

# 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

#### ARCANA

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

#### HEALTH

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

#### WILLPOWER

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

#### GNOSIS

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#### MANA

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Points Per Turn: \_\_\_\_\_

#### FLAWS

_____
_____
_____
_____
_____

#### PROTECTIVE SPELLS

Name	Points
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

# 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

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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: _____	Numina
Description: _____	_____
_____	_____
Power: _____	_____
Finesse: _____	_____
Resistance: _____	_____
Skills: _____	_____
_____	_____
Influence: _____	_____
Ban: _____	_____
Size: _____	Speed: _____
Defense: _____	Initiative: _____

*CORPUS/HEALTH*  
 OOOOOOOOOOOO  
 □□□□□□□□□□

*WILLPOWER*  
 OOOOOOOOOO  
 □□□□□□□□□□

*ESSENCE*  
 □□□□□□□□□□

# MAGE™ THE AWAKENING

## EXPANDED MERITS

*ALLIES*

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*ARTIFACT*

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*CONTACTS*

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*DESTINY*

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*LIBRARY*

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*MENTOR*

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*RESOURCES*

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*RETAINER*

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*STATUS*

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*THRALL*

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## POSSESSIONS

*GEAR (CARRIED)*

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*EQUIPMENT (OWNED)*

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## ATTAINMENTS

*NAME*

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*DESCRIPTION*

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## SANCTUM

*LOCATION*

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*DESCRIPTION*

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