MAGE
THE AWAKENING

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

ATTRIBUTES

Intelligence	OOOOO
Wits	OOOOO
Resolve	OOOOO

Strength	OOOOO
Dexterity	OOOOO
Stamina	OOOOO

Presence	OOOOO
Manipulation	OOOOO
Composure	OOOOO

MENTAL SKILLS
(-3 unskilled)

Academics_____OOOOO
Computer_____OOOOO
Crafts_____OOOOO
Investigation_____OOOOO
Medicine_____OOOOO
Occult_____OOOOO
Politics_____OOOOO
Science_____OOOOO

PHYSICAL SKILLS
(-1 unskilled)

Athletics_____OOOOO
Brawl_____OOOOO
Drive_____OOOOO
Firearms_____OOOOO
Larceny_____OOOOO
Stealth_____OOOOO
Survival_____OOOOO
Weaponry_____OOOOO

SOCIAL SKILLS
(-1 unskilled)

Animal Ken_____OOOOO
Empathy_____OOOOO
Expression_____OOOOO
Intimidation_____OOOOO
Persuasion_____OOOOO
Socialize_____OOOOO
Streetwise_____OOOOO
Subterfuge_____OOOOO

ARCANA

Death_____OOOOO
Fate_____OOOOO
Forces_____OOOOO
Life_____OOOOO
Matter_____OOOOO
Mind_____OOOOO
Prime_____OOOOO
Spirit_____OOOOO
Space_____OOOOO
Time_____OOOOO

MERITS

_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO

FLAWS

_____
_____
_____

HEALTH
OOOOOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐☐☐☐

WILLPOWER
OOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐

GNOSIS
☐☐☐☐☐☐☐☐☐☐

MANA
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

WISDOM
OOOOOOOOOO

ROTES

_____
_____
_____
_____
_____
_____

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

FAVORED ACTIONS

Action/Power	Traits	Pool
_____	(____ + ____ + ____)=	☐
CONT/RES by (_____)		
_____	(____ + ____ + ____)=	☐
CONT/RES by (_____)		
_____	(____ + ____ + ____)=	☐
CONT/RES by (_____)		
_____	(____ + ____ + ____)=	☐
CONT/RES by (_____)		
_____	(____ + ____ + ____)=	☐
CONT/RES by (_____)		
_____	(____ + ____ + ____)=	☐
CONT/RES by (_____)		
_____	(____ + ____ + ____)=	☐
CONT/RES by (_____)		
_____	(____ + ____ + ____)=	☐
CONT/RES by (_____)		

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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

_____
_____
_____
_____
_____
_____
_____

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 goto the defender; otherwise subtract defenders
successes from attacker for final number of attackers
successes.
RES(isted) Draws: Subtract the defenders traits
form attackers poll 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 higest Initiative
atacks. 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).