

MAGE™

THE AWAKENING

NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

ORDER:

CHRONICLE:

CONCEPT:

LEGACY:

ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FINESSE	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

SKILLS

MENTAL

(3 unskilled)

Rote Skill		
<input type="checkbox"/> Academics	_____	00000
<input type="checkbox"/> Computer	_____	00000
<input type="checkbox"/> Crafts	_____	00000
<input type="checkbox"/> Investigation	_____	00000
<input type="checkbox"/> Medicine	_____	00000
<input type="checkbox"/> Occult	_____	00000
<input type="checkbox"/> Politics	_____	00000
<input type="checkbox"/> Science	_____	00000

PHYSICAL

(1 unskilled)

Rote Skill		
<input type="checkbox"/> Athletics	_____	00000
<input type="checkbox"/> Brawl	_____	00000
<input type="checkbox"/> Drive	_____	00000
<input type="checkbox"/> Firearms	_____	00000
<input type="checkbox"/> Larceny	_____	00000
<input type="checkbox"/> Stealth	_____	00000
<input type="checkbox"/> Survival	_____	00000
<input type="checkbox"/> Weaponry	_____	00000

SOCIAL

(1 unskilled)

Rote Skill		
<input type="checkbox"/> Animal Ken	_____	00000
<input type="checkbox"/> Empathy	_____	00000
<input type="checkbox"/> Expression	_____	00000
<input type="checkbox"/> Intimidation	_____	00000
<input type="checkbox"/> Persuasion	_____	00000
<input type="checkbox"/> Socialize	_____	00000
<input type="checkbox"/> Streetwise	_____	00000
<input type="checkbox"/> Subterfuge	_____	00000

OTHER TRAITS

MERITS

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

ARCANA

Death	_____	00000
Fate	_____	00000
Forces	_____	00000
Life	_____	00000
Matter	_____	00000
Mind	_____	00000
Prime	_____	00000
Spirit	_____	00000
Space	_____	00000
Time	_____	00000

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

GNOSIS

0000000000

MANA

□□□□□□□□□□
□□□□□□□□□□

Points Per Turn: _____

FLAWS

PROTECTIVE SPELLS

Name	Points
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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: _____

MAGE THE AWAKENING

ACTIVE SPELLS

Max = Gnosis+3

SPELLS CAST UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell

NIMBUS

PARADOX MARKS

Bedlam: _____
Brand: _____

DEDICATED MAGICAL TOOL

Arcana Based Tools:

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Arcana	Level	Name	Dice Pool	Page #
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

Weapon/Attack	Dice Mod.	Size	Range	Clip
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

FAMILIAR

Type: _____	Numina
Description: _____	_____
_____	_____
Power: _____	_____
Finesse: _____	_____
Resistance: _____	_____
Skills: _____	_____
_____	_____
Influence: _____	_____
Ban: _____	_____
Size: _____	Speed: _____
Defense: _____	Initiative: _____

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

WILLPOWER
 OOOOOOOOOO
 □□□□□□□□□□

ESSENCE
 □□□□□□□□□□

Attributes: New Dots x 5 • Skills: New Dots x 3 • Skill Speciality: 3 • Ruling Arcana: New Dots x 6 • Common Arcana: New Dots x 7
 Inferior Arcana: New Dots x 8 • Rote: 2 per Dot • Merits: New Dots x 2 • Gnosis: New Dots x 8 • Wisdom: New Dots x 3 • Willpower: 8