

MAGE

THE AWAKENING

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

PATH:
ORDER:
LEGACY:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	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

OTHER TRAITS

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

□□□□□□□□
□□□□□□□□

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: _____
 Experience: _____

MAGE

THE AWAKENING

OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

SLEEPWALKER RETAINER

LIBRARY

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

ARTIFACTS

MISC

SANCTUM

LOCATION

DESCRIPTION

