

MAGE™

THE AWAKENING

NAME:

PLAYER:

CHRONICLE:

VIRTUE:

VICE:

CONCEPT:

PATH:

ORDER:

LEGACY:

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)

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

PHYSICAL
(-1 unskilled)

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

SOCIAL
(-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
	00000
	00000

PROTECTIVE SPELLS

Name	Points

HEALTH

00000000000000
□□□□□□□□□□□□

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: _____

PERCEPTION: _____

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

[illegible][illegible][illegible]

• Bedlam: _____
• Brand: _____

Arcana Based Tools:

Circumstance	Justified (%)	Not justified (%)
Self-defense	85	15
To protect others	75	25
To protect property	65	35
To protect the community	55	45
To protect the environment	55	45

[illegible]

Type	Power	Dice Pool	Mana

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

Type: _____ Description: _____ _____ Power: _____ Finesse: _____ Resistance: _____ Skills: _____ _____ Influence: _____ Ban: _____ Size: _____ Speed: _____ Defense: _____ Initiative: _____	Numina _____ _____ _____ _____ <i>CORPUS/HEALTH</i> 0000000000000000 □□□□□□□□□□□□ <i>WILLPOWER</i> 000000000000 □□□□□□□□□□ <i>ESSENCE</i> □□□□□□□□□□
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