

Basic character details

Name: *Andreas "Andrew" Kortig* Concept: *Schizo Artiste* Path: *Magistos*
Player: *David™* Virtue: *Prudence* Order: *Nameless*
Chronicle: *Chicago* Vice: *Sloth* Age: *27 (1992)*

Attributes

<i>Power</i>	Intelligence 12345	Strength 12345	Presence 12345
<i>Finesse</i>	Wits 12345	Dexterity 12345	Manipulation 12345
<i>Resistance</i>	Resolve 12345	Stamina 12345	Composure 12345

Skills

Mental -3 unskilled

Academics	12345
Computer	12345
Crafts (<i>Jury Rigging</i>)	12345
Investigation	12345
Medicine (<i>Emergency</i>)	12345
Occult	12345
Politics	12345
Science	12345

Physical -1 unskilled

Athletics	12345
Brawl	12345
Drive	12345
Firearms	12345
Larceny	12345
Stealth	12345
Survival (<i>Navigation</i>)	12345
Weaponry	12345

Social -1 unskilled

Animal Ken	12345
Empathy (<i>Free Dot</i>)	12345
Expression	12345
Intimidation	12345
Persuasion	12345
Socialize	12345
Streetwise	12345
Subterfuge	12345

Other Traits

Merits

Resources	12345
Trained Observer	1
Enhanced Item	123456

Flaws

Coward

Size: 5

Speed: 9

Initiative Mod: 6

Defence: 3

Armor: 0

XP: 0 *84*

Arcana

Death 1234

Fate 1234

Forces **1234**

Life 1234

Matter 12

Mind **12345**

Prime 1234

Space **12345**

Spirit 1234

Time 1234

Health

87654321

Willpower

654321

Mana

2110987654321
3 per turn

Gnosis

87

3

Wisdom

7654321

Last updated November 24, 2019

All page references are as PDF page numbers

Initiative Mod = Dexterity + Composure

Josh = Ed

Ashley = Elvira

Jeff = Will

Joe = "Zeke"

Matt = Nadia

Jake = "Alan"

Success = 8 or higher

Starting dice pool = Gnosis (③) + Yantra + Arcanum of spell being cast

Dedicated Tool**Brass Pill Bottle**

Using a dedicated tool as a Yantra decreases any paradox dice pool by 2

Due to *Enhanced Item* (102), add 6 to casting die pool when it is used

Mana⁽⁸⁸⁾

Restoring Mana: Perform ritual/ceremony at a Hallow or -① Attribute incl. Health (restored after 24 hours) = ① Mana.

Spending Mana: Pattern Restoration (③M=① bashing or lethal wound), mitigating Paradoxes

Trained Observer⁽¹⁰⁸⁾

9 & 10 explode on perception checks (*usually Wits ①②③④ + Composure ①②③④*)

Combined Spells⁽¹¹⁹⁾

Can combine two due to Gnosis ③

Base dice pool = (Gnosis + lowest Arcanum used) - (Spells - 1) × 2

Reach⁽¹¹⁴⁾

Each Reach = +2 paradox die (87)

Use Reach to go from Standard to Advanced spell factor chart or create specialized effects in certain spells such as increasing damage type on attack spells.

1 free Reach (*does not add paradox dice*) per dot in highest-rated Arcanum that meets or exceeds spell's requirement.

For example: Mage with Mind ①②③④ gains 2 free Reaches when casting a spell that requires Mind ①

Spell Factors⁽¹¹⁴⁾

Spell factors are always 1, Primary Spell Factor (denoted **SF**) is = to highest arcanum used.

Standard Duration - Transitory		Advanced Duration - Prolonged	
<i>Duration</i>	<i>Dice Penalty</i>	<i>Duration</i>	<i>Dice Penalty</i>
1 turn	None	One Scene/hour	None
2 turns	-2	One Day	-2
3 turns	-4	One Week	-4
5 turns	-6	One Month	-6
10 turns	-8*	One Year	-8
* Add -2 per extra +10 turns		Indefinite	-10 (requires a reach and ① M)

Standard Scale

<i>Subjects</i>	<i>Size of largest Subject</i>	<i>AoE</i>	<i>Dice Penalty</i>
1	5	Arm's reach from a central point	None
2	6	Small room	-2
4	7	Large room	-4
8	8	Several rooms, or a single floor of a house	-6
16	9	Ballroom or small house	-8

Advanced Scale

5	5	Large house or building	None
10	10	Small warehouse or parking lot	-2
20	15	Large warehouse or supermarket	-4
40	20	Small factory or shopping mall	-6
80	25	Large factory or city block	-8
160*	30	Campus or small neighborhood	-10

* Add an additional -2 penalty for each extra ×2 subjects or +5 increase in Size of the subject. For example :320 Subjects each ≤ Size 35 = -12 Penalty.

AoE can not be increased past *campus or small neighborhood*.

Better QRG: http://oakthorne.net/wiki/index.php/Mage_Awakening_Spellcasting_Steps

Arcana	Name	Description, ♦ = Reach	SF	M	Pg.
Forces ❶	Influence Electricity	Operate electrical devices as they normally would, but with magic	D	1	141
Forces ❶	Influence Fire	Guide path of existing flames ♦1: Can increase size by 1 level	D	1	141
Forces ❶	Kinetic Efficiency	"Nudge" kinetic forces. Bonus on rolls to resist fatigue equal to potency, add dots in Forces to: yards covered in jump, swimming & running speed, climbing rolls	D	1	142
Forces ❶	Influence Heat	Guide direction of existing heat. Prevents heat or cold damage & conditions from Extreme Environments (225) 2: Heavy snow, potential hypothermia, minor radiation poisoning, sun quickly causes 1 st degree burns ♦1: Keep safe up to ExEnv 3: Desert, heat causing 2 nd degree burns, moderate radiation ♦2: Keep safe up to ExEnv 4: Desert sandstorm, severe hurricane, tornado, tsunami	D	1	142
Forces ❶	Nightvision	Enhance ambient light, sense of vibration & thermal changes, see UV and IR spectrum. Feel + see electromagnetic radiation, sounds & kinetic energies. Can make out details but colors are muted in dark. Bright lights and suddens sounds an blind or disorient. ♦1: No negatives	D	1	142
Forces ❶	Receiver	Hear Infra- and Ultra-sound frequencies. Potency = dice bonus to rolls	D	1	142
Forces ❶	Tune In	Listen to free-floating data transmission	D	1	142
Forces ❶❷	Control Electricity	Alter flow as well as diminish current. Can not create without source. Can cause electrical dmg (225). Level of potency can control line of power or reduce current. Reduction based on Transform Energy table (147)	D	1	143
Forces ❶❷	Control Fire	Control existing flames extensively. 1 lvl of Potency = 1 lvl of heat or 1 lvl of size. If either reduced to 0 fire goes out. At end of duration if not extinguished fire spreads among available fuel	D	1	143
Forces ❶❷	Control Gravity	Redirect force of gravity in an area. Anything not secured falls in chosen direction	D	1	143
Forces ❶❷	Control Heat	Increase or decrease temperature of an area. 1 lvl of Potency = 1 lvl of ExEnv (225) with a room temp room being 0.	D	1	143
Forces ❶❷	Control Light	Dim or intensify existing light in spell's AoE. 1Potency = ×2 or × 0.5 the light's candescence. Can focus, disperse, change wavelength. ♦1 Spell can create mirroring or complete black-out	D	1	143
Forces ❶❷	Control Sound	Amplify or weaken the volume and change direction of sound in spell's AoE. 1Potency = ×2or × 0.5 volume of sound. ♦1 Create echoing effect by "nudging" sound into nearby obstacles. Stealth rolls in affected area -5 max Potency. ♦1 Bonus to hearing-based perception witin AoE, Potency max 5	D	1	144
Forces ❶❷	Control Weather	Control existing weather patterns. Light shower ⇒thunderstorm, clear morning ⇒fog, warm day ⇒unbearably hot, conjure cooling breeze. Changes immediately. 1 Potency = 1 ExEnv max 4 ♦1 Weather changes more gradually over next few hours ♦2 Required for more drastic changes	D	1	144
Forces ❶❷	Environmental Shield	Shield yourself against harmful environmental conditions up to ExEnv level = to Potency. Only protects against indirect dmg	D	1	144
Forces ❶❷	Invisibility	Completely invisible, still make sound	D	1	144
Forces ❶❷	Kinetic Blow	Bludgeoning attacks cause piercing lethal dmg. Only works with unarmed strikes. Potency = weapon bonus, max +5 ♦1 The spell applies the Knocked Down Tilt, Stunned Tilt, or affects held weapons ♦2 Spell affects thrown weapons or firearms: bullets gain AP = Potency	D	1	144
Forces ❶❷	Transmission	Hijack existing signals to change transmitted data or destination. ♦1 Signal can be "encrypted" so that only certain actions can receive them properly	D	1	145
Forces ❶❷	Zoom In	Greatly magnify vision 1Potency = ×2 distance can see clearly. + Potency to notice small details ♦1 See clearly 1 mi./dot in Forces, clearly discern dust-sized particles, or no penalties from atmospheric conditions ♦2 See microscopic particles, even molecular bonds between objects	D	1	145
Forces ❶❷❸	Call Lightning	Conjure lightning down from stormy sky, cannot create weather with this. Target must be exposed in some way. Damage p. 225	P	1	145

♦ Continued on page 4 ♦

Arcana	Name	Description, ♦ = Reach	SF	M	Pg.
Forces 123	Gravitic Supremacy	Increase or decrease gravity. +=-3 Speed/lvl of Potency. If potent exceeds strength of animal caught in the area, subject suffers -1 to all physical dice pools for each point of difference. Flying creatures need to succeed STR+Ath each turn or plummet speed equal to Potency. Additionally control direction objects fall	D	1	145
Forces 123	Telekinesis	Lift or manipulate an object remotely. Apply spell's Potency to STR, DEX, or Speed. Other two default to 1. Requires concentration. ♦1 Divide Potency among two categories. This reach may be performed twice	D	1	145
Forces 123	Telekinetic Strike	Crush subjects or create ball of highly pressurized air to hurl at foes. Potency = DMG (B) ♦1 Spell inflicts Knocked Down or Stunned Tilt	P	1	146
Forces 123	Turn Momentum	Redirect a target's momentum. Make a number of moving objects up to Potency veer off target. Max size is determined by spell's Scale factor. ♦1 Use as reflexive action ♦1 control where the objects are redirected to as long as it is within 90of the original arc in any direction ♦2 Object's momentum can be completely reversed. Thrown and Ranged weapons strike their users	P	1	146
Forces 123	Velocity Control	Greatly increase or decrease object's velocity. V doubles or halves for each level of Potency. Must be able to affect entire size to affect it, cannot target front tire of 18-wheeler and bring it to a stop. Velocity change affects dmg based on collisions. Cannot reduce moving object's speed to 0	P	1	146
Mind 1	Know Nature	Determine virtue, vice, how many total dots in Mental and Social attributes person has ♦1 Determine Aspirations & Obsessions or specific Social or Mental Attribute Rating rather than total number	P		160
Mind 1	Mental Scan	Discern mental and emotional state from surface thoughts. 1 Potency = 1 question to DM, answers come in flashes Withstand: Composure ♦1 Read snippets of ideas and words and phrases before they are said.	P		160
Mind 1	1Mind2Thoughts	Hold 2 distinct trains of thought at the same time, perform 2 seperate Mental or Social extended task at the same time, niether purely Physical. ♦1 Perform 2 seperate Mental instant tasks at the same time ♦2 When in Astral Realms, one action can be purely "Physical"	D		160
Mind 1	Perfect Recall	Recall things from past with vivid detail. 1 Potency = 1 Memory with perfect accuracy	P		161
Mind 12	Alter Mental Pattern	Alter subject's basic mental flow, change subconscious to reflect mental or emotional state mage wishes. Does not actually alter state of mind.	P		161
Mind 12	Dream Reaching	Enter and share dreams. Witness and influence direction even though not actually part of dream ♦1 Become active part of dream: can take action inside (249)	D		161
Mind 12	Emotional Urging	Project emotional state at subject. Choose + or -, allows opening one Door. Can benefit anyone during duration	P		161
Mind 12	First Impressions	Dictate how subject will react to social interaction. Spell affects next Social maneuvering attempt. Raise or lower first impression by Potency levels	D		161
Mind 12	Incognito Presence	Hide psychic presence, causing onlookers to ignore. When looked at they want to avert eyes or barely notice. People cannot remember seeing when no longer looking her way. Any magic used against provokes Clash of Wills.	D	1	161
Mind 12	Memory Hole	Compartmentalize subject's thoughts, placing memories into areas they cannot acces or remember. Potency = Memories compartmentalized, forgotten completely for duration of spell	D		161
Mind 12	Mental Shield	Protect from mental attack. Provokes Clash of Wills against ainy Goetia Numina, Influences, Manifestations, Mind spells, supernatural creature's mind-affecting abilities ♦1 Protectino extends to Goetia's physical attacks	D		161

♦ Continued on page 5 ♦

Arcana	Name	Description, ♦ = Reach	SF	M	Pg.
Mind ①②	Psychic Domination	Send simple commands through thoughts and emotions to subject. Ideas form urges they are compelled to act upon even against own will as long as spell active. One-word orders only. ♦1 Capable of taking control of subject, forcing them to take actions against their will. One task as complex or simple as wanted, no mortal danger. ♦2 Spend ① Mana for no limitations.	P		162
Mind ①②	Telepathy	Synchronize surface thoughts of subjects. Potency as bonus to relevant Skill rolls (Empathy or Subterfuge) between the two. Careful thinking = message, Composure + Empathy for people unused to it. ♦1 Only thoughts the originating subject wishes to send are transmitted. ♦2 All subjects of spell are capable of sending and receiving thoughts. If spell has several subjects unused to telepathy, -1 penalty to Mental actions because of "noise"	P		162
Space ①	Correspondence	Each potency = learn about a sympathetic link, oldest and strongest first. If other half is in sensory range, knows that and knows its exact location. ♦1 follow trail of sympathetic links or emotional character of connection ♦2 specify what connections to uncover in general terms or discover Key if subject is a Keyed spell or Iris (244)	P		173
Space ①	Ground-Eater	Add Potency to speed, or remove Potency from speed (not below 1)	P		174
Space ①	Isolation	Any attempt the subject makes to interact with other people costs ① Willpower. Any dice pools are penalized by the spell's Potency.	P		174
Space ①	Locate Object	As long as subject is within the AoE, mage knows its precise location. ♦1 Continue to track subject even if it leaves the AoE	D		174
Space ①	Outward & Inward Eye	See and hear in all directions and from all points within sensory range simultaneously. Cannot see things further away than normal perceptions would allow or through darkness. Reduce all penalties due to range, cover, or concealment by spell's Potency ♦2 See through existing warp, Distortion Iris, Scrying spel, portal created with Co-Location spell. At DM's discretion.	D		175
Space ①②	Borrow Threads	Transfer # of sympathetic connections equal to Potency between self and subjects as determined by spell's Scale ♦1 Redirect sympathetic connection between other subjects of spell directly ♦1 Instead of transferring sympathetic connections, mage can copy them	D		175
Space ①②	Break Boundary	Bypass single physical obstacle restricting subject's movement. ♦1 Fit through narrow or restrictive pathways they wouldn't usually be able to fit through ♦2 Pass through obstructions even if they are unable to move, appearing on the other side	P		175
Space ①②	Lying Maps	Twist subject's sense of direction, making them certain that the best route is one the mage desires. If the subject is actively carefully navigating using a map or GPS, the navigation roll is a single chance die and even on a success it feels wrong.	D		175
Space ①②	Scrying	Create window that allows you to perceive subject like TV screen. Can choose if 1 or 2 way screen. Sympathetic to Location=broad overview of area, person/object=close up that follows subject. Add Fate①②: Make window selectively one-way so only specific people can see from other side of window	D		175
Space ①②	Secret Door	Cloak a door, intersection or similar aperture between two locations ♦1 Specify a key that allows the secret door to be seen	D		176
Space ①②	Veil Sympathy	Conceal one of the sympathetic links, any attempt to uncover provokes Clash of Wills ♦1 Change what the sympathetic link goes to ♦1 Prevent Subject from being used as sympathetic yantra (123), each level lowers sympathetic link by one level ♦2 Suppress all of subject's sympathetic links, in both directions.	D		176
Space ①②	Ward	Lock a subject down, preventing the space within from being manipulated. Magic that uses sympathy of warded subjects or tries to warp warded areas provokes Clash of Wills.	D		177

♦ Continued on page 6 ♦

Arcana	Name	Description, ♦ = Reach	SF	M	Pg.
Space 126	Ban	<i>Invert an area of space so that nothing inside the space can get out and nothing in, including light and air. Add any Arcanum 12: Either exclude a phenomenon from the spell (Ex: let air or light through) or create a ban that only prohibits phenomena under that Arcanum's purview.</i>	D		177
Space 126	Co-Location	<i>Smear the distance between a number of locations = Potency causing them to overlap temporarily. Only mages using Active Mage Sight with Space can see the overlap, seems normal to everyone else. Scale determines how large each overlapped area can be. Each turn person that can perceive overlap can move object from one location to another. Capable of seeing can touch objects in any of the locations. Other location counts as being viewed remotely, individuals may not attack people in different locations. ♦1 Make anything in overlapped locations visible. Individual object, person, entire location, anyone can move objects. ♦1 Restrict it to 2d, creating a stable portal between 2 locations. Can combine with above to make it visible and useable for people without Space senses ♦1 Specify a Key needed to use the overlap ♦2 Individuals capable of perceiving overlap may reflexively switch locations twice per turn</i>	D		177
Space 126	Perfect Sympathy	<i>Become so like subject it is trivial to predict them. ♦1 Sympathetic connection is so good it can fool magic. Clash of Wills, if mage succeeds can redirect spell's effects to one of subject's Strong sympathetic connections instead ♦1 Benefits for this extend to subject's Medium sympathetic connections</i>	D		177
Space 126	Warp	<i>Twist space subject occupies, torquing joints, bruising flesh, tearing muscle. Dmg = Potency, bashing damage ♦1 Pain of attack is such that the victim gains Arm Wrack or Leg Wrack Tilt</i>	P		178
Space 126	Web-Weaver	<i>Each lvl of Potency boosts single sympathetic connection by a step.</i>	D		178

QRG pg. 326 ♦ If spell is from Common or Inferior, it costs 1 Mana (112) ♦ Clash of Wills= Gnosis + Arcanum, spend willpower to bolster roll