

# MAGE™

## THE AWAKENING

NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

ORDER:

CHRONICLE:

CONCEPT:

LEGACY:

### ATTRIBUTES

<i>POWER</i>	Intelligence	00000	Strength	00000	Presence	00000
<i>FINESSE</i>	Wits	00000	Dexterity	00000	Manipulation	00000
<i>RESISTANCE</i>	Resolve	00000	Stamina	00000	Composure	00000

### SKILLS

#### 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

000000000000

#### 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


### *SPELLS CAST UPON SELF*

Spell tolerance = Stamina;  
-1 dice per extra spell


### *NIMBUS*


### *PARADOX MARKS*

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

### *DEDICATED MAGICAL TOOL*


#### Arcana Based Tools:


### *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: _____	Numina
Description: _____	
Power: _____	
Finesse: _____	

Resistance: _____	<i>CORPUS/HEALTH</i> ○○○○○○○○○○○○○○ □□□□□□□□□□□□
Skills: _____	
	<i>WILLPOWER</i> ○○○○○○○○○○○○ □□□□□□□□□□
Influence: _____	
Ban: _____	<i>ESSENCE</i> □□□□□□□□□□
Size: _____ Speed: _____	
Defense: _____ Initiative: _____	