

# MAGE

## THE AWAKENING

SHADOW NAME:

VIRTUE:

PATH:

PLAYER:

VICE:

ORDER:

CHRONICLE:

CONCEPT:

LEGACY:

### 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

<input type="checkbox"/>	Academics	00000
<input type="checkbox"/>	Computer	00000
<input type="checkbox"/>	Crafts	00000
<input type="checkbox"/>	Investigation	00000
<input type="checkbox"/>	Medicine	00000
<input type="checkbox"/>	Occult	00000
<input type="checkbox"/>	Politics	00000
<input type="checkbox"/>	Science	00000

*ARCANA*

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

*HEALTH*

000000000000

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*PHYSICAL*  
(-1 unskilled)

Rote Skill

<input type="checkbox"/>	Athletics	00000
<input type="checkbox"/>	Brawl	00000
<input type="checkbox"/>	Drive	00000
<input type="checkbox"/>	Firearms	00000
<input type="checkbox"/>	Larceny	00000
<input type="checkbox"/>	Stealth	00000
<input type="checkbox"/>	Survival	00000
<input type="checkbox"/>	Weaponry	00000

*MERITS*

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

*WILLPOWER*

0000000000

□□□□□□□□

*GNOSIS*

0000000000

*MANA*

□□□□□□□□

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Points Per Turn: \_\_\_\_\_

*SOCIAL*  
(-1 unskilled)

Rote Skill

<input type="checkbox"/>	Animal Ken	00000
<input type="checkbox"/>	Empathy	00000
<input type="checkbox"/>	Expression	00000
<input type="checkbox"/>	Intimidation	00000
<input type="checkbox"/>	Persuasion	00000
<input type="checkbox"/>	Socialize	00000
<input type="checkbox"/>	Streetwise	00000
<input type="checkbox"/>	Subterfuge	00000

*FLAWS*

_____	
_____	
_____	

*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: \_\_\_\_\_

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

# MAGE THE AWAKENING

## ACTIVE SPELLS

Max = Gnosis+3


*SPELLS CAST UPON SELF*  
Spell Tolerance = Stamina;  
-1 dice per extra spell.


## NIMBUS


## PARADOX MARKS

Bedlam: \_\_\_\_\_

Brand: \_\_\_\_\_


*DEDICATED  
MAGICAL TOOL*

Arcana Based Tools


## EXPERIENCE

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## ARCANE EXPERIENCE

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## ROTES

Arcana	Level	Name	Dice Pool	Book/Page

## ENCHANTED ITEMS

Type	Power	Dice Pool	Mana

## COMBAT

Weapon/Attack	Dice Mod.	Size	Range	Clip

## FAMILIAR

Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Power: \_\_\_\_\_  
Finesse: \_\_\_\_\_  
Resistance: \_\_\_\_\_  
Skills: \_\_\_\_\_  
\_\_\_\_\_

Influence: \_\_\_\_\_  
Ban: \_\_\_\_\_  
Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
Defense: \_\_\_\_\_ Initiative: \_\_\_\_\_

## Numina

*CORPUS/HEALTH*  
000000000000  
□□□□□□□□□□□□

*WILLPOWER*  
000000000000  
□□□□□□□□□□□□

*ESSENCE*  
□□□□□□□□□□□□