

# MAGE

## THE AWAKENING

SECOND EDITION

Shadow Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Noumenon:  
 Entente:  
 Legacy:

## ATTRIBUTES

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

## SKILLS

## OTHER TRAITS

### MENTAL

- Rote Skill*  
 (-3 unskilled)
- Academics\_
  - Computer\_
  - Crafts\_
  - Investigation\_
  - Medicine\_
  - Occult\_
  - Politics\_
  - Science\_

### PHYSICAL

- Rote Skill*  
 (-1 unskilled)
- Athletics\_
  - Brawl\_
  - Drive\_
  - Firearms\_
  - Larceny\_
  - Stealth\_
  - Survival\_
  - Weaponry\_

### SOCIAL

- Rote Skill*  
 (-1 unskilled)
- Animal Ken\_
  - Empathy\_
  - Expression\_
  - Intimidation\_
  - Persuasion\_
  - Socialize\_
  - Streetwise\_
  - Subterfuge\_

### ARCANA

- Death\_\_\_\_\_
- Fate\_\_\_\_\_
- Forces\_\_\_\_\_
- Life\_\_\_\_\_
- Matter\_\_\_\_\_
- Mind\_\_\_\_\_
- Prime\_\_\_\_\_
- Spirit\_\_\_\_\_
- Space\_\_\_\_\_
- Time\_\_\_\_\_

### MERITS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### OBSESSIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Beats:           □ □ □ □ □  
 Experience: \_\_\_\_\_  
 Arcane Beats:   □ □ □ □ □  
 Arcane Experiences: \_\_\_\_\_

### HEALTH

○○○○○○○○○○○○○○  
 □□□□□□□□□□□□

### WILLPOWER

○○○○○○○○○○○○  
 □□□□□□□□□□  
 ○○○○○○○○○○○○  
 □□□□□□□□□□

### GNOSIS

○○○○○○○○○○○○

### MANA

\_\_\_\_\_    \_\_\_\_\_  
 Max        Remaining  
 WISDOM  
 ○○○○○○○○○○○○

### CONDITIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### TILTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### ASPIRATIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Aspirations 3 • Obsessions - 1 at Gnosis 1 or 2, 2 at Gnosis 3 • Attributes 5/4/3 (+1 dot in any Resistance Attribute) • Skills 11/7/4 (+1 dot of Occult if in an Order) (+3 Specialties)  
 Arcana - 6 dots, none over 3, at least 1 dot in each Ruling Arcanum • Praxes - 1 per dot of Gnosis • Rotes - choose spells with 6 total dots • Merits 10  
 Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5  
 Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Full as per Gnosis



# MAGE

THE AWAKENING  
SECOND EDITION

## OTHER TRAITS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

MAGICAL STYLE

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

PERSISTENT CONDITIONS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## EXPANDED MERITS

ALLIES

\_\_\_\_\_  
 \_\_\_\_\_

CONTACTS

\_\_\_\_\_  
 \_\_\_\_\_

LIBRARY

\_\_\_\_\_  
 \_\_\_\_\_

MENTOR

\_\_\_\_\_  
 \_\_\_\_\_

OTHER (\_\_\_\_\_)

\_\_\_\_\_  
 \_\_\_\_\_

RESOURCES

\_\_\_\_\_  
 \_\_\_\_\_

SLEEPWALKER RETAINER

\_\_\_\_\_  
 \_\_\_\_\_

STATUS

\_\_\_\_\_  
 \_\_\_\_\_

THRALL

\_\_\_\_\_  
 \_\_\_\_\_

OTHER (\_\_\_\_\_)

\_\_\_\_\_  
 \_\_\_\_\_

SANCTUM

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Rank: OO

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

Power: \_\_\_\_\_

Finesse: \_\_\_\_\_

Resistance: \_\_\_\_\_

Influence: \_\_\_\_\_

Ban: \_\_\_\_\_  
 \_\_\_\_\_

Bane: \_\_\_\_\_  
 \_\_\_\_\_

Size: \_\_\_\_\_

Speed: \_\_\_\_\_

Defense: \_\_\_\_\_

Initiative: \_\_\_\_\_

FAMILIAR

Numina

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

CORPUS/HEALTH

OOOOOOOOOOOOOO  
 □□□□□□□□□□□□

WILLPOWER

OOOOOOOOOOOO  
 □□□□□□□□□□

ESSENCE

□□□□□□□□□□  
 □ □ □ □ □

