

MAGE

THE AWAKENING

TRUE NAME:

VIRTUE:

PATH:

SHADOW NAME:

VICE:

ORDER:

PLAYER:

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

Rote Skill

(-3 unskilled)

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

PHYSICAL

Rote Skill

(-1 unskilled)

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

SOCIAL

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
- 00000
- 00000

FLAW

- _____
- _____
- _____

PROTECTIVE SPELLS

- | Name | Points |
|-------|--------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

HEALTH

0000000000000000

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-3 -2 -1

WILLPOWER

000000000000

□□□□□□□□□□

GNOSIS

000000000000

MANA

□□□□□□□□□□

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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: d10+ _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrsus: +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

ACTIVE SPELLS

$$Max = Gnosis + 3$$
[illegible]

*SPELLS CAST
UPON SELF*

Spell tolerance = Stamina;
-1 die on magic rolls per extra spell

NIMBUS

PARADOX MARKS

Bedlam:

Brand: _____

DEDICATED
MAGICAL TOOLS

Path Tool:

Order Tool:

Arcana Tools: _____

EXPERIENCE

ARCANE EXPERIENCE

ROTES

[illegible]

ENCHANTED ITEMS

Type	Powers	Dice Pool	Mana

COMBAT

<i>Weapon/Attack</i>	<i>Dice Mod.</i>	<i>Size</i>	<i>Range</i>	<i>Clip</i>
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

FAMILIAR

Type: _____	Numina
Description: _____	_____
_____	_____
_____	_____
Power: _____	_____
Finesse: _____	_____
Resistance: _____	_____
Skills: _____	<i>CORPUS/HEALTH</i>
_____	00000000000000
_____	□□□□□□□□□□
_____	<i>WILLPOWER</i>
Influence: _____	000000000000
Ban: _____	□□□□□□□□□□
Size: _____	<i>ESSENCE</i>
Defense: _____	□□□□□□□□□□
Speed: _____	
Initiative: _____	

