

MAGE

THE AWAKENING

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

ATTRIBUTES

Intelligence	00000
Wits	00000
Resolve	00000
Strength	00000
Dexterity	00000
Stamina	00000
Presence	00000
Manipulation	00000
Composure	00000

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

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

FLAWS

HEALTH

00000000000000
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WILLPOWER

000000000000
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GNOSIS

□□□□□□□□□□

MANA

□□□□□□□□□□
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WISDOM

000000000000

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	(_____)	

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
_____	(_____ + _____ + _____)	=
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	=
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	=
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	=
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	=
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	=
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	=
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).