

MAGE

THE AWAKENING

SHADOW 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

OTHER TRAITS

MENTAL
(-3 unskilled)

Rote Skill

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

ARCANA

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

HEALTH

00000000000000
00000000000000

WILLPOWER

000000000000
000000000000

GNOSIS

000000000000

PHYSICAL
(-1 unskilled)

Rote Skill

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

MERITS

00000
00000
00000
00000
00000
00000
00000
00000
00000
00000

MANA

000000000000
000000000000
Points Per Turn: _____

WISDOM

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

SOCIAL
(-1 unskilled)

Rote Skill

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

FLAWS

PROTECTIVE SPELLS

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

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



THYRSUS



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

