

Basic character details

Name: *Joe "Zeke" Smith* Concept: *Doomsday Prepper* Path: *Thyrus*
Player: *Joe* Virtue: *Fortitude* Order: *Apostae*
Chronicle: *Chicago* Vice: *Wrath* Age: *28 (1991)*

Attributes

<i>Power</i>	Intelligence 1 2345	Strength 1 2345	Presence 1 2345
<i>Finesse</i>	Wits 1 2345	Dexterity 1 2345	Manipulation 1 2345
<i>Resistance</i>	Resolve 1 2345	Stamina 1 2345	Composure 1 2345

Skills

Mental *-3 unskilled*

Academics	12345
Computer	1 2345
Crafts	1 2345
Investigation	1 2345
Medicine	1 2345
Occult	1 2345
Politics	1 2345
Science	1 2345

Physical *-1 unskilled*

Athletics	1 2345
Brawl	1 2345
Drive (<i>Trucks</i>)	1 2345
Firearms (<i>Rifles, Free dot</i>)	1 2345
Larceny	12345
Stealth	1 2345
Survival	1 2345
Weaponry	1 2345

Social *-1 unskilled*

Animal Ken (<i>Dogs</i>)	1 2345
Empathy (<i>Free Dot</i>)	12345
Expression	12345
Intimidation	1 2345
Persuasion	1 2345
Socialize	12345
Streetwise	12345
Subterfuge	12345

Other Traits

Merits

Resources	1 2345
Fighting (Kung Fu)	1 2345
Quick Healer	1 2345
Anomalous	1 2345

Flaws

Behavior Blind

Size: 5

Speed: 9

Initiative Mod: 6

Defence: 2

Armor: 1 *Bash (Kung Fu)*

XP: 23 84

Arcana

Death	1234
Fate	1234
Forces	1 234
Life	1 2345
Matter	1234
Mind	12
Prime	1234
Space	1234
Spirit	1 2345
Time	1234

Health

987654321

Willpower

7654321

Mana

10987654321
1 per turn

Gnosis

87
1

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

David = "Andrew"

Matt = Nadia

Jake = "Alan"

Success = 8 or higher

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

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

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