

# 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

#### MENTAL

(3 unskilled)

Rote Skill		
<input type="checkbox"/> Academics	_____	00000
<input type="checkbox"/> Computer	_____	00000
<input type="checkbox"/> Crafts	_____	00000
<input type="checkbox"/> Investigation	_____	00000
<input type="checkbox"/> Medicine	_____	00000
<input type="checkbox"/> Occult	_____	00000
<input type="checkbox"/> Politics	_____	00000
<input type="checkbox"/> Science	_____	00000

#### PHYSICAL

(1 unskilled)

Rote Skill		
<input type="checkbox"/> Athletics	_____	00000
<input type="checkbox"/> Brawl	_____	00000
<input type="checkbox"/> Drive	_____	00000
<input type="checkbox"/> Firearms	_____	00000
<input type="checkbox"/> Larceny	_____	00000
<input type="checkbox"/> Stealth	_____	00000
<input type="checkbox"/> Survival	_____	00000
<input type="checkbox"/> Weaponry	_____	00000

#### SOCIAL

(1 unskilled)

Rote Skill		
<input type="checkbox"/> Animal Ken	_____	00000
<input type="checkbox"/> Empathy	_____	00000
<input type="checkbox"/> Expression	_____	00000
<input type="checkbox"/> Intimidation	_____	00000
<input type="checkbox"/> Persuasion	_____	00000
<input type="checkbox"/> Socialize	_____	00000
<input type="checkbox"/> Streetwise	_____	00000
<input type="checkbox"/> Subterfuge	_____	00000

### OTHER TRAITS

#### MERITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

#### FLAWS

_____
_____
_____
_____
_____

SIZE: \_\_\_\_\_

SPEED: \_\_\_\_\_

DEFENSE: \_\_\_\_\_

ARMOR: \_\_\_\_\_

INITIATIVE MOD: \_\_\_\_\_

#### ARCANA

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

#### 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

# 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: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### *EXPERIENCE*

### *ARCANE EXPERIENCE*

### *ROTÉS*

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: _____	_____
Skills: _____ _____ _____	_____
Influence: _____	
Ban: _____	
Size: _____ Speed: _____	
Defense: _____ Initiative: _____	

*CORPUS/HEALTH*  
000000000000  
□□□□□□□□□□

*WILLPOWER*  
000000000000  
□□□□□□□□□□

*ESSENCE*  
□□□□□□□□□□