

MAGE

THE AWAKENING

SECOND EDITION

Shadow Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

Path:
 Order:
 Legacy:

ATTRIBUTES

Power	Intelligence OOOOOOOOOO	Strength OOOOOOOOOO	Presence OOOOOOOOOO
Finesse	Wits OOOOOOOOOO	Dexterity OOOOOOOOOO	Manipulation OOOOOOOOOO
Resistance	Resolve OOOOOOOOOO	Stamina OOOOOOOOOO	Composure OOOOOOOOOO

SKILLS

OTHER TRAITS

MENTAL

- Rote Skill*
 (-3 unskilled)
- Academics_ OOOOOOOOOO
 - Computer_ OOOOOOOOOO
 - Crafts_ OOOOOOOOOO
 - Investigation_ OOOOOOOOOO
 - Medicine_ OOOOOOOOOO
 - Occult_ OOOOOOOOOO
 - Politics_ OOOOOOOOOO
 - Science_ OOOOOOOOOO

ARCANA

- Death_____ OOOOO
- Fate_____ OOOOO
- Forces_____ OOOOO
- Life_____ OOOOO
- Matter_____ OOOOO
- Mind_____ OOOOO
- Prime_____ OOOOO
- Spirit_____ OOOOO
- Space_____ OOOOO
- Time_____ OOOOO

HEALTH

OOOOOOOOOOOO
 □□□□□□□□□□

WILLPOWER

OOOOOOOOOO
 □□□□□□□□□□

GNOSIS

OOOOOOOOOO

MANA

Max Remaining

WISDOM

OOOOOOOOOO

CONDITIONS

ASPIRATIONS

OBSESSIONS

PHYSICAL

- Rote Skill*
 (-1 unskilled)
- Athletics_ OOOOOOOOOO
 - Brawl_ OOOOOOOOOO
 - Drive_ OOOOOOOOOO
 - Firearms_ OOOOOOOOOO
 - Larceny_ OOOOOOOOOO
 - Stealth_ OOOOOOOOOO
 - Survival_ OOOOOOOOOO
 - Weaponry_ OOOOOOOOOO

MERITS

- _____ OOOOO
- _____ OOOOO
- _____ OOOOO
- _____ OOOOO
- _____ OOOOO
- _____ OOOOO
- _____ OOOOO
- _____ OOOOO
- _____ OOOOO
- _____ OOOOO
- _____ OOOOO
- _____ OOOOO

SOCIAL

- Rote Skill*
 (-1 unskilled)
- Animal Ken_ OOOOOOOOOO
 - Empathy_ OOOOOOOOOO
 - Expression_ OOOOOOOOOO
 - Intimidation_ OOOOOOOOOO
 - Persuasion_ OOOOOOOOOO
 - Socialize_ OOOOOOOOOO
 - Streetwise_ OOOOOOOOOO
 - Subterfuge_ OOOOOOOOOO

- Size: _____
- Speed: _____
- Defense: _____
- Armor: _____
- Initiative Mod: _____
- Beats: □ □ □ □ □
- Experience: _____
- Arcane Beats: □ □ □ □ □
- Arcane Experiences: _____

Aspirations 3 • Obsessions - 1 at Gnosis 1 or 2, 2 at Gnosis 3 • Attributes 5/4/3 (+1 dot in any Resistance Attribute) • Skills 11/7/4 (+1 dot of Occult if in an Order) (+3 Specialties)
 Arcana - 6 dots, none over 3, at least 1 dot in each Ruling Arcanum • Praxes - 1 per dot of Gnosis • Rotes - choose spells with 6 total dots • Merits 10
 Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5
 Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Full as per Gnosis

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ACTIVE SPELLS

Max = Gnosis

YANTRAS

MAGICAL TOOLS

Dedicated:

PRAXES

INURED SPELLS

ROTES

Arcanum	Level	Spell	Creator	Rote Skill

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana

COMBAT

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size

NIMBUS

ARCANA ATTAINMENTS

LEGACY ATTAINMENTS

1st

2nd

3rd

4th

5th

MAGE

THE AWAKENING

SECOND EDITION

OTHER TRAITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

MAGICAL STYLE

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

PERSISTENT CONDITIONS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

EXPANDED MERITS

ALLIES

CONTACTS

LIBRARY

MENTOR

OTHER (_____)

RESOURCES

SLEEPWALKER RETAINER

STATUS

THRALL

OTHER (_____)

SANCTUM

Rank: OO
Description: _____

Power: _____
Finesse: _____
Resistance: _____
Influence: _____
Ban: _____

Bane: _____

Size: _____ **Speed:** _____
Defense: _____ **Initiative:** _____

FAMILIAR

Numina

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

WILLPOWER
 OOOOOOOOOO
 □□□□□□□□□□

ESSENCE
 □□□□□□□□□□
 □ □ □ □ □

