

# Mage the Awakening

Name:	Concept:	Xp: <span style="float: right;">Arcane Xp:</span>
Age:	Virtue:	Initiative: (Dex+Comp) <span style="float: right;">+1D10</span>
Path:	Vice:	Defense:
Order:	Cabal:	Size:
<b>Mana</b>	<b>Willpower</b>	<b>Speed:</b>
□□□□□□□□ □□□□□□□□ Points Per Turn ____	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 □□□□□□□□□□□□□□□□	<b>Perception:</b>
	<b>Gnosis</b>	<b>Health</b>
	0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 □□□□□□□□□□□□□□□□

Attributes			
<b>Power</b>	Intelligence ●0000	Strength ●0000	Presence ●0000
<b>Finesse</b>	Wits ●0000	Dexterity ●0000	Manipulation ●0000
<b>Resistance</b>	Resolve ●0000	Stamina ●0000	Composure ●0000

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

Mental Specialties		Physical Specialties		Social Specialties		<b>Flaws</b>
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's 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 \* Notes: 6

# History


Appearance and Gear		Background Notes/Contacts		Supplies/Holdings/Wealth

# ROTES

Dots	Arcana	Name	Dice Pool	Notes And PG #

Active Spells (Max = Gnosis +3)	Spell Cast Upon Self <small>(Tolerance = Stamina -1 per extra spell)</small>	Nimbus	Dedicated Magical Tool
		Paradox Marks	Arcana Based Tools:
		Bedlam:	
		Brand:	

# Enchanted Items

Type	Power	Dice Pool	Mana	Type	Power	Dice Pool	Mana

# Familiar

Type:	Size:
Description:	Influence:
	Namina <span style="float: right;">Cost</span>
Power:	
Virtues:	
Resistance:	Bar:
Skills:	Corpus/Health
	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
	□ □ □ □ □ □ □ □ □ □ □ □ □ □
	Willpower
	0 0 0 0 0 0 0 0 0 0 0
	□ □ □ □ □ □ □ □
Initiative:	Essence
Defense:	□ □ □ □ □ □ □ □
Speed:	