

# MAGE

## THE AWAKENING

### SECOND EDITION

Shadow Name: Magnus Farshadow Concept: Martial Artist Instructor Path: Moros  
 Player: Virtue: Order: Adamantine Arrow  
 Chronicle: Vice: Legacy:

## ATTRIBUTES

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

## SKILLS

**MENTAL** (+3 unskilled)

Academics ●●●●●  
 Computer 00000  
 Crafts ●●●●●  
 Investigation ●●●●●  
 Medicine Chinese ●●●●●  
 Occult Spirit ●●●●●  
 Politics 00000  
 Science 00000

**PHYSICAL** (+1 unskilled)

Athletics ●●●●●  
 Brawl MMA ●●●●●  
 Drive 00000  
 Firearms ●●●●●  
 Larceny 00000  
 Stealth ●●●●●  
 Survival ●●●●●  
 Weaponry ●●●●●

**SOCIAL** (+1 unskilled)

Animal Ken 00000  
 Empathy ●●●●●  
 Expression 00000  
 Intimidation 00000  
 Persuasion ●●●●●  
 Socialize 00000  
 Streetwise ●●●●●  
 Subterfuge ●●●●●

## OTHER TRAITS

**ARCANA**

X Death ●●●●●  
 Fate 00000  
 Forces 00000  
 Life 00000  
 X Matter ●●●●●  
 Mind 00000  
 Prime 00000  
 Space 00000  
 X Spirit ●●●●●  
 Time 00000

**MERITS**

High Speech ●●●●●  
 Order Status ●●●●●  
 Adamant Hand ●●●●●  
 Artifact ●●●●●  
 Potent Nimbus ●●●●●  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

Size: 5  
 Speed: 11  
 Defense: 5  
 Armor: \_\_\_\_\_  
 Initiative Modifier: 6  
 Beats: □ □ □ □ □  
 Experiences: \_\_\_\_\_  
 Arcane Beats: □ □ □ □ □  
 Arcane Experiences: \_\_\_\_\_

**HEALTH**

●●●●●●●●○○○○○○

**WILLPOWER**

●●●●●○○○○○○

**GNOSIS**

●●●○○○○○○○○

**MANA**

□□□□□□□□□□  
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**WISDOM**

●●●●●●●●○○○○

**CONDITIONS**

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**ASPIRATIONS**

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**OBSESSIONS**

Best Martial Artist  
 Don't Lose the Last Fight

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

