

MAGE™ THE AWAKENING

THE ADAMANTINE ARROW

Acanthus

NAME:

CONCEPT:

PATH:

PLAYER:

VIRTUE:

ORDER: The Adamantine Arrow

CHRONICLE:

VICE:

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

MENTAL

(-3 unskilled)

Rote Skill

☐ Academics	○○○○○
☐ Computer	○○○○○
☐ Crafts	○○○○○
☐ Investigation	○○○○○
☒ Medicine	○○○○○
☐ Occult	○○○○○
☐ Politics	○○○○○
☐ Science	○○○○○

Rote Skill

PHYSICAL

(-1 unskilled)

☒ Athletics	○○○○○
☐ Brawl	○○○○○
☐ Drive	○○○○○
☐ Firearms	○○○○○
☐ Larceny	○○○○○
☐ Stealth	○○○○○
☐ Survival	○○○○○
☐ Weaponry	○○○○○

Rote Skill

SOCIAL

(-1 unskilled)

☐ Animal Ken	○○○○○
☐ Empathy	○○○○○
☐ Expression	○○○○○
☒ Intimidation	○○○○○
☐ Persuasion	○○○○○
☐ Socialize	○○○○○
☐ Streetwise	○○○○○
☐ Subterfuge	○○○○○

MERITS

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

Size _____
Defense _____
Initiative Mod _____
Speed _____
Experience _____

ARCANA

Death	○○○○○
● Fate	●○○○○
Forces	○○○○○
Life	○○○○○
Matter	○○○○○
Mind	○○○○○
Prime	○○○○○
Space	○○○○○
Spirit	○○○○○
● Time	●○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	○
6	_____	○
5	_____	○
4	_____	○
3	_____	○
2	_____	○
1	_____	○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

MAGE™ THE AWAKENING

THE FREE COUNCIL

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Free Council

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

Rote Skill

☐	Academics	○○○○○
☐	Computer	○○○○○
☒	Crafts	○○○○○
☐	Investigation	○○○○○
☐	Medicine	○○○○○
☐	Occult	○○○○○
☐	Politics	○○○○○
☒	Science	○○○○○

Rote Skill

☐	Athletics	○○○○○
☐	Brawl	○○○○○
☐	Drive	○○○○○
☐	Firearms	○○○○○
☐	Larceny	○○○○○
☐	Stealth	○○○○○
☐	Survival	○○○○○
☐	Weaponry	○○○○○

Rote Skill

☐	Animal Ken	○○○○○
☐	Empathy	○○○○○
☐	Expression	○○○○○
☐	Intimidation	○○○○○
☒	Persuasion	○○○○○
☐	Socialize	○○○○○
☐	Streetwise	○○○○○
☐	Subterfuge	○○○○○

MERITS

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

Size _____
Defense _____
Initiative Mod _____
Speed _____
Experience _____

ARCANA

Death	○○○○○
● Fate	●○○○○
Forces	○○○○○
Life	○○○○○
Matter	○○○○○
Mind	○○○○○
Prime	○○○○○
Space	○○○○○
Spirit	○○○○○
● Time	●○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	○
6	_____	○
5	_____	○
4	_____	○
3	_____	○
2	_____	○
1	_____	○

ARMOR

Type	Points
------	--------

PROTECTIVE SPELLS

Name	Points
------	--------

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™ THE AWAKENING

THE GUARDIANS OF THE VEIL

NAME: _____

PLAYER: _____

CHRONICLE: _____

CONCEPT: _____

VIRTUE: _____

VICE: _____

PATH: _____

ORDER: The Guardians of the Veil

CABAL: _____

Acanthus

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

Rote Skill

MENTAL (-3 unskilled)

- ☐ Academics _____○○○○○
- ☐ Computer _____○○○○○
- ☐ Crafts _____○○○○○
- ☒ Investigation _____○○○○○
- ☐ Medicine _____○○○○○
- ☐ Occult _____○○○○○
- ☐ Politics _____○○○○○
- ☐ Science _____○○○○○

Rote Skill

PHYSICAL (-1 unskilled)

- ☐ Athletics _____○○○○○
- ☐ Brawl _____○○○○○
- ☐ Drive _____○○○○○
- ☐ Firearms _____○○○○○
- ☐ Larceny _____○○○○○
- ☒ Stealth _____○○○○○
- ☐ Survival _____○○○○○
- ☐ Weaponry _____○○○○○

Rote Skill

SOCIAL (-1 unskilled)

- ☐ Animal Ken _____○○○○○
- ☐ Empathy _____○○○○○
- ☐ Expression _____○○○○○
- ☐ Intimidation _____○○○○○
- ☐ Persuasion _____○○○○○
- ☐ Socialize _____○○○○○
- ☐ Streetwise _____○○○○○
- ☒ Subterfuge _____○○○○○

MERITS

- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____○○○○○
- Fate _____●○○○○○
- Forces _____○○○○○
- Life _____○○○○○
- Matter _____○○○○○
- Mind _____○○○○○
- Prime _____○○○○○
- Space _____○○○○○
- Spirit _____○○○○○
- Time _____●○○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____○
- 9 _____○
- 8 _____○
- 7 _____○
- 6 _____○
- 5 _____○
- 4 _____○
- 3 _____○
- 2 _____○
- 1 _____○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

□ □ □ □ □ □ □ □ □ □

MAGE™ THE AWAKENING

THE MYSTERIUM

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Mysterium

CABAL:

ATTRIBUTES

POWER	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
FINESSE	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
RESISTANCE	Resolve	●○○○○	Stamina	●○○○○	Composure	●●○○○

SKILLS

MENTAL

(-3 unskilled)

Rote Skill

- ☐ Academics _____ ○○○○○
- ☐ Computer _____ ○○○○○
- ☐ Crafts _____ ○○○○○
- ☒ Investigation _____ ○○○○○
- ☐ Medicine _____ ○○○○○
- ☒ Occult _____ ○○○○○
- ☐ Politics _____ ○○○○○
- ☐ Science _____ ○○○○○

Rote Skill

PHYSICAL

(-1 unskilled)

- ☐ Athletics _____ ○○○○○
- ☐ Brawl _____ ○○○○○
- ☐ Drive _____ ○○○○○
- ☐ Firearms _____ ○○○○○
- ☐ Larceny _____ ○○○○○
- ☐ Stealth _____ ○○○○○
- ☒ Survival _____ ○○○○○
- ☐ Weaponry _____ ○○○○○

Rote Skill

SOCIAL

(-1 unskilled)

- ☐ Animal Ken _____ ○○○○○
- ☐ Empathy _____ ○○○○○
- ☐ Expression _____ ○○○○○
- ☐ Intimidation _____ ○○○○○
- ☐ Persuasion _____ ○○○○○
- ☐ Socialize _____ ○○○○○
- ☐ Streetwise _____ ○○○○○
- ☐ Subterfuge _____ ○○○○○

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____ ○○○○○
- Fate _____ ●○○○○
- Forces _____ ○○○○○
- Life _____ ○○○○○
- Matter _____ ○○○○○
- Mind _____ ○○○○○
- Prime _____ ○○○○○
- Space _____ ○○○○○
- Spirit _____ ○○○○○
- Time _____ ●○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™ THE AWAKENING

THE SILVER LADDER

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Silver Ladder

CABAL:

ATTRIBUTES

POWER	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
FINESSE	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
RESISTANCE	Resolve	●○○○○	Stamina	●○○○○	Composure	●●○○○

SKILLS

MENTAL

(-3 unskilled)

Rote Skill

- ☐ Academics _____ ○○○○○
- ☐ Computer _____ ○○○○○
- ☐ Crafts _____ ○○○○○
- ☐ Investigation _____ ○○○○○
- ☐ Medicine _____ ○○○○○
- ☐ Occult _____ ○○○○○
- ☐ Politics _____ ○○○○○
- ☐ Science _____ ○○○○○

Rote Skill

PHYSICAL

(-1 unskilled)

- ☐ Athletics _____ ○○○○○
- ☐ Brawl _____ ○○○○○
- ☐ Drive _____ ○○○○○
- ☐ Firearms _____ ○○○○○
- ☐ Larceny _____ ○○○○○
- ☐ Stealth _____ ○○○○○
- ☐ Survival _____ ○○○○○
- ☐ Weaponry _____ ○○○○○

Rote Skill

SOCIAL

(-1 unskilled)

- ☐ Animal Ken _____ ○○○○○
- ☐ Empathy _____ ○○○○○
- ☒ Expression _____ ○○○○○
- ☐ Intimidation _____ ○○○○○
- ☒ Persuasion _____ ○○○○○
- ☐ Socialize _____ ○○○○○
- ☐ Streetwise _____ ○○○○○
- ☒ Subterfuge _____ ○○○○○

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____ ○○○○○
- Fate _____ ●○○○○
- Forces _____ ○○○○○
- Life _____ ○○○○○
- Matter _____ ○○○○○
- Mind _____ ○○○○○
- Prime _____ ○○○○○
- Space _____ ○○○○○
- Spirit _____ ○○○○○
- Time _____ ●○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

□ □ □ □ □ □ □ □ □ □

MAGE™ THE AWAKENING

THE ADAMANTINE ARROW

Moros

NAME:

CONCEPT:

PATH:

PLAYER:

VIRTUE:

ORDER: The Adamantine Arrow

CHRONICLE:

VICE:

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

MENTAL (-3 unskilled)

Rote Skill

- ☐ Academics ○○○○○
- ☐ Computer ○○○○○
- ☐ Crafts ○○○○○
- ☐ Investigation ○○○○○
- ☒ Medicine ○○○○○
- ☐ Occult ○○○○○
- ☐ Politics ○○○○○
- ☐ Science ○○○○○

Rote Skill

- ### PHYSICAL (-1 unskilled)
- ☒ Athletics ○○○○○
 - ☐ Brawl ○○○○○
 - ☐ Drive ○○○○○
 - ☐ Firearms ○○○○○
 - ☐ Larceny ○○○○○
 - ☐ Stealth ○○○○○
 - ☐ Survival ○○○○○
 - ☐ Weaponry ○○○○○

Rote Skill

- ### SOCIAL (-1 unskilled)
- ☐ Animal Ken ○○○○○
 - ☐ Empathy ○○○○○
 - ☐ Expression ○○○○○
 - ☒ Intimidation ○○○○○
 - ☐ Persuasion ○○○○○
 - ☐ Socialize ○○○○○
 - ☐ Streetwise ○○○○○
 - ☐ Subterfuge ○○○○○

OTHER TRAITS

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death ●○○○○
- Fate ○○○○○
- Forces ○○○○○
- Life ○○○○○
- Matter ●○○○○
- Mind ○○○○○
- Prime ○○○○○
- Space ○○○○○
- Spirit ○○○○○
- Time ○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____ 0
- 9 _____ 0
- 8 _____ 0
- 7 _____ 0
- 6 _____ 0
- 5 _____ 0
- 4 _____ 0
- 3 _____ 0
- 2 _____ 0
- 1 _____ 0

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™ THE AWAKENING

THE FREE COUNCIL

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Free Council

CABAL:

Moras

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

MENTAL (+3 unskilled)

Rote Skill

- ☐ Academics _____○○○○○
- ☐ Computer _____○○○○○
- ☒ Crafts _____○○○○○
- ☐ Investigation _____○○○○○
- ☐ Medicine _____○○○○○
- ☐ Occult _____○○○○○
- ☐ Politics _____○○○○○
- ☒ Science _____○○○○○

PHYSICAL (+1 unskilled)

Rote Skill

- ☐ Athletics _____○○○○○
- ☐ Brawl _____○○○○○
- ☐ Drive _____○○○○○
- ☐ Firearms _____○○○○○
- ☐ Larceny _____○○○○○
- ☐ Stealth _____○○○○○
- ☐ Survival _____○○○○○
- ☐ Weaponry _____○○○○○

SOCIAL (+1 unskilled)

Rote Skill

- ☐ Animal Ken _____○○○○○
- ☐ Empathy _____○○○○○
- ☐ Expression _____○○○○○
- ☐ Intimidation _____○○○○○
- ☒ Persuasion _____○○○○○
- ☐ Socialize _____○○○○○
- ☐ Streetwise _____○○○○○
- ☐ Subterfuge _____○○○○○

OTHER TRAITS

MERITS

- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____●○○○○○
- Fate _____○○○○○
- Forces _____○○○○○
- Life _____○○○○○
- Matter _____●○○○○○
- Mind _____○○○○○
- Prime _____○○○○○
- Space _____○○○○○
- Spirit _____○○○○○
- Time _____○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____○
- 9 _____○
- 8 _____○
- 7 _____○
- 6 _____○
- 5 _____○
- 4 _____○
- 3 _____○
- 2 _____○
- 1 _____○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

MAGE™

THE AWAKENING

THE GUARDIANS OF THE VEIL

Moros

NAME: _____

PLAYER: _____

CHRONICLE: _____

CONCEPT: _____

VIRTUE: _____

VICE: _____

PATH: _____

ORDER: The Guardians of the Veil

CABAL: _____

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

Rote Skill

- MENTAL**
(-3 unskilled)
- ☐ Academics _____○○○○○
 - ☐ Computer _____○○○○○
 - ☐ Crafts _____○○○○○
 - ☒ Investigation _____○○○○○
 - ☐ Medicine _____○○○○○
 - ☐ Occult _____○○○○○
 - ☐ Politics _____○○○○○
 - ☐ Science _____○○○○○

Rote Skill

- PHYSICAL**
(-1 unskilled)
- ☐ Athletics _____○○○○○
 - ☐ Brawl _____○○○○○
 - ☐ Drive _____○○○○○
 - ☐ Firearms _____○○○○○
 - ☐ Larceny _____○○○○○
 - ☒ Stealth _____○○○○○
 - ☐ Survival _____○○○○○
 - ☐ Weaponry _____○○○○○

Rote Skill

- SOCIAL**
(-1 unskilled)
- ☐ Animal Ken _____○○○○○
 - ☐ Empathy _____○○○○○
 - ☐ Expression _____○○○○○
 - ☐ Intimidation _____○○○○○
 - ☐ Persuasion _____○○○○○
 - ☐ Socialize _____○○○○○
 - ☐ Streetwise _____○○○○○
 - ☒ Subterfuge _____○○○○○

MERITS

- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____●○○○○○
- Fate _____○○○○○
- Forces _____○○○○○
- Life _____○○○○○
- Matter _____●○○○○○
- Mind _____○○○○○
- Prime _____○○○○○
- Space _____○○○○○
- Spirit _____○○○○○
- Time _____○○○○○

OTHER TRAITS

HEALTH
○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

MANA
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS
● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	○
6	_____	○
5	_____	○
4	_____	○
3	_____	○
2	_____	○
1	_____	○

ARMOR

Type	Points
_____	_____

PROTECTIVE SPELLS

Name	Points
_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

MAGE™ THE AWAKENING

THE MYSTERIUM

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Mysterium

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

MENTAL (-3 unskilled)

Rote Skill

- ☐ Academics _____○○○○○
- ☐ Computer _____○○○○○
- ☐ Crafts _____○○○○○
- ☒ Investigation _____○○○○○
- ☐ Medicine _____○○○○○
- ☒ Occult _____○○○○○
- ☐ Politics _____○○○○○
- ☐ Science _____○○○○○

Rote Skill

PHYSICAL (-1 unskilled)

- ☐ Athletics _____○○○○○
- ☐ Brawl _____○○○○○
- ☐ Drive _____○○○○○
- ☐ Firearms _____○○○○○
- ☐ Larceny _____○○○○○
- ☐ Stealth _____○○○○○
- ☒ Survival _____○○○○○
- ☐ Weaponry _____○○○○○

Rote Skill

SOCIAL (-1 unskilled)

- ☐ Animal Ken _____○○○○○
- ☐ Empathy _____○○○○○
- ☐ Expression _____○○○○○
- ☐ Intimidation _____○○○○○
- ☐ Persuasion _____○○○○○
- ☐ Socialize _____○○○○○
- ☐ Streetwise _____○○○○○
- ☐ Subterfuge _____○○○○○

MERITS

- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____●○○○○○
- Fate _____○○○○○
- Forces _____○○○○○
- Life _____○○○○○
- Matter _____●○○○○○
- Mind _____○○○○○
- Prime _____○○○○○
- Space _____○○○○○
- Spirit _____○○○○○
- Time _____○○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____○
- 9 _____○
- 8 _____○
- 7 _____○
- 6 _____○
- 5 _____○
- 4 _____○
- 3 _____○
- 2 _____○
- 1 _____○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

Essence

MAGE™

THE AWAKENING

THE SILVER LADDER

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Silver Ladder

CABAL:

Moras

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

Rote Skill

MENTAL (+3 unskilled)

- ☐ Academics ○○○○○
- ☐ Computer ○○○○○
- ☐ Crafts ○○○○○
- ☐ Investigation ○○○○○
- ☐ Medicine ○○○○○
- ☐ Occult ○○○○○
- ☐ Politics ○○○○○
- ☐ Science ○○○○○

Rote Skill

PHYSICAL (+1 unskilled)

- ☐ Athletics ○○○○○
- ☐ Brawl ○○○○○
- ☐ Drive ○○○○○
- ☐ Firearms ○○○○○
- ☐ Larceny ○○○○○
- ☐ Stealth ○○○○○
- ☐ Survival ○○○○○
- ☐ Weaponry ○○○○○

Rote Skill

SOCIAL (+1 unskilled)

- ☐ Animal Ken ○○○○○
- ☐ Empathy ○○○○○
- ☒ Expression ○○○○○
- ☐ Intimidation ○○○○○
- ☒ Persuasion ○○○○○
- ☐ Socialize ○○○○○
- ☐ Streetwise ○○○○○
- ☒ Subterfuge ○○○○○

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death ○○○○○
- Fate ○○○○○
- Forces ○○○○○
- Life ○○○○○
- Matter ○○○○○
- Mind ○○○○○
- Prime ○○○○○
- Space ○○○○○
- Spirit ○○○○○
- Time ○○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____ 0
- 9 _____ 0
- 8 _____ 0
- 7 _____ 0
- 6 _____ 0
- 5 _____ 0
- 4 _____ 0
- 3 _____ 0
- 2 _____ 0
- 1 _____ 0

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™ THE AWAKENING

THE ADAMANTINE ARROW

Mastigos

NAME:

CONCEPT:

PATH:

PLAYER:

VIRTUE:

ORDER: The Adamantine Arrow

CHRONICLE:

VICE:

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●●○○○	Stamina ●○○○○	Composure ●○○○○

SKILLS

MENTAL

(-3 unskilled)

Rote Skill

- ☐ Academics ○○○○○
- ☐ Computer ○○○○○
- ☐ Crafts ○○○○○
- ☐ Investigation ○○○○○
- ☒ Medicine ○○○○○
- ☐ Occult ○○○○○
- ☐ Politics ○○○○○
- ☐ Science ○○○○○

Rote Skill

PHYSICAL

(-1 unskilled)

- ☒ Athletics ○○○○○
- ☐ Brawl ○○○○○
- ☐ Drive ○○○○○
- ☐ Firearms ○○○○○
- ☐ Larceny ○○○○○
- ☐ Stealth ○○○○○
- ☐ Survival ○○○○○
- ☐ Weaponry ○○○○○

Rote Skill

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ○○○○○
- ☐ Empathy ○○○○○
- ☐ Expression ○○○○○
- ☒ Intimidation ○○○○○
- ☐ Persuasion ○○○○○
- ☐ Socialize ○○○○○
- ☐ Streetwise ○○○○○
- ☐ Subterfuge ○○○○○

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____ ○○○○○
- Fate _____ ○○○○○
- Forces _____ ○○○○○
- Life _____ ○○○○○
- Matter _____ ○○○○○
- Mind _____ ●○○○○
- Prime _____ ○○○○○
- Space _____ ●○○○○
- Spirit _____ ○○○○○
- Time _____ ○○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

ACTIVE SPELLS

$$\text{Max} = \text{Gnosis} + 3$$

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell) *

NIMBUS

PARADOX MARKS

Bedlam:

Brand:

DEDICATED
MAGICAL TOOL

Arcana Based Tools:

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots	Arcana	Name	Dice Pool	Page #
------	--------	------	-----------	--------

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears slightly aged or off-white. There are some small dark specks and faint smudges scattered across the surface, particularly near the top and bottom edges. A vertical crease or fold is visible down the center of the page.

WEAPONS

Type	Damage Range	Clip	Size	Special
------	--------------	------	------	---------

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
------	-------	-----------	------

EQUIPMENT

Type	Dice Mod.
------	-----------

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

	Numina	Cost
--	--------	------

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: Corpus/Health

00000000000000000000

□□□□□□□□□□□□□□□□

Willpower

Initiative: 0 0 0 0 0 0 0 0 0 0

Defense: □ □ □ □ □ □ □ □ □ □

Speed: Essence

Corpus/Health

0000000000000000

□□□□□□□□□□□□

Willpower

Whisper

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

Essence

Essence

□ □ □ □ □ □ □ □ □ □

MAGE™ THE AWAKENING

THE FREE COUNCIL

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Free Council

CABAL:

Mastigos

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●●○○○	Stamina ●○○○○	Composure ●○○○○

SKILLS

MENTAL

(-3 unskilled)

☐ Academics	○○○○○
☐ Computer	○○○○○
☒ Crafts	○○○○○
☐ Investigation	○○○○○
☐ Medicine	○○○○○
☐ Occult	○○○○○
☐ Politics	○○○○○
☒ Science	○○○○○

☐ Athletics	○○○○○
☐ Brawl	○○○○○
☐ Drive	○○○○○
☐ Firearms	○○○○○
☐ Larceny	○○○○○
☐ Stealth	○○○○○
☐ Survival	○○○○○
☐ Weaponry	○○○○○

☐ Animal Ken	○○○○○
☐ Empathy	○○○○○
☐ Expression	○○○○○
☐ Intimidation	○○○○○
☒ Persuasion	○○○○○
☐ Socialize	○○○○○
☐ Streetwise	○○○○○
☐ Subterfuge	○○○○○

OTHER TRAITS

MERITS

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

Size _____
Defense _____
Initiative Mod _____
Speed _____
Experience _____

ARCANA

Death	○○○○○
Fate	○○○○○
Forces	○○○○○
Life	○○○○○
Matter	○○○○○
● Mind	●○○○○
Prime	○○○○○
● Space	●○○○○
Spirit	○○○○○
Time	○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	○
6	_____	○
5	_____	○
4	_____	○
3	_____	○
2	_____	○
1	_____	○

ARMOR

Type	Points
------	--------

PROTECTIVE SPELLS

Name	Points
------	--------

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

ACTIVE SPELLS

$$\text{Max} = \text{Gnosis} + 3$$

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell) *

NIMBUS

PARADOX MARKS

Bedlam:

Brand:

DEDICATED
MAGICAL TOOL

Arcana Based Tools:

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots	Arcana	Name	Dice Pool	Page #
------	--------	------	-----------	--------

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WEAPONS

Type	Damage Range	Clip	Size	Special
------	--------------	------	------	---------

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
------	-------	-----------	------

EQUIPMENT

Type	Dice Mod.
------	-----------

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

	Numina	Cost
--	--------	------

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: Corpus/Health

00000000000000000000

□□□□□□□□□□□□□□□□

Willpower

Initiative: 000000000000

Defense: _____

Speed:

Corpus/Health

0000000000000000

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Willpower

Wimpower

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

Essence

Essence

□ □ □ □ □ □ □ □ □ □

MAGE™ THE AWAKENING

THE GUARDIANS OF THE VEIL

Mastigos

NAME: _____

PLAYER: _____

CHRONICLE: _____

CONCEPT: _____

VIRTUE: _____

VICE: _____

PATH: _____

ORDER: The Guardians of the Veil

CABAL: _____

ATTRIBUTES

POWER	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
FINESSE	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
RESISTANCE	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL (+3 unskilled)

☐ Academics	_____	●●●●●
☐ Computer	_____	●●●●●
☐ Crafts	_____	●●●●●
☒ Investigation	_____	●●●●●
☐ Medicine	_____	●●●●●
☐ Occult	_____	●●●●●
☐ Politics	_____	●●●●●
☐ Science	_____	●●●●●

☐ Athletics	_____	●●●●●
☐ Brawl	_____	●●●●●
☐ Drive	_____	●●●●●
☐ Firearms	_____	●●●●●
☐ Larceny	_____	●●●●●
☒ Stealth	_____	●●●●●
☐ Survival	_____	●●●●●
☐ Weaponry	_____	●●●●●

☐ Animal Ken	_____	●●●●●
☐ Empathy	_____	●●●●●
☐ Expression	_____	●●●●●
☐ Intimidation	_____	●●●●●
☐ Persuasion	_____	●●●●●
☐ Socialize	_____	●●●●●
☐ Streetwise	_____	●●●●●
☒ Subterfuge	_____	●●●●●

OTHER TRAITS

MERITS

_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●

FLAWS

Size _____
Defense _____
Initiative Mod _____
Speed _____
Experience _____

ARCANA

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

HEALTH
○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□

WILLPOWER
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

MANA
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS
● ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM
10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

ARMOR
Type _____ Points _____

PROTECTIVE SPELLS
Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

ACTIVE SPELLS

$$\text{Max} = \text{Gnosis} + 3$$

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell) *

NIMBUS

PARADOX MARKS

Bedlam:

Brand:

DEDICATED
MAGICAL TOOL

Arcana Based Tools:

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots	Arcana	Name	Dice Pool	Page #
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WEAPONS

Type	Damage	Range	Clip	Size	Special
------	--------	-------	------	------	---------

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
------	-------	-----------	------

EQUIPMENT

Type	Dice Mod.
------	-----------

(continued)

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

	Numina	Cost
1. <i>Phlox paniculata</i>	10	10
2. <i>Phlox subulata</i>	10	10
3. <i>Phlox pilularis</i>	10	10
4. <i>Phlox maculata</i>	10	10
5. <i>Phlox paniculata</i>	10	10
6. <i>Phlox subulata</i>	10	10
7. <i>Phlox pilularis</i>	10	10
8. <i>Phlox maculata</i>	10	10
9. <i>Phlox paniculata</i>	10	10
10. <i>Phlox subulata</i>	10	10
11. <i>Phlox pilularis</i>	10	10
12. <i>Phlox maculata</i>	10	10
13. <i>Phlox paniculata</i>	10	10
14. <i>Phlox subulata</i>	10	10
15. <i>Phlox pilularis</i>	10	10
16. <i>Phlox maculata</i>	10	10
17. <i>Phlox paniculata</i>	10	10
18. <i>Phlox subulata</i>	10	10
19. <i>Phlox pilularis</i>	10	10
20. <i>Phlox maculata</i>	10	10
21. <i>Phlox paniculata</i>	10	10
22. <i>Phlox subulata</i>	10	10
23. <i>Phlox pilularis</i>	10	10
24. <i>Phlox maculata</i>	10	10
25. <i>Phlox paniculata</i>	10	10
26. <i>Phlox subulata</i>	10	10
27. <i>Phlox pilularis</i>	10	10
28. <i>Phlox maculata</i>	10	10
29. <i>Phlox paniculata</i>	10	10
30. <i>Phlox subulata</i>	10	10
31. <i>Phlox pilularis</i>	10	10
32. <i>Phlox maculata</i>	10	10
33. <i>Phlox paniculata</i>	10	10
34. <i>Phlox subulata</i>	10	10
35. <i>Phlox pilularis</i>	10	10
36. <i>Phlox maculata</i>	10	10
37. <i>Phlox paniculata</i>	10	10
38. <i>Phlox subulata</i>	10	10
39. <i>Phlox pilularis</i>	10	10
40. <i>Phlox maculata</i>	10	10
41. <i>Phlox paniculata</i>	10	10
42. <i>Phlox subulata</i>	10	10
43. <i>Phlox pilularis</i>	10	10
44. <i>Phlox maculata</i>	10	10
45. <i>Phlox paniculata</i>	10	10
46. <i>Phlox subulata</i>	10	10
47. <i>Phlox pilularis</i>	10	10
48. <i>Phlox maculata</i>	10	10
49. <i>Phlox paniculata</i>	10	10
50. <i>Phlox subulata</i>	10	10
51. <i>Phlox pilularis</i>	10	10
52. <i>Phlox maculata</i>	10	10
53. <i>Phlox paniculata</i>	10	10
54. <i>Phlox subulata</i>	10	10
55. <i>Phlox pilularis</i>	10	10
56. <i>Phlox maculata</i>	10	10
57. <i>Phlox paniculata</i>	10	10
58. <i>Phlox subulata</i>	10	10
59. <i>Phlox pilularis</i>	10	10
60. <i>Phlox maculata</i>	10	10
61. <i>Phlox paniculata</i>	10	10
62. <i>Phlox subulata</i>	10	10
63. <i>Phlox pilularis</i>	10	10
64. <i>Phlox maculata</i>	10	10
65. <i>Phlox paniculata</i>	10	10
66. <i>Phlox subulata</i>	10	10
67. <i>Phlox pilularis</i>	10	10
68. <i>Phlox maculata</i>	10	10
69. <i>Phlox paniculata</i>	10	10
70. <i>Phlox subulata</i>	10	10
71. <i>Phlox pilularis</i>	10	10
72. <i>Phlox maculata</i>	10	10
73. <i>Phlox paniculata</i>	10	10
74. <i>Phlox subulata</i>	10	10
75. <i>Phlox pilularis</i>	10	10
76. <i>Phlox maculata</i>	10	10
77. <i>Phlox paniculata</i>	10	10
78. <i>Phlox subulata</i>	10	10
79. <i>Phlox pilularis</i>	10	10
80. <i>Phlox maculata</i>	10	10
81. <i>Phlox paniculata</i>	10	10
82. <i>Phlox subulata</i>	10	10
83. <i>Phlox pilularis</i>	10	10
84. <i>Phlox maculata</i>	10	10
85. <i>Phlox paniculata</i>	10	10
86. <i>Phlox subulata</i>	10	10
87. <i>Phlox pilularis</i>	10	10
88. <i>Phlox maculata</i>	10	10
89. <i>Phlox paniculata</i>	10	10
90. <i>Phlox subulata</i>	10	10
91. <i>Phlox pilularis</i>	10	10
92. <i>Phlox maculata</i>	10	10
93. <i>Phlox paniculata</i>	10	10
94. <i>Phlox subulata</i>	10	10
95. <i>Phlox pilularis</i>	10	10
96. <i>Phlox maculata</i>	10	10
97. <i>Phlox paniculata</i>	10	

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: Corpus/Health

Willpower

Initiative: _____

Defense: _____

Speed: _____ Essence

Corpus/Health

0000000000000000
□□□□□□□□□□□□

Willpower

0 0 0 0 0 0 0 0 0 0

Essence

□ □ □ □ □ □ □ □ □ □

MAGE™ THE AWAKENING

THE MYSTERIUM

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Mysterium

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●●○○○	Stamina ●○○○○	Composure ●○○○○

SKILLS

MENTAL (-3 unskilled)

Rote Skill

- ☐ Academics _____○○○○○
- ☐ Computer _____○○○○○
- ☐ Crafts _____○○○○○
- ☒ Investigation _____○○○○○
- ☐ Medicine _____○○○○○
- ☒ Occult _____○○○○○
- ☐ Politics _____○○○○○
- ☐ Science _____○○○○○

Rote Skill

PHYSICAL (-1 unskilled)

- ☐ Athletics _____○○○○○
- ☐ Brawl _____○○○○○
- ☐ Drive _____○○○○○
- ☐ Firearms _____○○○○○
- ☐ Larceny _____○○○○○
- ☐ Stealth _____○○○○○
- ☒ Survival _____○○○○○
- ☐ Weaponry _____○○○○○

Rote Skill

SOCIAL (-1 unskilled)

- ☐ Animal Ken _____○○○○○
- ☐ Empathy _____○○○○○
- ☐ Expression _____○○○○○
- ☐ Intimidation _____○○○○○
- ☐ Persuasion _____○○○○○
- ☐ Socialize _____○○○○○
- ☐ Streetwise _____○○○○○
- ☐ Subterfuge _____○○○○○

MERITS

- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____○○○○○
- Fate _____○○○○○
- Forces _____○○○○○
- Life _____○○○○○
- Matter _____○○○○○
- Mind _____●○○○○
- Prime _____○○○○○
- Space _____●○○○○
- Spirit _____○○○○○
- Time _____○○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____○
- 9 _____○
- 8 _____○
- 7 _____○
- 6 _____○
- 5 _____○
- 4 _____○
- 3 _____○
- 2 _____○
- 1 _____○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • 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 of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

ACTIVE SPELLS

$$\text{Max} = \text{Gnosis} + 3$$

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell) *

NIMBUS

PARADOX MARKS

Bedlam:

Brand:

DEDICATED
MAGICAL TOOL

Arcana Based Tools:

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots	Arcana	Name	Dice Pool	Page #
------	--------	------	-----------	--------

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WEAPONS

Type	Damage Range	Clip	Size	Special
------	--------------	------	------	---------

(continued)

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
------	-------	-----------	------

EQUIPMENT

Type	Dice Mod.
------	-----------

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

	Numina	Cost
--	--------	------

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: Corpus/Health

00000000000000000000

□□□□□□□□□□□□□□□□

Willpower

Initiative: 000000000000

Defense: _____

Speed: Essence

Corpus/Health

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

□ □ □ □ □ □ □ □ □ □ □

Essence

MAGE™ THE AWAKENING

THE SILVER LADDER

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Silver Ladder

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●●○○○	Stamina ●○○○○	Composure ●○○○○

SKILLS

MENTAL

(-3 unskilled)

Rote Skill

- ☐ Academics ○○○○○
- ☐ Computer ○○○○○
- ☐ Crafts ○○○○○
- ☐ Investigation ○○○○○
- ☐ Medicine ○○○○○
- ☐ Occult ○○○○○
- ☐ Politics ○○○○○
- ☐ Science ○○○○○

PHYSICAL

(-1 unskilled)

Rote Skill

- ☐ Athletics ○○○○○
- ☐ Brawl ○○○○○
- ☐ Drive ○○○○○
- ☐ Firearms ○○○○○
- ☐ Larceny ○○○○○
- ☐ Stealth ○○○○○
- ☐ Survival ○○○○○
- ☐ Weaponry ○○○○○

SOCIAL

(-1 unskilled)

Rote Skill

- ☐ Animal Ken ○○○○○
- ☐ Empathy ○○○○○
- ☒ Expression ○○○○○
- ☐ Intimidation ○○○○○
- ☒ Persuasion ○○○○○
- ☐ Socialize ○○○○○
- ☐ Streetwise ○○○○○
- ☒ Subterfuge ○○○○○

OTHER TRAITS

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____ ○○○○○
- Fate _____ ○○○○○
- Forces _____ ○○○○○
- Life _____ ○○○○○
- Matter _____ ○○○○○
- Mind _____ ●○○○○
- Prime _____ ○○○○○
- Space _____ ●○○○○
- Spirit _____ ○○○○○
- Time _____ ○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • 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 of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

ACTIVE SPELLS

$$\text{Max} = \text{Gnosis} + 3$$

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell) *

NIMBUS

PARADOX MARKS

Bedlam:

Brand:

DEDICATED
MAGICAL TOOL

Arcana Based Tools:

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots	Arcana	Name	Dice Pool	Page #
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WEAPONS

Type	Damage	Range	Clip	Size	Special
------	--------	-------	------	------	---------

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
------	-------	-----------	------

EQUIPMENT

Type	Dice Mod.
------	-----------

(continued)

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

[illegible]

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: Corpus/Health

Willpower

Initiative: _____

Defense: _____

Speed: _____ Essence

Corpus/Health

0000000000000000
□□□□□□□□□□□□

Willpower

0 0 0 0 0 0 0 0 0 0

Essence

□ □ □ □ □ □ □ □ □ □

MAGE™ THE AWAKENING

THE ADAMANTINE ARROW

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Adamantine Arrow

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●●○○○	Stamina ●○○○○	Composure ●○○○○

SKILLS

MENTAL

(-3 unskilled)

Rote Skill

- ☐ Academics ○○○○○
- ☐ Computer ○○○○○
- ☐ Crafts ○○○○○
- ☐ Investigation ○○○○○
- ☒ Medicine ○○○○○
- ☐ Occult ○○○○○
- ☐ Politics ○○○○○
- ☐ Science ○○○○○

Rote Skill

PHYSICAL

(-1 unskilled)

- ☒ Athletics ○○○○○
- ☐ Brawl ○○○○○
- ☐ Drive ○○○○○
- ☐ Firearms ○○○○○
- ☐ Larceny ○○○○○
- ☐ Stealth ○○○○○
- ☐ Survival ○○○○○
- ☐ Weaponry ○○○○○

Rote Skill

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ○○○○○
- ☐ Empathy ○○○○○
- ☐ Expression ○○○○○
- ☒ Intimidation ○○○○○
- ☐ Persuasion ○○○○○
- ☐ Socialize ○○○○○
- ☐ Streetwise ○○○○○
- ☐ Subterfuge ○○○○○

OTHER TRAITS

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____ ○○○○○
- Fate _____ ○○○○○
- Forces _____ ●○○○○
- Life _____ ○○○○○
- Matter _____ ○○○○○
- Mind _____ ○○○○○
- Prime _____ ●○○○○
- Space _____ ○○○○○
- Spirit _____ ○○○○○
- Time _____ ○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Speed:

MAGE™

THE AWAKENING

THE FREE COUNCIL

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Free Council

CABAL:

Obrimos

ATTRIBUTES

POWER	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
FINESSE	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
RESISTANCE	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL

(-3 unskilled)

☐ Rote Skill	Academics	●●●●●
☐	Computer	●●●●●
☒	Crafts	●●●●●
☐	Investigation	●●●●●
☐	Medicine	●●●●●
☐	Occult	●●●●●
☐	Politics	●●●●●
☒	Science	●●●●●

☐ Rote Skill	Athletics	●●●●●
☐	Brawl	●●●●●
☐	Drive	●●●●●
☐	Firearms	●●●●●
☐	Larceny	●●●●●
☐	Stealth	●●●●●
☐	Survival	●●●●●
☐	Weaponry	●●●●●

☐ Rote Skill	Animal Ken	●●●●●
☐	Empathy	●●●●●
☐	Expression	●●●●●
☐	Intimidation	●●●●●
☒	Persuasion	●●●●●
☐	Socialize	●●●●●
☐	Streetwise	●●●●●
☐	Subterfuge	●●●●●

OTHER TRAITS

MERITS

_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●

FLAWS

Size _____
Defense _____
Initiative Mod _____
Speed _____
Experience _____

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

HEALTH

●●●●●●●●●●●●●●●●
□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	○
6	_____	○
5	_____	○
4	_____	○
3	_____	○
2	_____	○
1	_____	○

ARMOR

Type	Points
------	--------

PROTECTIVE SPELLS	
Name	Points
_____	_____
_____	_____
_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™ THE AWAKENING

THE GUARDIANS OF THE VEIL

NAME: _____

PLAYER: _____

CHRONICLE: _____

CONCEPT: _____

VIRTUE: _____

VICE: _____

PATH: _____

ORDER: The Guardians of the Veil

CABAL: _____

Obrimos

ATTRIBUTES

POWER	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
FINESSE	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
RESISTANCE	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL (-3 unskilled)

☐ Academics	●●●●●
☐ Computer	●●●●●
☐ Crafts	●●●●●
☒ Investigation	●●●●●
☐ Medicine	●●●●●
☐ Occult	●●●●●
☐ Politics	●●●●●
☐ Science	●●●●●

☐ Athletics	●●●●●
☐ Brawl	●●●●●
☐ Drive	●●●●●
☐ Firearms	●●●●●
☐ Larceny	●●●●●
☒ Stealth	●●●●●
☐ Survival	●●●●●
☐ Weaponry	●●●●●

☐ Animal Ken	●●●●●
☐ Empathy	●●●●●
☐ Expression	●●●●●
☐ Intimidation	●●●●●
☐ Persuasion	●●●●●
☐ Socialize	●●●●●
☐ Streetwise	●●●●●
☒ Subterfuge	●●●●●

OTHER TRAITS

MERITS

_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●

FLAWS

Size _____
Defense _____
Initiative Mod _____
Speed _____
Experience _____

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

HEALTH

●●●●●●●●●●●●●●●●
□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	○
6	_____	○
5	_____	○
4	_____	○
3	_____	○
2	_____	○
1	_____	○

ARMOR

Type	Points
------	--------

PROTECTIVE SPELLS

Name	Points
------	--------

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

MAGE™ THE AWAKENING

THE MYSTERIUM

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Mysterium

CABAL:

ATTRIBUTES

POWER	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
FINESSE	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
RESISTANCE	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL (-3 unskilled)

Rote Skill

- ☐ Academics ●●●●●
- ☐ Computer ●●●●●
- ☐ Crafts ●●●●●
- ☒ Investigation ●●●●●
- ☐ Medicine ●●●●●
- ☒ Occult ●●●●●
- ☐ Politics ●●●●●
- ☐ Science ●●●●●

Rote Skill

PHYSICAL (-1 unskilled)

- ☐ Athletics ●●●●●
- ☐ Brawl ●●●●●
- ☐ Drive ●●●●●
- ☐ Firearms ●●●●●
- ☐ Larceny ●●●●●
- ☐ Stealth ●●●●●
- ☒ Survival ●●●●●
- ☐ Weaponry ●●●●●

Rote Skill

SOCIAL (-1 unskilled)

- ☐ Animal Ken ●●●●●
- ☐ Empathy ●●●●●
- ☐ Expression ●●●●●
- ☐ Intimidation ●●●●●
- ☐ Persuasion ●●●●●
- ☐ Socialize ●●●●●
- ☐ Streetwise ●●●●●
- ☐ Subterfuge ●●●●●

MERITS

- _____ ●●●●●
- _____ ●●●●●
- _____ ●●●●●
- _____ ●●●●●
- _____ ●●●●●
- _____ ●●●●●
- _____ ●●●●●

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____ ●●●●●
- Fate _____ ●●●●●
- Forces _____ ●●●●●
- Life _____ ●●●●●
- Matter _____ ●●●●●
- Mind _____ ●●●●●
- Prime _____ ●●●●●
- Space _____ ●●●●●
- Spirit _____ ●●●●●
- Time _____ ●●●●●

OTHER TRAITS

HEALTH
○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

MANA
□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS
● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM
10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

ARMOR
Type _____ Points _____

PROTECTIVE SPELLS
Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™ THE AWAKENING

THE SILVER LADDER

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Silver Ladder

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●●○○○	Stamina ●○○○○	Composure ●○○○○

SKILLS

Rote Skill

MENTAL (+3 unskilled)

- ☐ Academics ○○○○○
- ☐ Computer ○○○○○
- ☐ Crafts ○○○○○
- ☐ Investigation ○○○○○
- ☐ Medicine ○○○○○
- ☐ Occult ○○○○○
- ☐ Politics ○○○○○
- ☐ Science ○○○○○

Rote Skill

PHYSICAL (+1 unskilled)

- ☐ Athletics ○○○○○
- ☐ Brawl ○○○○○
- ☐ Drive ○○○○○
- ☐ Firearms ○○○○○
- ☐ Larceny ○○○○○
- ☐ Stealth ○○○○○
- ☐ Survival ○○○○○
- ☐ Weaponry ○○○○○

Rote Skill

SOCIAL (+1 unskilled)

- ☐ Animal Ken ○○○○○
- ☐ Empathy ○○○○○
- ☒ Expression ○○○○○
- ☐ Intimidation ○○○○○
- ☒ Persuasion ○○○○○
- ☐ Socialize ○○○○○
- ☐ Streetwise ○○○○○
- ☒ Subterfuge ○○○○○

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____ ○○○○○
- Fate _____ ○○○○○
- Forces ● _____ ○○○○○
- Life _____ ○○○○○
- Matter _____ ○○○○○
- Mind _____ ○○○○○
- Prime ● _____ ○○○○○
- Space _____ ○○○○○
- Spirit _____ ○○○○○
- Time _____ ○○○○○

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™ THE AWAKENING

THE ADAMANTINE ARROW

Thyrus

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Adamantine Arrow

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

MENTAL

(-3 unskilled)

☐ Academics	○○○○○
☐ Computer	○○○○○
☐ Crafts	○○○○○
☐ Investigation	○○○○○
☒ Medicine	○○○○○
☐ Occult	○○○○○
☐ Politics	○○○○○
☐ Science	○○○○○

☒ Athletics	○○○○○
☐ Brawl	○○○○○
☐ Drive	○○○○○
☐ Firearms	○○○○○
☐ Larceny	○○○○○
☐ Stealth	○○○○○
☐ Survival	○○○○○
☐ Weaponry	○○○○○

☐ Animal Ken	○○○○○
☐ Empathy	○○○○○
☐ Expression	○○○○○
☒ Intimidation	○○○○○
☐ Persuasion	○○○○○
☐ Socialize	○○○○○
☐ Streetwise	○○○○○
☐ Subterfuge	○○○○○

OTHER TRAITS

MERITS

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

Size _____
Defense _____
Initiative Mod _____
Speed _____
Experience _____

ARCANA

Death	○○○○○
Fate	○○○○○
Forces	○○○○○
● Life	●○○○○
Matter	○○○○○
Mind	○○○○○
Prime	○○○○○
Space	○○○○○
● Spirit	●○○○○
Time	○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	○
6	_____	○
5	_____	○
4	_____	○
3	_____	○
2	_____	○
1	_____	○

ARMOR

Type	_____	Points
------	-------	--------

PROTECTIVE SPELLS

Name	_____	Points
------	-------	--------

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

MAGE™ THE AWAKENING

THE FREE COUNCIL

Thyrus

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Free Council

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

MENTAL (+3 unskilled)

Rote Skill

- ☐ Academics ○○○○○
- ☐ Computer ○○○○○
- ☒ Crafts ○○○○○
- ☐ Investigation ○○○○○
- ☐ Medicine ○○○○○
- ☐ Occult ○○○○○
- ☐ Politics ○○○○○
- ☒ Science ○○○○○

Rote Skill

- ### PHYSICAL (+1 unskilled)
- ☐ Athletics ○○○○○
 - ☐ Brawl ○○○○○
 - ☐ Drive ○○○○○
 - ☐ Firearms ○○○○○
 - ☐ Larceny ○○○○○
 - ☐ Stealth ○○○○○
 - ☐ Survival ○○○○○
 - ☐ Weaponry ○○○○○

Rote Skill

- ### SOCIAL (+1 unskilled)
- ☐ Animal Ken ○○○○○
 - ☐ Empathy ○○○○○
 - ☐ Expression ○○○○○
 - ☐ Intimidation ○○○○○
 - ☒ Persuasion ○○○○○
 - ☐ Socialize ○○○○○
 - ☐ Streetwise ○○○○○
 - ☐ Subterfuge ○○○○○

OTHER TRAITS

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____ ○○○○○
- Fate _____ ○○○○○
- Forces _____ ○○○○○
- Life _____ ●○○○○
- Matter _____ ○○○○○
- Mind _____ ○○○○○
- Prime _____ ○○○○○
- Space _____ ○○○○○
- Spirit _____ ●○○○○
- Time _____ ○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

MAGE™

THE AWAKENING

THE GUARDIANS OF THE VEIL

Thyrus

NAME: _____

PLAYER: _____

CHRONICLE: _____

CONCEPT: _____

VIRTUE: _____

VICE: _____

PATH: _____

ORDER: The Guardians of the Veil

CABAL: _____

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

MENTAL (-3 unskilled)

Rote Skill

- ☐ Academics _____○○○○○
- ☐ Computer _____○○○○○
- ☐ Crafts _____○○○○○
- ☒ Investigation _____○○○○○
- ☐ Medicine _____○○○○○
- ☐ Occult _____○○○○○
- ☐ Politics _____○○○○○
- ☐ Science _____○○○○○

PHYSICAL (-1 unskilled)

Rote Skill

- ☐ Athletics _____○○○○○
- ☐ Brawl _____○○○○○
- ☐ Drive _____○○○○○
- ☐ Firearms _____○○○○○
- ☐ Larceny _____○○○○○
- ☒ Stealth _____○○○○○
- ☐ Survival _____○○○○○
- ☐ Weaponry _____○○○○○

SOCIAL (-1 unskilled)

Rote Skill

- ☐ Animal Ken _____○○○○○
- ☐ Empathy _____○○○○○
- ☐ Expression _____○○○○○
- ☐ Intimidation _____○○○○○
- ☐ Persuasion _____○○○○○
- ☐ Socialize _____○○○○○
- ☐ Streetwise _____○○○○○
- ☒ Subterfuge _____○○○○○

OTHER TRAITS

MERITS

- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____○○○○○
- Fate _____○○○○○
- Forces _____○○○○○
- Life _____●○○○○
- Matter _____○○○○○
- Mind _____○○○○○
- Prime _____○○○○○
- Space _____○○○○○
- Spirit _____●○○○○
- Time _____○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____○
- 9 _____○
- 8 _____○
- 7 _____○
- 6 _____○
- 5 _____○
- 4 _____○
- 3 _____○
- 2 _____○
- 1 _____○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Speed:

Essence

MAGE™ THE AWAKENING

THE MYSTERIUM

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Mysterium

CABAL:

Thyrus

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

MENTAL

(+3 unskilled)

Rote Skill

- ☐ Academics ○○○○○
- ☐ Computer ○○○○○
- ☐ Crafts ○○○○○
- ☒ Investigation ○○○○○
- ☐ Medicine ○○○○○
- ☒ Occult ○○○○○
- ☐ Politics ○○○○○
- ☐ Science ○○○○○

PHYSICAL

(+1 unskilled)

Rote Skill

- ☐ Athletics ○○○○○
- ☐ Brawl ○○○○○
- ☐ Drive ○○○○○
- ☐ Firearms ○○○○○
- ☐ Larceny ○○○○○
- ☐ Stealth ○○○○○
- ☒ Survival ○○○○○
- ☐ Weaponry ○○○○○

SOCIAL

(+1 unskilled)

Rote Skill

- ☐ Animal Ken ○○○○○
- ☐ Empathy ○○○○○
- ☐ Expression ○○○○○
- ☐ Intimidation ○○○○○
- ☐ Persuasion ○○○○○
- ☐ Socialize ○○○○○
- ☐ Streetwise ○○○○○
- ☐ Subterfuge ○○○○○

OTHER TRAITS

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____ ○○○○○
- Fate _____ ○○○○○
- Forces _____ ○○○○○
- Life _____ ●○○○○
- Matter _____ ○○○○○
- Mind _____ ○○○○○
- Prime _____ ○○○○○
- Space _____ ○○○○○
- Spirit _____ ●○○○○
- Time _____ ○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Essence

MAGE™ THE AWAKENING

THE SILVER LADDER

Thyrus

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

PATH:

ORDER: The Silver Ladder

CABAL:

ATTRIBUTES

POWER	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
FINESSE	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
RESISTANCE	Resolve ●○○○○	Stamina ●○○○○	Composure ●●○○○

SKILLS

MENTAL

(+3 unskilled)

Rote Skill

- ☐ Academics _____○○○○○
- ☐ Computer _____○○○○○
- ☐ Crafts _____○○○○○
- ☐ Investigation _____○○○○○
- ☐ Medicine _____○○○○○
- ☐ Occult _____○○○○○
- ☐ Politics _____○○○○○
- ☐ Science _____○○○○○

PHYSICAL

(+1 unskilled)

Rote Skill

- ☐ Athletics _____○○○○○
- ☐ Brawl _____○○○○○
- ☐ Drive _____○○○○○
- ☐ Firearms _____○○○○○
- ☐ Larceny _____○○○○○
- ☐ Stealth _____○○○○○
- ☐ Survival _____○○○○○
- ☐ Weaponry _____○○○○○

SOCIAL

(+1 unskilled)

Rote Skill

- ☐ Animal Ken _____○○○○○
- ☐ Empathy _____○○○○○
- ☒ Expression _____○○○○○
- ☐ Intimidation _____○○○○○
- ☒ Persuasion _____○○○○○
- ☐ Socialize _____○○○○○
- ☐ Streetwise _____○○○○○
- ☒ Subterfuge _____○○○○○

OTHER TRAITS

MERITS

- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○
- _____○○○○○

FLAWS

- _____
- _____
- _____
- Size _____
- Defense _____
- Initiative Mod _____
- Speed _____
- Experience _____

ARCANA

- Death _____○○○○○
- Fate _____○○○○○
- Forces _____○○○○○
- Life _____●○○○○
- Matter _____○○○○○
- Mind _____○○○○○
- Prime _____○○○○○
- Space _____○○○○○
- Spirit _____●○○○○
- Time _____○○○○○

HEALTH

○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

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

MANA

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Points per turn: _____

GNOSIS

● ○ ○ ○ ○ ○ ○ ○ ○ ○

WISDOM

- 10 _____○
- 9 _____○
- 8 _____○
- 7 _____○
- 6 _____○
- 5 _____○
- 4 _____○
- 3 _____○
- 2 _____○
- 1 _____○

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name _____ Points _____

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