

Mage Template Quick Reference

Arcana

A character gains 2 dots in one Arcanum, 2 dots in a second Arcanum, and 1 dot in a third Arcanum. Two of these Arcana must be his Path's Ruling Arcana (see above). Finally, the character gains 1 additional to be placed anywhere. He can use this dot to learn a fourth Arcanum or to improve one of his three existing Arcana.

Death: Ghosts, decay and the Underworld.

Fate: Luck, chance, oaths and curses.

Forces: Fire, gravity, storm — energy in all its material forms.

Life: Power over the organic world of plants, animals and even humans.

Matter: Stone, metal, plastic — all the inorganic material substances.

Mind: The power to read and control thoughts and emotions.

Prime: Magic itself — Mana, illusions and enchantment.

Spirit: Communication with and control of spirits.

Space: Command of distance and space: teleportation and scrying.

Time: Clairvoyance of the past, divination of the future, and control over the passage of time.

Rotes

Choose rotes. Spend 6 dots on rotes. A rote's rating is equal to the highest Arcanum dots needed to cast it. The character can choose rotes from any of his Arcana, although no rote can be rated higher than the character's dots in that Arcanum. For example, if he has Mind 3, Space 2 and Forces 1, he could choose one Mind 3 rote, one Space 2 rote, and one Forces 1 rote. Alternatively, he could choose three Mind 2 and/or Space 2 rotes, or two 2-dot rotes and two 1-dot rotes, or six 1-dot rotes, from Mind, Space or Forces in any combination.

Gnosis

A character's Gnosis, his enlightened will, begins at 1, but Merit points may be spent to increase it. The rate is three Merit points per extra Gnosis dot. In other words, you may spend three of your seven Merit points for Gnosis 2, or six of your seven for Gnosis 3.

Mana

A character's starting Mana points equal Wisdom.

Merits

Awakened characters who are members of an order gain the High Speech Merit at no cost. They may also purchase the following special Merits: Artifact (••• or higher), Destiny (• to ••••), Dream (• to ••••), Enhanced Item (• or higher), Familiar (••• or ••••), Hallow (• to ••••), High Speech (•), Imbued Item (•• or higher), Library (• to ••••), Occultation (• to ••), Sanctum (• to ••••), Sleepwalker Retainer (• to ••••), Status (• to ••••), Consilium or Order, Thrall (••)

Experience Point Costs

Trait	Experience point cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Ruling Arcana*	New dots x 6
Common Arcana*	New dots x 7
Inferior Arcanum*	New dots x 8
Rote	2 points per dot**
Merit	New dots x 2
Gnosis	New dots x 8
Wisdom	New dots x 3
Willpower	8 experience points***

* The categories of Ruling, Common and Inferior are determined by the character's Path. See "The Laws of Higher Realities," p. 132.

** Rotes are rated by the highest Arcanum dot used, so a Forces 3 rote would cost six experience points to learn.

*** Experience points can be spent on Willpower only to restore dots lost through sacrifice (such as when a mage creates a new rote, p. 291, or performs some other feat that requires such a sacrifice).