



MAGE

THE AWAKENING

NAME
PLAYER
CHRONICLE

VIRTUE
VICE
CONCEPT

PATH
ORDER
LEGACY

Attributes

Mental

INTELLIGENCE ●○○○○
WITS ●○○○○
RESOLVE ●○○○○

Physical

STRENGTH ●○○○○
DEXTERITY ●○○○○
STAMINA ●○○○○

Social

PRESENCE ●○○○○
MANIPULATION ●○○○○
COMPOSURE ●○○○○

Skills

Mental

ACADEMICS _____ ○○○○○
COMPUTER _____ ○○○○○
CRAFTS _____ ○○○○○
INVESTIGATION _____ ○○○○○
MEDICINE _____ ○○○○○
OCCULT _____ ○○○○○
POLITICS _____ ○○○○○
SCIENCE _____ ○○○○○

Physical

ATHLETICS _____ ○○○○○
BRAWL _____ ○○○○○
DRIVE _____ ○○○○○
FIREARMS _____ ○○○○○
LARCENCY _____ ○○○○○
STEALTH _____ ○○○○○
SURVIVAL _____ ○○○○○
WEAPONRY _____ ○○○○○

Social

ANIMAL KEN _____ ○○○○○
EMPATHY _____ ○○○○○
EXPRESSION _____ ○○○○○
INTIMIDATION _____ ○○○○○
PERSUASION _____ ○○○○○
SOCIALIZE _____ ○○○○○
STRETWISE _____ ○○○○○
SUBTERFUGE _____ ○○○○○

Arcana

FATE ○○○○○
TIME ○○○○○
MIND ○○○○○

SPACE ○○○○○
DEATH ○○○○○
MATTER ○○○○○

FORCES ○○○○○
PRIME ○○○○○
LIFE ○○○○○
SPIRIT ○○○○○

Other Traits

Health

○○○○○○○○○○○○○○○○
□□□□□□□□□□□□

Willpower

○○○○○○○○○○○○○○○○
□□□□□□□□□□□□

Gnosis

○○○○○○○○○○○○○○○○

Mana

□□□□□□□□□□□□
□□□□□□□□□□□□

Flaws

Merits

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
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_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Wisdom

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

Protective Spells

Name	Points
_____	_____
_____	_____
_____	_____

SIZE: _____
SPEED: _____
DEFENSE: _____
ARMOR: _____
INITIATIVE MOD: _____



Notes

ARCANA	LEVEL	NAME	DICE POOL	BOOK/ PAG

Enchanted Items

TYPE	POWER	DICE POOL	MANA

Combat

WEAPON / ATTACK	DICE MOD.	SIZE	RANGE	CLIP

Paradox Marks

Bedlam: _____

Brand: _____

Dedicated Magical Tool

Nimbus

Spells Cast Upon Self

SPELL TOLERANCE = STAMINA:
-1 DICE PER EXTRA SPELL

Active Spells

Max = Gnosis+3

Experience

Arcane Experience
