

MAGE

THE AWAKENING

NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

ORDER:

CHRONICLE:

CONCEPT:

LEGACY:

ATTRIBUTES

| | | | |
|-------------------|--------------------|-----------------|--------------------|
| <i>POWER</i> | Intelligence ●0000 | Strength ●0000 | Presence ●0000 |
| <i>FINESSE</i> | Wits ●0000 | Dexterity ●0000 | Manipulation ●0000 |
| <i>RESISTANCE</i> | Resolve ●0000 | Stamina ●0000 | Composure ●0000 |

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
- _____ 00000
- _____ 00000
- _____ 00000

FLAWS

- _____
- _____
- _____

PROTECTIVE SPELLS

| Name | Points |
|-------|--------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

HEALTH

00000000000000

WILLPOWER

0000000000

GNOSIS

0000000000

MANA

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) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 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 Gnosis = 1 • Starting Mana = Wisdom

