

# MAGE

## THE AWAKENING

SECOND EDITION

Shadow Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Noumenon:  
 Entente:  
 Legacy:

## ATTRIBUTES

Power	Intelligence OOOOOOOOOO	Strength OOOOOOOOOO	Presence OOOOOOOOOO
Finesse	Wits OOOOOOOOOO	Dexterity OOOOOOOOOO	Manipulation OOOOOOOOOO
Resistance	Resolve OOOOOOOOOO	Stamina OOOOOOOOOO	Composure OOOOOOOOOO

## SKILLS

## OTHER TRAITS

### MENTAL

*Rote Skill*

(-3 unskilled)

- Academics\_ OOOOOOOOOO
- Computer\_ OOOOOOOOOO
- Crafts\_ OOOOOOOOOO
- Investigation\_ OOOOOOOOOO
- Medicine\_ OOOOOOOOOO
- Occult\_ OOOOOOOOOO
- Politics\_ OOOOOOOOOO
- Science\_ OOOOOOOOOO

### PHYSICAL

*Rote Skill*

(-1 unskilled)

- Athletics\_ OOOOOOOOOO
- Brawl\_ OOOOOOOOOO
- Drive\_ OOOOOOOOOO
- Firearms\_ OOOOOOOOOO
- Larceny\_ OOOOOOOOOO
- Stealth\_ OOOOOOOOOO
- Survival\_ OOOOOOOOOO
- Weaponry\_ OOOOOOOOOO

### SOCIAL

*Rote Skill*

(-1 unskilled)

- Animal Ken\_ OOOOOOOOOO
- Empathy\_ OOOOOOOOOO
- Expression\_ OOOOOOOOOO
- Intimidation\_ OOOOOOOOOO
- Persuasion\_ OOOOOOOOOO
- Socialize\_ OOOOOOOOOO
- Streetwise\_ OOOOOOOOOO
- Subterfuge\_ OOOOOOOOOO

### ARCANA

- Death\_ OOOOOOOOOO
- Fate\_ OOOOOOOOOO
- Forces\_ OOOOOOOOOO
- Life\_ OOOOOOOOOO
- Matter\_ OOOOOOOOOO
- Mind\_ OOOOOOOOOO
- Prime\_ OOOOOOOOOO
- Spirit\_ OOOOOOOOOO
- Space\_ OOOOOOOOOO
- Time\_ OOOOOOOOOO

### MERITS

- \_\_\_\_\_ OOOO
- \_\_\_\_\_ OOOO
- \_\_\_\_\_ OOOO
- \_\_\_\_\_ OOOO
- \_\_\_\_\_ OOOO
- \_\_\_\_\_ OOOO
- \_\_\_\_\_ OOOO

### ASPIRATIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### CONDITIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### OBSESSIONS/TILTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### WILLPOWER

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### GNOSIS

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### MANA

Max Remaining

### WISDOM

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### HEALTH

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Size: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_

### NERVE

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Guile: \_\_\_\_\_  
 Dominance: \_\_\_\_\_  
 The Edge:

### GREY MATTER

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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



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SECOND EDITION

## OTHER TRAITS

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MAGICAL STYLE

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PERSISTENT CONDITIONS

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## EXPANDED MERITS

ALLIES

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 \_\_\_\_\_

CONTACTS

\_\_\_\_\_  
 \_\_\_\_\_

LIBRARY

\_\_\_\_\_  
 \_\_\_\_\_

MENTOR

\_\_\_\_\_  
 \_\_\_\_\_

OTHER (\_\_\_\_\_)

\_\_\_\_\_  
 \_\_\_\_\_

RESOURCES

\_\_\_\_\_  
 \_\_\_\_\_

SLEEPWALKER RETAINER

\_\_\_\_\_  
 \_\_\_\_\_

STATUS

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 \_\_\_\_\_

THRALL

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OTHER (\_\_\_\_\_)

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SANCTUM

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Rank: OO

Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Power: \_\_\_\_\_

Finesse: \_\_\_\_\_

Resistance: \_\_\_\_\_

Influence: \_\_\_\_\_

Ban: \_\_\_\_\_  
 \_\_\_\_\_

Bane: \_\_\_\_\_  
 \_\_\_\_\_

Size: \_\_\_\_\_

Speed: \_\_\_\_\_

Defense: \_\_\_\_\_

Initiative: \_\_\_\_\_

FAMILIAR

Numina

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

CORPUS/HEALTH

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WILLPOWER

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ESSENCE

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