

# PSYCHICS

MAGE: THE AWAKENING

NAME:

VIRTUE:

TIER:

PLAYER:

VICE:

CHRONICLE:

## 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

**MENTAL**  
(-3 unskilled)

Rote Skill

<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

**PRINCIPLES**

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

**HEALTH**

00000000000000

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**WILLPOWER**

000000000000

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**PSYCHE**

000000000000

**PHYSICAL**  
(-1 unskilled)

Rote Skill

<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

**MERITS**

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

**PSYCHIC ENERGY**

□□□□□□□□□□

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Points Per Turn: \_\_\_\_\_

**SOCIAL**  
(-1 unskilled)

Rote Skill

<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

**FLAWS**

_____
_____
_____

**SELF-CONTROL**

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

**NOTES**

_____
_____
_____
_____
_____

SIZE: \_\_\_\_\_

SPEED: \_\_\_\_\_

DEFENSE: \_\_\_\_\_

ARMOR: \_\_\_\_\_

INITIATIVE MOD: \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Principles - 2 dots in 1st Principle, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Ruling Principle)  
 +1 dot in any College • 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 Psyche = 1 • Starting Psychic Energy = Wisdom