

# 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

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#### 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, Thyrsus: +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

# MAGE THE AWAKENING

## ACTIVE SPELLS

Max = Gnosis+3

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## SPELLS CAST UPON SELF

Spell tolerance = Stamina;  
-1 dice per extra spell

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## NIMBUS

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## PARADOX MARKS

Bedlam: \_\_\_\_\_

Brand: \_\_\_\_\_

## DEDICATED MAGICAL TOOL

Arcana Based Tools:

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## EXPERIENCE

## ARCANE EXPERIENCE

## ROTES

Arcana	Level	Name	Dice Pool	Page #
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

## ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## COMBAT

Weapon/Attack	Dice Mod.	Size	Range	Clip
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

## FAMILIAR

Type: \_\_\_\_\_

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

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

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

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

Skills: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

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

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

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

**Numina**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

*CORPUS/HEALTH*

○○○○○○○○○○○○○○  
 □□□□□□□□□□□□□□

*WILLPOWER*

○○○○○○○○○○○○  
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*ESSENCE*

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