MAGE
THE AWAKENING

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

ATTRIBUTES

Intelligence	●OOOO
Wits	●OOOO
Resolve	●OOOO

Strength	●OOOO
Dexterity	●OOOO
Stamina	●OOOO

Presence	●OOOO
Manipulation	●OOOO
Composure	●OOOO

MENTAL SKILLS
Rote Skill   *(-3 unskilled)*

☐ Academics_____OOOOO
☐ Computer_____OOOOO
☐ Crafts_____OOOOO
☐ Investigation_____OOOOO
☐ Medicine_____OOOOO
☐ Occult_____OOOOO
☐ Politics_____OOOOO
☐ Science_____OOOOO

PHYSICAL SKILLS
Rote Skill   *(-1 unskilled)*

☐ Athletics_____OOOOO
☐ Brawl_____OOOOO
☐ Drive_____OOOOO
☐ Firearms_____OOOOO
☐ Larceny_____OOOOO
☐ Stealth_____OOOOO
☐ Survival_____OOOOO
☐ Weaponry_____OOOOO

SOCIAL SKILLS
Rote Skill   *(-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

O O O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILLPOWER

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

GNOSIS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

MANA

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WISDOM

O O O O O O O O O O

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 (_____)		

FAVORED ACTIONS

Action/Power	Traits	Pool
_____	(_____+_____+_____)=	☐
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

_____
_____
_____
_____
_____
_____
_____

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).