

MAGE

THE AWAKENING

SILADOW NAME:

PLAYER:

CHRONICLE:

VIRTUE:

VICE:

CONCEPT:

ORDER:

LEGACY:

CABAL:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL

(-3 unskilled)

Rote Skill

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

PHYSICAL

(-1 unskilled)

Rote Skill

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

SOCIAL

(-1 unskilled)

Rote Skill

- ☐ Animal Ken _____ 00000
- ☐ Empathy _____ 00000
- ☐ Expression _____ 00000
- ☐ Intimidation _____ 00000
- ☐ Persuasion _____ 00000
- ☐ Socialize _____ 00000
- ☐ Streetwise _____ 00000
- ☐ Subterfuge _____ 00000

OTHER TRAITS

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
- _____ 00000
- _____ 00000

FLAWS

- _____
- _____
- _____

PROTECTIVE SPELLS

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

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

GNOSIS

0000000000

MANA

□□□□□□□□□□
□□□□□□□□□□

Points Per Turn: _____

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: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

ACANTHUS

OTHER TRAITS

_____00000
_____00000
_____00000
_____00000
_____00000

MAGICAL STYLE

_____00000
_____00000
_____00000
_____00000
_____00000

_____00000
_____00000
_____00000
_____00000
_____00000

DERANGEMENTS

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

SLEEPWALKER RETAINER

LIBRARY

STATUS

MENTOR

THRALL

OTHER (_____)

OTHER (_____)

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

ARTIFACTS

MISC

SANCTUM

LOCATION

DESCRIPTION

GOALS/DESTINY

DESCRIPTION

ENDING:

DEDICATION/OATH

CABAL

ES:

REAL NAME: _____

AGE: _____

APPARENT AGE: _____

DATE OF BIRTH: _____

AGE OF AWAKENING: _____

HAIR: _____

EYES: _____

RACE: _____

NATIONALITY: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

CABAL NAME: _____
 SIGIL: _____
 PROTOCOLS/RITES: _____

[illegible]