MAGE™ THE AWAKENING

Name: | Concept: | Path:
Player: | Virtue: | Order:
Chronicle: | Vice: | Cabal:

Attributes

Power	Intelligence	●OOOO	Strength	●OOOO	Presence	●OOOO
Finesse	Wits	●OOOO	Dexterity	●OOOO	Manipulation	●OOOO
Resistance	Resolve	●OOOO	Stamina	●OOOO	Composure	●OOOO

Skills

Mental
(-3 unskilled)

Rote Skill

- ☐ Academics ____ OOOOO
- ☐ Computer ____ OOOOO
- ☐ Crafts ____ OOOOO
- ☐ Investigation ____ OOOOO
- ☐ Medicine ____ OOOOO
- ☐ Occult ____ OOOOO
- ☐ Politics ____ OOOOO
- ☐ Science ____ OOOOO

Physical
(-1 unskilled)

Rote Skill

- ☐ Athletics ____ OOOOO
- ☐ Brawl ____ OOOOO
- ☐ Drive ____ OOOOO
- ☐ Firearms ____ OOOOO
- ☐ Larceny ____ OOOOO
- ☐ Stealth ____ OOOOO
- ☐ Survival ____ OOOOO
- ☐ Weaponry ____ OOOOO

Social
(-1 unskilled)

Rote Skill

- ☐ Animal Ken ____ OOOOO
- ☐ Empathy ____ OOOOO
- ☐ Expression ____ OOOOO
- ☐ Intimidation ____ OOOOO
- ☐ Persuasion ____ OOOOO
- ☐ Socialize ____ OOOOO
- ☐ Streetwise ____ OOOOO
- ☐ Subterfuge ____ OOOOO

Other Traits

Merits

- ____ OOOOO
- ____ OOOOO
- ____ OOOOO
- ____ OOOOO
- ____ OOOOO
- ____ OOOOO
- ____ OOOOO
- ____ OOOOO

Flaws

- ____
- ____
- ____

Size ____
Defense ____
Initiative Mod ____
Speed ____
Experience ____

Arcana

- Death ____ OOOOO
- Fate ____ OOOOO
- Forces ____ OOOOO
- Life ____ OOOOO
- Matter ____ OOOOO
- Mind ____ OOOOO
- Prime ____ OOOOO
- Space ____ OOOOO
- Spirit ____ OOOOO
- Time ____ OOOOO

Health

OOOOOOOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Willpower

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Mana

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Points per turn: ____

Gnosis

● O O O O O O O O O

Wisdom

- 10 ____ O
- 9 ____ O
- 8 ____ O
- 7 ____ O
- 6 ____ O
- 5 ____ O
- 4 ____ O
- 3 ____ O
- 2 ____ O
- 1 ____ O

Armor

Type | Points

____

Protective Spells

Name | Points

____

____

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

Copyright White Wolf Publishing • www.white-wolf.com

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

Arcane Experience

Rotes

Dots	Arcana	Name	Dice Pool	Page #

Weapons

Type	Damage Range	Clip	Size	Special

Enchanted Items

Type	Power	Dice Pool	Mana

Equipment

Type	Dice Mod.

Familiar

Type: _____

Description: _____

Power: _____

Finesse: _____

Resistance: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Influence: _____

Numina	Cost

Ban: _____

Corpus/Health

Willpower

Essence

Copyright White Wolf Publishing • www.white-wolf.com