

MAGE

THE AWAKENING

SECOND EDITION

Shadow Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Path:
Order:
Legacy:

ATTRIBUTES

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

SKILLS

OTHER TRAITS

MENTAL

Rote Skill

(-3 unskilled)

<input type="checkbox"/> Academics _____	00000
<input type="checkbox"/> Religion _____	00000
<input type="checkbox"/> Crafts _____	00000
<input type="checkbox"/> Investigation _____	00000
<input type="checkbox"/> Medicine _____	00000
<input type="checkbox"/> Occult _____	00000
<input type="checkbox"/> Politics _____	00000
<input type="checkbox"/> Science _____	00000

PHYSICAL

Rote Skill

(-1 unskilled)

<input type="checkbox"/> Athletics _____	00000
<input type="checkbox"/> Brawl _____	00000
<input type="checkbox"/> Ride _____	00000
<input type="checkbox"/> Archery _____	00000
<input type="checkbox"/> Larceny _____	00000
<input type="checkbox"/> Stealth _____	00000
<input type="checkbox"/> Survival _____	00000
<input type="checkbox"/> Weaponry _____	00000

SOCIAL

Rote Skill

(-1 unskilled)

<input type="checkbox"/> Animal Ken _____	00000
<input type="checkbox"/> Empathy _____	00000
<input type="checkbox"/> Expression _____	00000
<input type="checkbox"/> Intimidation _____	00000
<input type="checkbox"/> Persuasion _____	00000
<input type="checkbox"/> Socialize _____	00000
<input type="checkbox"/> Streetwise _____	00000
<input type="checkbox"/> Subterfuge _____	00000

ARCANA

Death	_____	00000
Fate	_____	00000
Forces	_____	00000
Life	_____	00000
Matter	_____	00000
Mind	_____	00000
Prime	_____	00000
Spirit	_____	00000
Space	_____	00000
Time	_____	00000

MERITS

[illegible]

HEALTH

[illegible]

WILLPOWER

0000000000
□□□□□□□□□

Gnosis

0000000000

MANA

WISDOM

0000000000

CONDITIONS

Figure 1 displays a 4x4 grid of scatter plots showing the relationship between the number of children (X-axis) and the number of adults (Y-axis) in a household. The rows represent different countries (USA, Canada, UK, Australia) and the columns represent different years (1990, 1995, 2000, 2005). Each plot shows a positive correlation between the number of children and the number of adults, with the density of points increasing as the number of children increases.

ASPIRATIONS

OBSESSIONS

Trial	Control	MCI	AD
1	85	75	65
2	82	72	62
3	78	68	58
4	76	66	56
5	75	65	55

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, none in Inferior Arcanum • Praxes - 1 per dot of Gnosis • Rotes 3 • 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

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ACTIVE SPELLS

Max = Gnosis

YANTRAS

MAGICAL TOOLS

Dedicated: _____

PRAXES

INURED SPELLS

ROTES

Arcanum Level Spell Creator Rote Skill

ENCHANTED ITEMS

Type Power Dice Pool Mana

COMBAT

Weapon/Attack Dmg Range Clip Init Str Size

NIMBUS

ARCANA ATTAINMENTS

LEGACY ATTAINMENTS

1st	
2nd	
3rd	
4th	
5th	

Experience Chart:

Attributes: 4 • Skills: 2 • Skill Speciality: 1 • Merit: 1 • Arcanum(to limit): 4 • Arcanum(above limit): 5 • Gnosis: 5 • Rote: 1 • Praxis: 1 • Wisdom: 1 • Willpower: 2 • Legacy Attainments: 1