	Mage the	Awakenin	ış 💿	·				
Name:	Concept:		Xp:	Arcane Xp				
Age:	Virtue:		Initiative: (D	ex+Comp)	+1D10			
Path:	Vice:		Defense:					
Order:	Cabal:		Size:					
MANA		power		Speed:				
000000000		0 0 0 0 0 0 0 0	Perception (Perception (Wits + Comp):				
_0,00,000000		00000000		Health				
Points Per Turn		Gnosis			00000000000000			
		00000		000000000000000				
	Atti	ributes						
Power Intelli	gence ©0000	Strength	●0000	Presence	●0000			
Finesse Wits	●0000	Dexterity	●0000	Manipulation	●0000			
Resistance Resolve		Stamina	●0000	Composure	●0000			
Skills	Skills	Skills		Merits/Flaws				
Rote Mental Rote	Physical	Rote Social		Mer	its			
Skill (-3 unskilled) Skill	(-1 unskilled)	Skill (-1 unskilled	l)		00000			
[] AcademicsOOOOO [] Athletics_	00000	[] Animal Ken	00000		00000			
[] ComputerOOOOO [] Brawl	00000	[] Empathy	00000		00000			
[] CraftOOOOO [] Drive	00000	[] Expression	00000		00000			
[] InvestigationOOOOO [] Firearms	00000	[] Intimidation	00000		00000			
	00000	[] Persuasion	00000		00000			
	00000	[] Socialize	00000		00000			
[] PoliticsOOOOO [] Survival_	00000	[] Streetwise	00000		00000			
[] ScienceOOOOO [] Weaponr	/00000	[] Subterfuge	00000		00000			
Mental Specialties	Physical Specialties	Social Specia	lties	Flaws				
Skill Specialty Skill	Specialty	Skill Specialty	11100					

	ARCANA		ARC	ANA		ARCANA	
Death	(00000	Life	00000	Space		00000
Fate	(00000	Matter	00000	Spirit		00000
Force	(00000	Mind	00000	Time		00000
			Prime	00000			
14	(/ A		(/A	14//A		14//4	

Weapons/Armor		Weapons/Armor			٧	/eapons/Arw	or 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					
Name	Points	Name				Points
	FAURMENH-		1		ent - 3	
	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 fifith dot in any area costs 2 points) * Health = Stamina + Size * Willpower = Resolve + Composure * Size = 5 for human adults.

Defemse = Lowest of Dexterity or Wits * Initiative Modifier = Dexterity + Composure * Speed = Strength + Dexterity + 5 * Starting Wisdom = 7 * Starting Gnosis = 1 * Startying 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

				His	tory				
					•				
Арр	pearance and Gear		В	ackground N	lotes/Cont	tacts		Supplies/l	Holdings/Wealth
		-							
		1					-		
							1		
				₹ ⊕ -	TES				
DOTS	NAME	ARCANA	DICE POOL			N	OTES AND PO	,#	
Active	Spells (Max = Gnosis +3)	Si	pell Cast Upon S	Self		Nimbus		Dedicate	ed Magical Tool
	. ,		e = Stamina -1 pe						
								Arcana Based Tool	
						Paradox Marks	1	Arcana based 1001	s.
					Bedlam:	. u.uuv mum			
					Brand:				
			ENC	HANT	ED H	HEMS			
Туре	Power	Dice Pool		Mana	Туре	Power		Dice Pool	Mana
				Fan	illiar				
Туре:					Size:				
Description:					Influence:				Cont
					Numina				Cost
Power:									
Finesse:									
Resistance:					Ban:		Cara	s/Hoalth	
Skills:						0.0	Oorpus	s/Health 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 0 0 0					
							Wills	ower	
Initiative:							0 0 0 0 0	00000	
Defense:							<u>IIIII</u> Ess	<u>. L L L L L</u> ence	
Speed:							11111	11111	