOWER AND SPITE

Vitality, Willpower and Spite will be decided by the Orpheus book, through a combination of Shade and Nature.

If ST is not using Nature, then a little bit of math must be applied:

Use the base Vitality and Spite rating according to your Shade. In order to calculate

how much extra point in Vitality and Spite a character would get find the difference between the character's Willpower rating and the base Willpower rating, and subtract that from 5 (5 – [Willpower rating – Base willpower]). The result is how many points you can spend on extra Vitality or Spite points.

Spite will represent how closely the character follows his Vice, and Vitality is how closely the character follows his Virtue. You cannot spend more than 3 of these points in either Spite or Vitality though.

Spite will use the original rules contained in the Orpheus Core book as well, having a target number of 7 for each Spite point or rating tapped.

STAINS

Character must choose 3 Stains for their character.

MERITS

New spirit Merits include: Anchor (● to ●●●●●), Artifact (● to ●●●●●), Bright Hue (●●●●●), Destiny (● to ●●●●●), Dynamo (●●●●●), Fast Charger (●●), Ghost Insight (● to ●●●●●), Haunt (● to ●●●●●), Hearing the Buzz (●●●), Inviolable (●●●●●), Leech (●), Long Sleeper (●●●), Luminous (●●●●●), Memorial (● to ●●●●●), Nexus (●●● or ●●●●●), Out of Phase (●●●), Passion (● to ●●●●●), Reincarnate (● to ●●●●●), Shield (● to ●●●●●), Veil (● to ●●●●●) and Visage (● to ●●●●●).

EXPERIENCE

Trait	Cost
Attribute	New dots x5
Skill	New dots x3
Skill Specialty	3
New Horror	15
Merit	New dots x2
Vitality	New dots x3
Morality	New dots x3
Willpower*	New dots x2

* Only applied if Nature and Shade was used to decide Willpower.