

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

Rote Skill

(-3 unskilled)

☐ Academics	00000
☐ Computer	00000
☐ Crafts	00000
☐ Investigation	00000
☐ Medicine	00000
☐ Occult	00000
☐ Politics	00000
☐ Science	00000

PHYSICAL SKILLS

Rote Skill

(-1 unskilled)

☐ Athletics	00000
☐ Brawl	00000
☐ Drive	00000
☐ Firearms	00000
☐ Larceny	00000
☐ Stealth	00000
☐ Survival	00000
☐ Weaponry	00000

SOCIAL SKILLS

Rote Skill

(-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
 □□□□□□□□□□□□

WILLPOWER

000000000000
 □□□□□□□□□□

GNOSIS

□□□□□□□□□□

MANA

□□□□□□□□□□
 □□□□□□□□□□

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 (_____)		

MAGETM

THE AWAKENING

FAVORED ACTIONS

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