

@ Mage the Awakening @

Name:	Concept:	Xp: Arcane Xp:
Age:	Virtue:	Initiative: (Dex+Comp) +1D10
Path:	Vice:	Defense:
Order:	Cabal:	Size:
MANA	Willpower	Speed:
□□□□□□□□□□ □□□□□□□□□□ Points Per Turn ____	0 0 0 0 0 0 0 0 0 0 0 0 0 0 □□□□□□□□□□□□□□□□	Perception (Wits + Comp): Health 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 □□□□□□□□□□□□□□□□
Gnosis		
0 0 0 0 0 0 0 0 0 0		

Attributes			
Power	Intelligence ●0000	Strength ●0000	Presence ●0000
Finesse	Wits ●0000	Dexterity ●0000	Manipulation ●0000
Resistance	Resolve ●0000	Stamina ●0000	Composure ●0000

Skills		Skills		Skills		Merits/Flaws	
Mental <small>Rote (-3 unskilled)</small>	Physical <small>Rote (-1 unskilled)</small>	Social <small>Rote (-1 unskilled)</small>					Merits
Skill	Skill	Skill					00000
□ Academics 00000	□ Athletics 00000	□ Animal Ken 00000					00000
□ Computer 00000	□ Brawl 00000	□ Empathy 00000					00000
□ Craft 00000	□ Drive 00000	□ Expression 00000					00000
□ Investigation 00000	□ Firearms 00000	□ Intimidation 00000					00000
□ Medicine 00000	□ Larceny 00000	□ Persuasion 00000					00000
□ Occult 00000	□ Stealth 00000	□ Socialize 00000					00000
□ Politics 00000	□ Survival 00000	□ Streetwise 00000					00000
□ Science 00000	□ Weaponry 00000	□ Subterfuge 00000					00000

Mental Specialties		Physical Specialties		Social Specialties		Flaws
Skill	Specialty	Skill	Specialty	Skill	Specialty	

ARCANA		ARCANA		ARCANA	
Death 00000	Life 00000	Space 00000	Fate 00000	Matter 00000	Spirit 00000
Force 00000	Mind 00000	Time 00000	Prime 00000		

Weapons/Armor		Weapons/Armor		Weapons/Armor		Weapons/Armor	
Weapons	Damage	Ranges	Clip/Ammo	Strength	Size	Special	
Armor Type	Rating	Strength	Defense	Speed	Perception	Special/AR	

AR= Armor Rating, which is the amount of lethal or aggravated damage armor can take before falling into ruin. Each point of lethal or aggravated damage taken by a person is subtracted off the person AR as well.

Protective Spell		Protective Spell	
Name	Points	Name	Points

EQUIPMENT		Wisdom	
Equipment	Special	10	(roll 5 dice) 0
		9	(roll 5 dice) 0
		8	(roll 4 dice) 0
		7	(roll 4 dice) 0
		6	(roll 3 dice) 0
		5	(roll 3 dice) 0
		4	(roll 3 dice) 0
		3	(roll 2 dice) 0
		2	(roll 2 dice) 0
		1	(roll 1 dice) 0

Attributes 5/4/3 * **Skills** 11/7/4 (+3 specialties) * **Merits** 7 * (Buying the fifth dot in any area costs 2 points) * **Health** = Stamina + Size * **Willpower** = Resolve + Composure * **Size** = 5 for human adults.
Defense = Lowest of Dexterity or Wits * **Initiative Modifier** = Dexterity + Composure * **Speed** = Strength + Dexterity + 5 * **Starting Wisdom** = 7 * **Starting Gnosis** = 1 * **Starting Mana** = Wisdom
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 must be in the Path's Ruling Arcana), +1 dot in any Arcanum * **Rotes**: 6

