

GIFTED

MAGE: THE AWAKENING

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Foundation:
Academy:

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

Rote Skill

(-3 unskilled)

- Academics _____ 00000
- Computer _____ 00000
- Crafts _____ 00000
- Investigation _____ 00000
- Medicine _____ 00000
- Occult _____ 00000
- Politics _____ 00000
- Science _____ 00000

PHYSICAL

Rote Skill

(-1 unskilled)

- Athletics _____ 00000
- Brawl _____ 00000
- Drive _____ 00000
- Firearms _____ 00000
- Larceny _____ 00000
- Stealth _____ 00000
- Survival _____ 00000
- Weaponry _____ 00000

SOCIAL

Rote Skill

(-1 unskilled)

- Animal Ken _____ 00000
- Empathy _____ 00000
- Expression _____ 00000
- Intimidation _____ 00000
- Persuasion _____ 00000
- Socialize _____ 00000
- Streetwise _____ 00000
- Subterfuge _____ 00000

COLLEGES

- Biological Manipulation_ 00000
- Elementary Chemistry_ 00000
- Elemental Particles_ 00000
- Energy Evolution_ 00000
- Psychology_ 00000
- Morbid Studies_ 00000
- Parallel Reality_ 00000
- Process Predictability_ 00000
- Spatial Awareness_ 00000
- Temporal Dynamics_ 00000

MERITS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

FLAWS

- _____
- _____
- _____

PROTECTIVE EXPERIMENTS

Name	Points
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HEALTH

000000000000
□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□

INSIGHT

0000000000

VISION

□□□□□□□□□□
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Points Per Turn: _____

WISDOM

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

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • College - 2 dots in 1st College, 2 dots in 2nd, 1 dot in 3rd, +1 dot in any College • Proven Theories 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 Insight = 1 • Starting Vision = Wisdom

