

# THREAD CUTTERS

SHADOW NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

ORDER:

CHRONICLE:

CONCEPT:

CABAL:

## ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

## SKILLS

## OTHER TRAITS

<p><i>MENTAL</i> (-3 unskilled)</p> <p>Rote Skill</p> <input type="checkbox"/> Academics 00000 <input type="checkbox"/> Computer 00000 <input type="checkbox"/> Crafts 00000 <input type="checkbox"/> Investigation 00000 <input type="checkbox"/> Medicine 00000 <input type="checkbox"/> Occult 00000 <input type="checkbox"/> Politics 00000 <input type="checkbox"/> Science 00000	<p><i>ARCANA</i></p> <p>Death 00000                  Fate 00000                  Forces 00000                  Life 00000                  Matter 00000                  Mind 00000                  Prime 00000                  Spirit 00000                  Space 00000                  Time 00000</p> <p><i>MERITS</i></p> <p>00000                  00000                  00000                  00000                  00000                  00000                  00000                  00000                  00000</p> <p><i>FLAWS</i></p> <p>_____                  _____                  _____</p> <p><i>PROTECTIVE SPELLS</i></p> <table border="1"> <thead> <tr> <th>Name</th> <th>Points</th> </tr> </thead> <tbody> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> </tbody> </table>	Name	Points	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	<p><i>HEALTH</i></p> <p>000000000000                  □□□□□□□□□□</p> <p><i>WILLPOWER</i></p> <p>0000000000                  □□□□□□□□□□</p> <p><i>GNOSIS</i></p> <p>0000000000</p> <p><i>MANA</i></p> <p>□□□□□□□□□□                  □□□□□□□□□□                  Points Per Turn: _____</p> <p><i>WISDOM</i></p> <table border="1"> <tr><td>10</td><td>0</td></tr> <tr><td>9</td><td>0</td></tr> <tr><td>8</td><td>0</td></tr> <tr><td>7</td><td>0</td></tr> <tr><td>6</td><td>0</td></tr> <tr><td>5</td><td>0</td></tr> <tr><td>4</td><td>0</td></tr> <tr><td>3</td><td>0</td></tr> <tr><td>2</td><td>0</td></tr> <tr><td>1</td><td>0</td></tr> </table> <p><i>SIZE:</i> _____  <i>SPEED:</i> _____  <i>DEFENSE:</i> _____  <i>ARMOR:</i> _____  <i>INITIATIVE MOD:</i> _____</p>	10	0	9	0	8	0	7	0	6	0	5	0	4	0	3	0	2	0	1	0
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<p><i>PHYSICAL</i> (-1 unskilled)</p> <p>Rote Skill</p> <input type="checkbox"/> Athletics 00000 <input type="checkbox"/> Brawl 00000 <input type="checkbox"/> Drive 00000 <input type="checkbox"/> Firearms 00000 <input type="checkbox"/> Larceny 00000 <input type="checkbox"/> Stealth 00000 <input type="checkbox"/> Survival 00000 <input type="checkbox"/> Weaponry 00000	<p><i>SOCIAL</i> (-1 unskilled)</p> <p>Rote Skill</p> <input type="checkbox"/> Animal Ken 00000 <input type="checkbox"/> Empathy 00000 <input type="checkbox"/> Expression 00000 <input type="checkbox"/> Intimidation 00000 <input type="checkbox"/> Persuasion 00000 <input type="checkbox"/> Socialize 00000 <input type="checkbox"/> Streetwise 00000 <input type="checkbox"/> Subterfuge 00000																																	

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute – Acanthus, Moros, Thyrsus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana – 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

