

MAGE

THE AWAKENING

Name: _____
 Player: _____
 Virtue: _____
 Vice: _____
 Path: _____
 Order: _____
 Legacy: _____

ATTRIBUTES

Intelligence	●0000
Wits	●0000
Resolve	●0000
Strength	●0000
Dexterity	●0000
Stamina	●0000
Presence	●0000
Manipulation	●0000
Composure	●0000

MENTAL SKILLS

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

PHYSICAL SKILLS

(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

SOCIAL SKILLS

(-1 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

ARCANA

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

MERITS

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

FLAWS

HEALTH

00000000000000
 □□□□□□□□□□□□

WILLPOWER

000000000000
 □□□□□□□□□□

GNOSIS

□□□□□□□□□□

MANA

□□□□□□□□□□
 □□□□□□□□□□

WISDOM

000000000000

ROTES

Size: _____
 Speed(acting/running): _____ / _____
 Initiative Mod: _____
 Defense: _____ Armor: _____

FAVORED ACTIONS

Action/Power	Traits	Pool
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	

CHARACTER TRAITS & POOLS

BASIC TRAITS

Perception Pool

(Wits + Composure)= _____

Defense

(Lower of Wits or Dexterity)= _____

Initiative Modifier

(Dexterity + Composure)= _____

Speed(Acting/Running)= _____ / _____

ATTACK POOLS

Unarmed Attack

(Str + Brawl)= _____ (RES by Def + Armor)

Melee Attack

(Str+Weap+Dmg)= _____ (RES by Def + Armor)

Firearms Attack

(Dex+Firearms+Dmg)= _____ (RES by Def + Armor)

MERIT BONUSES

MAGE

THE AWAKENING

FAVORED ACTIONS

Action/Power	Traits	Pool
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	

KEY RULES

ACTIONS & SUCCESSES

Instant Actions: Each character gets one per turn. Consist of a single draw.

Reflexive Actions: Take no time and occur as per the traits description. Consist of a single draw.

Extended Actions: Take place over several turns or more; and consist of several draws.

CONT(ested) Draws: Both attacker and defender form a pool, draw, and then compare successes. Ties go to the defender; otherwise subtract defenders successes from attacker for final number of attackers successes.

RES(isted) Draws: Subtract the defenders traits from attackers pool before drawing.

Successes: A total of 10 is one success; every increment of 5 above that (15, 20, etc.) is an additional success.

COMBAT SUMMARY

Step 0: Mediate: Can the players resolve things without cards?

Step 1: Initiative: Draw one card + Initiative Modifier; lasts the whole combat.

Step 2: Attack: Character with the highest Initiative attacks. A character may choose to hold his action until later in the turn.

Step 3: Resolve: Apply damage or other effects. Damage = attacks successes.

Step 4: Repeat: Follow Initiative roster and repeat Steps 2 and 3 for every character until everyone has acted(this is the end of the turn). Then repeat again for the next turn(do not redraw Initiative).