

MAGE

THE AWAKENING

SECOND EDITION

Shadow Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

Path:
 Order:
 Legacy:

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

ARCANA

- Death _____ 00000
- Fate _____ 00000
- Forces _____ 00000
- Life _____ 00000
- Matter _____ 00000
- Mind _____ 00000
- Prime _____ 00000
- Spirit _____ 00000
- Space _____ 00000
- Time _____ 00000

MERITS

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

ASPIRATIONS

- _____
- _____
- _____

CONDITIONS

- _____
- _____
- _____

OBSESSIONS/TILTS

- _____
- _____
- _____

WILLPOWER

0000000000
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GNOSIS

0000000000

MANA

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WISDOM

0000000000

HEALTH

000000000000
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Size: _____
 Speed: _____
 Defense: _____
 Armor: _____
 Initiative Mod: _____

NERVE

000000000000
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Guile: _____
 Dominance: _____
 The Edge:

GREY MATTER

000000000000
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Aptitude: _____
 Acumen: _____

Aspirations 3 • Obsessions - 1 at Gnosis 1 or 2, 2 at Gnosis 3 • Attributes 5/4/3 (+1 dot in any Resistance Attribute) • Skills 11/7/4 (+1 dot of Occult if in an Order) (+3 Specialties)
 Arcana - 6 dots, none over 3, at least 1 dot in each Ruling Arcanum, none in Inferior Arcanum • Praxes - 1 per dot of Gnosis • Rotes 3 • Merits 10 • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7
 Starting Gnosis = 1 • Starting Mana = Full as per Gnosis • Nerve = Composure + Highest Social Skill • Guile = Lowest of Wits or Manipulation • Dominance = Presence + Manipulation
 Grey Matter = Intelligence + Resolve • Aptitude = Intelligence + Wits + Resolve • Acumen = Lowest of Intelligence or Wits

