

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

PSYCHIC ENERGY

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Points Per Turn: _____

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

SANITY

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

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

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