

FINALS WEEK
Gloria Mundi - Part Eight

MAGE™
THE AWAKENING

Free Introductory Chronicle

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MAGE

THE AWAKENING

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Finals Week

Welcome to “Finals Week,” the eighth and final installment of the **Gloria Mundi** chronicle for **Mage: The Awakening**. In it, the characters become involved in the search for a magical artifact stolen during a break-in on the Harvard campus. The artifact, a mask of Hecate, was stolen by a young mage named Clint Zellner, who has only just awakened. Shortly after the theft, though, the mask ends up in the hands of one Dr. Benjamin Imes, a reluctant Seer of the Throne. How the characters react to this theft and the subsequent discovery of who has it drives the action of “Finals Week.”

This story can serve one of two purposes, depending upon whether the characters banished the Pride-spirit in “Descent.” If they did not, then this story provides closure to the matter of the Vice-spirits. If they already destroyed this spirit, then “Finals Week” opens the chronicle to new enemies, new dangers and new possibilities—to *Gloria Mundi*, the glory of the world.

THEME AND MOOD

The theme of “Finals Week” is *discovery*. The characters are on the verge of finding out what waits for them beyond their long quest. (Remember, this chronicle began in April, and this story takes place in December, so they’ve been at this for about eight months now.) Clint Zellner is just beginning his voyage of discovery into the world of the Awakened, and he needs the characters’ help. Dr. Imes is also about to make a chilling discovery—that death isn’t necessarily quiet, private, or final for mages. Discovery is an overarching theme of **Mage: The Awakening**, and it can be a very uplifting one. But remember that discovery is invasive, and that by observing something one also changes it. Discovery is a responsibility, especially when magic is involved.

The mood of this story is *frantic*. During finals week, the students waver between intense concentration, manic activity, and brain-dead decompression. The mood of this story should focus more on the first two possibilities. Characters the mages meet should be nervous and speak quickly or be disturbingly focused and brusque.

STORYTELLING TECHNIQUE: ONGOING CHRONICLES

With “Finals Week,” the **Gloria Mundi** chronicle ends. More correctly, there won’t be any more published chapters to the chronicle, but that doesn’t stop you from continuing to use the characters and events portrayed in this chronicle in whatever capacity you wish for your own stories.

A brief word on the design of **Gloria Mundi**: The framework of the chronicle gives the Storyteller and players an easily understandable, plot-driven story through which to discover and learn **Mage: The Awakening**. It also gives the players access to fleshed-out characters with enough flexibility in their backgrounds to allow for customization. For instance, we never nailed down what occupation, if any Niamh holds. We never explained why Ogma chose to work with the police rather than becoming a cop himself. Jack’s destiny isn’t fully detailed, and Tyrrhenus’ first exposure to the Consilium isn’t described. Those nuances make the characters richer and more “real,” and they’re also entirely up to you. In a game that the Storyteller designs from the ground up, the stories would incorporate those sorts of details, hopefully making them personal and important to the characters involved. Since we cannot know how you are choosing to portray these characters, and since we’d rather let you make as many decisions about them as possible, **Gloria Mundi** centers around the events put in motion by Adam. This outside influence allows the players to become involved no matter who they are. (And yes, that means that if you’ve waited until all chapters of the chronicle and the **Mage: The Awakening** book have become available before starting your game, you could ignore the characters put forth here and allow the players to create their own.)

Now that the chronicle is over, though, we want to encourage you to continue telling stories about the Awakened. This is, in part, why the final chapter of **Gloria Mundi** can take place with or without the presence of the Pride-

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spirit. Whether or not the characters have resolved their initial task, the World of Darkness is a dangerous and complex place. If the characters are willing to take up the challenge of exploring it (and they should be, since passivity does not suit the Awakened), they will never want for new frontiers.

That in mind, the following are a few possible story hooks based on the characters and the events of the chronicle so far. Use them at your pleasure, and happy gaming!

- **Consilium:** The characters are now free of their magical quarantine, and this means they are, ostensibly, welcome at the Consilium again. If they venture back, however, they find that things haven't improved. The Nemean, the Hierarch of the Consilium, is un-ambitious and unnecessarily brutal when he acts, and the plots among the local cabals are thick and Byzantine. Can the characters improve things?

- **Waltman's Neck:** Years of murder and cannibalism have made the spiritscape of this little town unpleasant and dangerous, and who knows what secrets Wendigo's house holds? Maybe the characters would like to go back and assist Sisyphus in his exploration of the town.

- **Bloody Mysteries:** Was the creature that the characters saw on the *Sir Stephen* back in "Siren's Song" actually a vampire? If the Storyteller has a copy of **Vampire: The Requiem** and would like to involve these mysterious predators, perhaps the characters could run afoul of that undead creature again. Maybe it has been following them since the ship, trying to figure out who and what they are. Maybe it has marked Niamh as its next victim, or Morrigan as a potential convert.

- **Hallows in the City:** The characters know about two Hallows in the Boston area—their own, and the one that housed the Sloth-spirit. Can they claim both Hallows and keep spirits and other mages away? Are there other Hallows with deeper secrets that they could discover?

- **Atlantean Temple:** Of course, the most obvious lingering plot point is probably the Obsidian Palace. With the information presented in **Mage: The Awakening**, you could expand that locale out to a number of stories. Consider the history behind it—who really designed it, and to what purpose? What secrets does it hold, secrets that perhaps even the Guardians don't know about? What would the Consilium do if the temple became common knowledge?

NEW SYSTEMS—SEERS OF THE THRONE

From the heavens, the Exarchs rule all. Humans are blind to the power of their magic, save for the few Awakened souls who glimpse the truth behind the façade. Now those

disparate mages attempt to re-create the world in their own image, fighting for a reality that accepts the lost magic of the past, the secret ways nearly annihilated during the Fall of Atlantis.

If any of these modern orders could gather enough power, they could attempt to dethrone the gods themselves, but would the world be better off if they succeeded? Instead of a world where magic was hidden, would humanity fear open demonstrations of their power? Or would young mages merely take the place of their elders, changing one set of secret masters for another? With so many unknowns, the Seers of the Throne often prefer the status quo to all alternatives. Many believe that if other magical orders grow in strength, those rivals will seize the heavens and soon become corrupt with power. Chaos and madness are the risks of revolution.

The Seers interpret the will of the Exarchs, the overlords of the Fallen World. In nearly every city, in every country, Seers organize in secret societies and occult orders. Each society believes that its interpretation of the masters' will is correct. In hidden gatherings, cabals scry for guidance and marching orders from the heavens, seeking any confirmation that their One True Way will guide them to the Throne, where they will sit at the right hand of kings. Most believe they work for a world in which the Exarchs' rule will be absolute and all rival orders will be destroyed. Working to dethrone the gods is futile. By working for them, the Seers prove they are worthy enough to ascend and join them. All evidence they find of failed magic, the corruption of power, and magical catastrophes proves that they are more worthy of enlightenment than their rivals.

Like all mages, Seers Awaken by means of a Watchtower in one of the five known Supernal Realms. It is theorized that the Exarchs initially wanted to banish all lesser mages from the Fallen World, but since they could not break the Watchtowers, they decided to suborn them to their own purposes. In this way, they set an example of turning their rivals' work to their own ends. Each cabal of Seers firmly believes it has found the one true path to ascension, united with others in a larger society called a "pylon" (a word that not only refers to a quasi-religious order, but also to a metaphorical marker along a spiritual journey). Every Seer is certain that his path is correct, believing his pylon has interpreted the omens correctly.

The Exarchs do not always speak directly to their servants, of course, but Seers sometimes experience visions or inklings in dreams that they attribute to the Exarchs. These are often cryptic or highly metaphorical, no doubt as a test of servants' wisdom. Through varied means of divination—casting tarot cards, creating mandalas of sand,

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and reading the entrails of sacrifices—Seers gain insights into where to act and what to do to further the Exarchs' power. Guidance inevitably leads them to rival orders of mages, enemies who must be suborned or destroyed on the path to power. Just as the Exarchs are believed to direct Seers' actions from afar, Seers direct minions of their own in campaigns of surveillance, investigation, and intervention.

Legend says that the Seers formed after the Fall of Atlantis, led by Atlantean mages who had sided with the Exarchs. They had not been exiled from the Awakened City, but the shattering of the Ladder and the sinking of the isle forced them into a diaspora like the rest of their kind. Formed by members from the four Atlantean orders, the Seers claim the strengths of each order (and, some say, their weaknesses). They have the fighting prowess of the Adamantine Arrow, the spycraft of the Guardians of the Veil, the lore of the Mysterium, and the ruthless will to power of the Silver Ladder. They have grown into their own over the millennia, at times fragmenting into many parts, and reuniting at others to form a unique new whole.

Seers can come from all walks of life, as long as their ways lead to the secret ceremonies that unite their order. In carefully guided sanctums, visionaries perform divinations. Using the Time Arcanum, they read portents to interpret what the gods would have them do. Using the Space Arcanum, they search for those who would defy the deities. Before a cabal of Seers moves openly against its rivals, members use scrying, shadowing, and surveillance to learn all they can. Initiates lay the groundwork for these crusades—spying on suspected rivals, shadowing them, and breaking into their homes and sanctums. Initiates steal objects that have sympathetic significance to enemies—objects that are seemingly innocuous or rarely missed—so others can use them in scrying rituals. Watchful opponents often become paranoid when this harassment begins. A beleaguered mage might even sever ties to people and places he knows (using magic to cut sympathetic threads) if he thinks Seers will use his own allies and resources against him.

FINALS WEEK

This story begins in the second week of December, six weeks after the events of “Descent.” During that time, the characters have probably either been returning to life as usual before Adam and the Vice-spirits ever entered their lives, or they are searching for the Pride-spirit so as to finish this quest. As they have no doubt noticed by now, though, finding one of the Vice-spirits that doesn't want to be found is difficult.

NIAMH AND SUMMONING SPIRITS

Now that Niamh is a Disciple of Spirit (meaning she has reached Spirit 3), the player might wish for her to try to summon the Pride-spirit. This is fine, but summoning an unwilling spirit is difficult. Niamh can't quite manage to summon the spirit, though she can, perhaps, pick up some information about its current location (that is, Harvard). Likewise, if Ogma tries to use Space to scry for the spirit (with the help of Niamh to bestow the ability to see spirits, of course), he also sees images of the school. This information can provide a reason for why news of the break-in is of interest to the characters, if you like.

It is also possible to ignore news of the break-in entirely and simply let efforts to find the spirit lead to Harvard, and then involve the characters in the theft of the mask once they arrive. This is up to you and depends largely on how proactive your players want to be. In general, though, if the players express interest in a course of action, it's best to let them follow it through and link their plans to the ongoing chronicle, rather than force them to abandon said plans in favor of the chronicle.

MANA

The characters' Mana level fluctuates during the course of the downtime. Use any of the methods presented in “A Nest of Vipers” to determine their Mana levels at the start of this story. If the Pride-spirit escaped and weakened their Hallow at the end of the last session, however, consider making them starting with a slightly lower Mana pool. Perhaps you could stipulate that no one can start with more than seven Mana, or subtract two from a die roll to determine starting Mana.

SCENE ONE: SCHOOL'S IN SESSION

In this scene, the characters hear about a strange break-in at Harvard University. If the Pride-spirit is still at large, they find evidence linking this break-in to Morrigan (and thus the spirit). If not, the break-in simply piques their interest because it involves a possibly magical artifact.

How the characters hear about the break-in is up to you, depending largely on their daily routines. The break-in gets reported in the *Boston Globe* and gets some buzz on Harvard newsgroups, but since it was a mythology professor's office and not anything truly headline-worthy, the characters have to be paying attention to see it. That said, if they are still looking for the Pride-spirit, they might be combing the media fairly carefully. If not, they can just happen to

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catch the story. Perhaps a cop mentions it to Ogma (since Ogma's a "college boy," after all). Maybe Niamh has a former lover from Harvard who sends her an email and casually mentions that there were cops on campus this morning. Try to use the break-in as a way to flesh out the character's life a little more. It feels much more organic if the character hears about the incident because of some personal connection than if she drops the paper and it falls open to the appropriate page.

In any case, the characters learn that someone broke into the office of Dr. Charles Vasil at Harvard University. Vasil was a professor of folklore and mythology, and he kept a collection of odd and exotic artifacts in his office. Someone broke into his office Monday night and stole an object (the specifics aren't reported). The police have no suspects at this time and there was no damage to the office.

This much the characters can learn from the papers. If they decide to investigate further, however, they can learn much more. The following are some of the avenues of approach they might try:

- **The Consilium:** If the characters destroyed the Pride-spirit during the last story, they have a modicum of status at the Boston Consilium and can use it to get some answers. Chain Parris can tell them that Harvard University is the domain of the Throne, as the Seers of the Throne have infiltrated many levels of the school. Chain has no idea how pervasive their influence truly is. He tells them that venturing onto campus is probably all right (and that the Seers won't try to kill other mages outright in any case), but that using vulgar magic is unwise because it might attract attention. He has no information about Vasil or what might have been stolen.

- **The Police:** Ogma can use his police connections to get more information. By simply asking around, he can learn that the object that was stolen was a mask and that, by Vasil's calculations, it was worth several thousand dollars—not inconsiderable, but not the most valuable object in the office. You might inform Ogma's player that masks have special significance to the Guardians of the Veil. The Guardians often make magical tools out of masks, cloaks, and scarves.

(Use the following only if the Pride-spirit is still at large.) If Ogma's player makes a successful Manipulation + Persuasion roll, Ogma can also learn that there was a folded piece of paper found on the floor of the office. The paper isn't available for Ogma to see, but the cop he talks to tells him it was "weird stuff, talking about raising the dead or something." This paper, of course, was a page of Morrigan's notes that the Pride-spirit stole from her after escaping from the temple.

- **Other mages:** If he is still alive and willing to help the characters (or still owes Jack a favor), Sisyphus is willing to look into the future. How much information he gives the characters depends on how much you want them to have and whether the Pride-spirit is still around. In general, though, Sisyphus' vision could alert them to the presence of Clint Zellner or that the Pride-spirit (if applicable) is hiding out on campus.

Enoch can help the characters with the mask, but not until they have more information on it (which involves going to campus). His contributions are discussed in Scene Two.

- **Dream:** Tyrrenus can use his Dream Merit for information. Again, what visions he sees will depend on the circumstances, what questions he asks and whether the Pride-spirit factors into this story. Remember that in his vision, you should include two useful pieces of information (heavily symbolized, of course).

ON CAMPUS

A few things to consider when the characters enter Harvard campus:

- The Seers of the Throne don't immediately spot them. They don't have constant magical surveillance up or anything so grandiose. Each time a character casts a vulgar spell, however, roll five dice. (If Niamh is the mage in question, subtract two dice for her Occultation Merit.) If this roll succeeds, someone notices the character's magic. All this means is that characters are marked as mages, and that later when they meet (or confront) Dr. Imes, he is better prepared.

- Niamh is beautiful, and unless she takes pains to dress in a manner that conceals her body and face (not difficult during winter in Boston), the students remember her. This isn't a problem in itself, but if the characters cause trouble, witnesses might be able to describe her better.

- Classes are not in session at present. The school is in the midst of final exams. That means that the campus varies between eerie calm and bursts of activity as students leave exams to flee campus for the winter break or study for their next test. The student union and nearby coffee shops are full of students poring over books and laptops, often with headsets or earphones to drown out nearby conversation. Everything has a feeling of focus and intensity, and characters who interrupt students to ask questions aren't really welcome. Social rolls with students and most faculty (though not Dr. Vasil) incur a -1 penalty.

The characters can talk to campus security, question Dr. Vasil, or examine the office at their pleasure. Each presents its own challenges and rewards, and the characters need a good story as to why they should be

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allowed access to any information on the case. Ogma can pretend to be a cop, but this is illegal and potentially damning for him. (He is, of course, able to use magic to make the lie stick or even the Imposter rote to create a police persona for himself.) Niamh can use her looks to her advantage in obtaining information. Any of the characters can try to convince Dr. Vasil that they also work in the field of folklore and mythology (Manipulation + Occult or Academics to make the lie convincing enough) and strike up a conversation that, naturally, leads to the break-in. The following paragraphs merely explain what information the characters can find, provided they can successfully access it.

- **Campus Security:** The campus police know that the lock on Vasil's door wasn't forced, so whoever opened it either picked it expertly or had access to a key. Unfortunately, the janitor staff carries master keys that open all of the doors in a given building, and not all of them are especially careful about keeping them safe, so it's quite possible that someone stole a key and no one noticed. (This is, in fact, what happened, although Clint Zellner used magic to accomplish the feat.) They have a copy of the paper found on the floor (if the Pride-spirit is still at large) and if the characters see it, Morrigan can verify that it's a page from her notes.

Campus security personnel don't have any plans to hunt down the thief. They aren't really equipped for an extended investigation, and the Boston PD is too busy. They do, however, note that the mask was not the most valuable thing in the office, but nothing else was even touched. The thief knew precisely what he was looking for.

Security cameras have been installed in the building since the robbery, but they were not present at the time of the break-in.

- **Dr. Vasil:** Charles Vasil is an amiable man in late 50s, and he's thinking about retiring next year. He's had tenure for more than two decades and he takes occasional sabbaticals, usually bringing back strange and interesting artifacts. He's a Sleeper who has been around the world enough to see glimmers of the supernatural, so mind-altering magic has a higher penalty than usual for affecting him. For instance, the Imposter spell grants the target a Composure + Gnosis roll; you might assume Vasil's Composure is 3 or 4. He's not a suspicious man, though, so he'll talk to the characters about the theft, provided they don't threaten him.

Vasil has no idea who would steal the mask. He's talked to students about it but never mentions its worth. (He isn't exactly clear on it anyway. He knows it's worth "a few grand" but not anything more specific than that.) He tells

the characters that it's a representation of Hecate, the Greek goddess of the crossroads, often identified as the goddess of magic or even evil. The mask is made of tempered leather and is estimated to be several centuries old. Vasil obtained it in Greece nearly 30 years ago.

If the characters ask Vasil about the paper on the floor (if the Pride-spirit is still around), he says that he read it and made a photocopy before the police arrived. In his analysis, it is the work of an intelligent but deranged individual, as it discusses the creation of zombie minions from corpses. He says that it's interesting in that it doesn't seem to correspond to any mythological or religious framework that he's ever seen (unsurprising, since Morrigan's notes are based on the teachings of the Adamantine Arrow).

- **The Office:** Getting into the office after hours requires dodging the security cameras and opening the lock on the door. Ogma's Shadow Sculpting rote can handle the cameras, and Tyrrhenus or Jack can use Forces 1 to muffle the sounds they make. A successful Dexterity + Larceny roll with a -2 modifier (or a simple Matter 2 spell) can open the door. Vasil is happy to let the characters into his office during normal hours, provided they are polite.

A simple Intelligence + Investigation roll can tell the characters what the police already know: The lock wasn't forced, the office wasn't disturbed, and nothing else was stolen. (Dust on the shelves makes that last bit obvious.) Magic, of course, is a little more illuminating.

Jack or Niamh can look back in time and see what happened, provided they look at the right time on Monday night. The theft took place just after midnight. The player might simply guess that time, or Jack can add Fate to the Time spell to look at the right time. Likewise, if Tyrrhenus bestows Supernal Vision upon Jack or Niamh (possible as an improvised spell at Prime 2), either can look for a moment during Monday night when something changed magically in the office. The mask being removed counts.

If the character successfully looks back in time, he or she sees a man in a ski mask slip into the office, grab the mask and stuff it into a backpack, and leave without so much as a glance at the other artifacts. If the Pride-spirit is still extant, the mage also sees a folded piece of paper slip from the backpack and fall to the floor. If the character is using Prime as part of the Time spell, he or she can identify the thief as a mage.

Using Supernal Vision detects traces of magical energy on the shelf where the mask sat, as though something with powerful magic had remained there long enough to leave

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an impression. With a successful Intelligence + Occult roll, Tyrrhenus (or another character with Supernal Vision) notices that the mask's magical "signature" is similar to Morrigan's, which indicates it was probably created by a Moros mage.

The office contains nothing else of magical significance.

This scene ends when the characters learn about the mask and realize that magic (or the Pride-spirit) is indeed involved.

SCENE TWO: TRACKING THE MASK

This scene consists of the characters' investigations into the Mask of Hecate and who might have stolen it.

The cabal has a number of options as far as investigating the mask and its theft. The most obvious avenues of approach are detailed here, but if the players do something unexpected, run with it and allow them to discover something useful.

- **Enoch:** Assuming the characters parted with Enoch under good terms, he is able to provide some information about the Mask of Hecate. He informs the characters that the Guardians of the Veil catalogued the mask's existence in Greece many years ago, but lost track of it (presumably when Vasil purchased it). He tells them that the Mask was originally crafted by a Moros of the Guardians in order to "keep the secrets of the dead," but he isn't sure what that means. He would love to get his hands on the mask for his order, and mentions this to Ogma in private if possible.

- **Mundane Research:** The Mask of Hecate doesn't show up specifically in any books the characters are able to find, but if they research Hecate, they learn more or less what Vasil might have told them. Hecate is the Greek goddess of the crossroads, usually depicted as having three faces (a dog, a horse, and a snake) and as having two ghostly hounds as her guardians. Older books refer to her as the goddess of witchcraft, magic, or evil, while newer works simply make mention of her as a crossroads goddess. As Moros mages are largely concerned with transition, it makes sense that a Moros would take inspiration from such a figure.

Asking around at the library about students who might have been doing the same research can lead the characters to Clint Zellner, however. If they start asking the staff, have the appropriate player roll Manipulation + Persuasion. (Striking Looks might apply if Niamh

chooses someone of the right persuasion.) If successful, the librarian remembers a student researching the mask about a month ago, and thought it was odd because the student in question was a med student. The librarian doesn't remember the student's name (and he didn't check out any books) but does remember the student saying that he lives in the residence hall of Harvard Medical School.

- **Criminal Contacts:** If Tyrrhenus makes use of his mob connections to see if anyone has tried to fence the mask, he learns of no such attempt.

- **Orders:** If the characters contact their orders to find out if any of them ordered a member to steal the mask, they find that none of the five orders made any such decree or even knew that the mask was in Vasil's office. All five, however, are interested in obtaining the artifact.

- **Consilium:** Going back to the Consilium with more information might benefit the characters. While Chain doesn't have any specific knowledge of the mask, he does assert that powerful magical artifacts shouldn't rest with Sleepers (since some artifacts can be activated by anyone, Sleeper or no, and are therefore dangerous in ignorant hands). If the characters have learned that a mage stole the mask and that none of the orders claim responsibility for the theft, Chain agrees to check with some of the local cabals and see if anyone was acting independently. He says that the theft doesn't sound like the work of the Seers—they probably would have done something subtler. He advises the characters to find this mage, but be careful about it.

- **Tracking the thief:** Tracking the thief using Time magic is possible, once the characters know what time to focus on. A better plan, though, might be to change the angle of approach. When looking back in Time, a mage sees things from the perspective he has in the present. Therefore, if the character is standing in the office doorway looking in and the thief leaves the office, the mage can't turn around to look. If the character positions himself so that he can see into the backpack when the thief opens it, have the player roll Wits + Composure with a -3 modifier. If the roll succeeds, the character sees a plastic card with the name of the medical residence hall on it.

Sisyphus, if he is still willing or bound to aid the characters, can use his much-greater command of Time to track the thief directly to the medical hall. When he does so, he leaves the characters alone, as he's not comfortable on Harvard campus.

Once the characters know that the thief lives in the medical residence hall, either from magical or mundane

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investigation, they can identify him fairly easily. All they have to do is find out where the med students are taking their exams, wait for the exam to let out, and use Supernal Vision to search for the mage among them. (Tyrrhenus can bestow this spell on the other characters so that he doesn't have to do all the work.) Clint has shielded himself from mental intrusion (meaning any player whose character tries to identify or affect him with the Mind Arcanum must roll more than two successes). He has no knowledge of Prime, though, so he cannot hide his Awakened nature.

- **Medical Dorm:** The medical residence hall is lavish, boasting its own athletic facility and single rooms for over 300 students. Once the characters know that the mask was stolen by someone who lives here, though, they can use magic to narrow down the search. The use of Space magic has already been discussed, but if the characters are outside the dorm room, scrying *doesn't* detect the mask, inside the dorm room or otherwise. The attempt simply fails (this is because Dr. Imes has the mask now and has warded it against such attempts). Likewise, using Detect Substance to find the mask doesn't work because the mask isn't at the dorm anymore.

If the characters search for *magic*, though, they can find Clint. Any use of Mage Sight can track him down. Have the player make an extended roll of Intelligence + Occult (Mind Arcanum suffers a -2 modifier for his shield). Each roll requires 10 minutes of searching, and finding Clint requires 10 successes. After 30 minutes, though, someone calls campus security, and they ask the characters for student identification (for characters like Niamh and Jack who are young enough to be students) or simply for an explanation (for the others). The characters can probably get out of such a situation, but if campus security finds them, the Seers of the Throne definitely hear of the incident. If they do, Dr. Imes is better prepared in Scene Three.

CLINT ZELLNER

The characters might encounter Clint in his dorm room, coming out of an exam, or anywhere else they might think to find the thief. Clint doesn't immediately run if he identifies the characters as mages, but he is on his guard. He strengthens his mental shield right away (attempts to penetrate it now need at least four successes), and he responds defensively to any questions about the mask. Offers to explain what's going on or help him come to terms with his new power calm him immensely, however.

He explains that he isn't sure why he took the mask. He seems embarrassed, but states that it simply occurred to him that the mask was magical and it seemed wrong that Dr. Vasil had it. (If the characters ask how he even knew about the mask, he says that he dated a girl who took Dr. Vasil's class and accompanied her to his office once to drop off a paper.) If the Pride-spirit is still around, he describes feeling elated after he took it, as though he deserved the mask, though he no longer feels that way. If the spirit has been destroyed, he says he felt guilty almost immediately but was too afraid to return it.

(As a side note, the point here is that while the Vice-spirits were dangerous because they could exacerbate a mage's base impulses, those impulses were present to begin with and sometimes even a level-headed mage abandons common sense.)

Clint can describe his Awakening for the characters, if they are interested. He says that last term, he cracked under the strain of his schooling and tried to jump out his dorm window (a lofty three stories up). Instead of falling, however, he "landed" on the side of the building, as though gravity had shifted 90 degrees. The building also seemed to be made of iron instead of stone. Without knowing why, he started to climb, until he reached the top of the Watchtower of the Iron Gauntlet and inscribed his name, Awakening as a Mastigos.

If the Pride-spirit is still around, the characters will probably wonder how Clint got his hands on Morrigan's notes. In fact, the Pride-spirit left them in Clint's room in hopes that he would try some of the rituals described, but although Clint has some natural affinity for the Death Arcanum, he didn't have the stomach to try to raise the dead (nor does he have the magical prowess).

If they offer to put him in touch with the Consilium and begin his education, he is grateful and agrees to help them as best he can. If they are hostile, of course, he tries to use magic to escape (and probably fails miserably, given that he is outnumbered and outclassed). Using magic to harm him requires a degeneration roll for any character of Wisdom 4 or more.

Whether by intimidation or cooperation, Clint can reveal that he no longer has the mask. He noted that Dr. Benjamin Imes, his gross anatomy teacher, was a mage ("like me," he says) and that he left the mask on Dr. Imes' desk, hoping that Imes would know what to do with it. This decision, like the one to steal the mask, might have been influenced by the Pride-spirit or could simply have been the work of a confused, young mage. In any case, the characters now know who has the mask, and that he is Awakened.

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IN CASE OF PRIDE

If the characters wish to magically look for the Pride-spirit, they do not find it around Clint. They do, however, sense its lingering influence on him. Doing so requires use of Mage Sight through Mind or Spirit and a successful Intelligence + Occult roll. When they leave Clint's presence, however, or when they collectively go somewhere out of sight of Sleepers, they are attacked by two Ghost Hound spirits.

The Ghost Hounds are minor spirits under the command of the Pride-spirit, meant to implicate the owner of the mask (currently Dr. Imes) and bring the characters closer to the artifact. The Hounds attempt to kill the characters, but given the characters' long experience fighting spirits, they shouldn't be much of a challenge. The Hounds do *not* attack Morrigan under any circumstances, however. See *Dramatis Personae* for the Hounds' traits.

This scene ends when the characters learn that Dr. Imes has the mask.

SCENE THREE: HERE ENDETH THE LESSON

The characters confront Dr. Imes and witness a mage trying to tap into energies he cannot control.

The characters might choose to research Dr. Imes before confronting him. If they do so, have the appropriate player roll Intelligence + Computer (for online research) or Academics (library research). If the roll succeeds, the characters can learn most of the salient points from his background (see *Dramatis Personae*), minus any mention of magic, of course.

Contacting the orders doesn't reveal any information (as Imes doesn't belong to any of the orders). If the characters ask Chain, he warns them that this probably indicates that Imes is a Seer of the Throne.

The characters can confront Imes anywhere they like: at his home, at his office, or even the faculty parking lot. This scene, of course, will vary greatly in tone depending on this decision. If the characters confront him at his office, the gross anatomy lab (complete with corpses just waiting to be turned into zombies) is right down the hall. In his home, he has easy access to weapons and any magical objects you wish him to have. (In game terms, a magical artifact can duplicate the effect of any spell listed throughout this chronicle; Imes doesn't need to know the Arcana involved to use it.) In a parking lot, campus security is only a shout away.

Further permutations to this encounter include whether the Pride-spirit is still extant and whether the characters have drawn attention to themselves.

If the characters have been noticed by the Seers, then Imes has the mask at hand and has cast several spells upon himself, including Unseen Aegis (meaning he has an armor rating of 3) and Third Eye (meaning he will recognize the mages as such unless they have somehow masked their auras; Ogma can do this for all of the characters). If the characters confront him somewhere out of sight of Sleepers, he assumes the characters have come to assassinate him. This might seem paranoid, but consider that Imes has never met a mage of one of the Atlantean orders, and all he knows is what the Seers have told him.

If the Pride-spirit is still around, it has been subtly influencing Imes for a few weeks, and has taught him to fear its materialized form. As such, Imes doesn't respond badly to any of the characters except Morrigan (unless the characters have drawn attention to themselves). If he sees Morrigan, he immediately dons the mask.

If the characters have managed to avoid detection, though, and if the Pride-spirit isn't around (or someone other than Morrigan approaches Imes), he is not immediately hostile. He claims to know nothing about the mask, but a use of the Detect Substance rote can confirm that he has it on his person. Remember that, as a mage, Imes has a chance to notice the characters cast *any* spell. If he does, he casts Third Eye on himself to confirm their natures and then immediately activates Unseen Aegis. (If the characters seem threatening, he reverses the order of these spells.)

Imes is polite, but brusque unless the characters mention the mask, in which case he grows flustered and tries to get away. If the characters threaten him, he tries to don the mask and use its power to protect himself.

DONNING THE MASK

At some point during this scene, Imes is probably going to feel threatened enough to put the mask on. When this happens, proceed from this point.

Read the following aloud:

Imes reaches into his coat and pulls out the Mask of Hecate. His eyes grow wide as he presses it to his face, and you all feel a blast of magical power emanate from the object. The magic feels familiar, though—it bears the signature of a mage you all know well, but who you know to be dead. Adam's magic, somehow, lives on through the mask.

Stop reading aloud.

THE MASK OF HECATE

The Mask of Hecate is an extremely potent magical item. It grants the wearer the power to channel the magic of a deceased mage, provided that the wearer knows the true name and Path of the mage in question. Imes is using the mask to channel Adam. If the Pride-spirit is still around, then how he learned Adam's real name and Path is obvious—the spirit told him. If the spirit has been destroyed, then another explanation is necessary. One is that Adam actually corresponded with this Seer at some point in his career. Another is that Adam was under investigation by the Seers before he died. Perhaps the Seers have been watching the *characters* and learned of Adam through them. Come up with an explanation that would lead to further, more interesting stories, or, if you aren't intending to continue this chronicle, you could just assume it is a simple coincidence.

While wearing the mask, Imes has access to Adam's Arcana, though none of his rites. If the Pride-spirit is still around, it is hoping to convince Imes to sever the bond between it and Morrigan, thus freeing it from its connection to the mage and allowing it to roam as it will. Even if the Pride-spirit isn't around, Imes is capable of some truly impressive magic while wearing the mask (his chosen spells are noted in the text).

Imes is a fairly accomplished mage even without the mask, but while wearing it, he is truly deadly. The following is a list of some of the spells he casts through the mask.

- **Mind:** Reading the characters' minds. A psychic assault that inflicts bashing damage. Reducing a character's Mental Attributes for a scene. Locking a character in a nightmare world (his body goes catatonic). Characters oppose these spells with a Composure + Gnosis roll. Also, if a character attempts to remove the mask forcefully, she sees his flesh coming away with it. A character with Wisdom 6 or more might balk at tearing someone's face off—have the player roll Composure + Stamina to continue. Alternatively, the character can confirm that this effect is illusory with a simple Life spell (recognizing that Imes' face is intact). Anything that Ogma is capable of doing with Mind. Roll seven dice for Mind spells.

- **Space:** Teleporting from place to place. Acting first on the following turn. Anything Ogma is capable of with Space. Roll five dice for these spells.

- **Life:** Anything Niamh is capable of doing. Roll four dice.

- **Prime:** Anything Tyrrhenus is capable of doing. Roll four dice.

- **Spirit:** Anything Niamh is capable of doing. Roll five dice.

These spells, of course, are in addition to his prowess with Death and Matter. If the characters choose to engage him at his office, he attempts to teleport into the gross anatomy lab and animate the bodies there to defend himself (of course, this means Morrigan can do likewise).

Paradox works normally for vulgar effects cast using the mask. Imes spends Mana to mitigate Paradox as best he can.

DEFEATING IMES

Imes doesn't fight to kill. He is merely trying to get away. If the Pride-spirit is extant, it hovers invisibly near him and uses its Influence to make him more proud and arrogant. (In this case, he stays in the fight but still doesn't try to do more than incapacitate the characters.) Of course, Second Sight can detect the spirit and Niamh's magic or Adam's disc can bind it in place, but that doesn't help with Imes.

The characters can attempt to beat him into submission, but remember that he can heal himself with the mask. If they knock him unconscious or kill him, however, proceed to "Adam's Return."

Another possibility is for Tyrrhenus to counter the spell that allows Imes to channel Adam. Tyrrhenus' player needs *five* successes on the Counterspell Prime rote in order to do this, but if it works, the connection is severed and Imes loses the mask's powers. He still has his own magic to fall back upon, but he won't fight if he knows he's outclassed.

The characters might try to reason with "Adam," if they believe that he is in some way possessing Imes. Imes is mostly only channeling Adam's magic, but a fragment of Adam's soul comes through the mask as well. If a character wishes to get Adam's attention, his player must succeed on a Presence + Occult roll with a -4 modifier. If this roll succeeds, some part of Adam recognizes the characters and takes control of Imes (go to Adam's Return).

Finally, the characters can remove the mask. Doing so carries problems of its own, but if they pull the mask off, Imes has nothing but his normal magic to rely upon.

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THE PRIDE-SPIRIT

The spirit tries to Influence Imes to do what it wants, but it soon discovers that Imes has his own agendas and desires and isn't interested in doing the bidding of a spirit. In fact, given that he is channeling Adam, Imes might well destroy the spirit himself without really knowing why.

The Pride-spirit shouldn't be the focus of this scene, but should add an extra element of danger. If the characters are making short work of Imes, maybe the spirit can materialize and attack them, or even possess Imes and attempt to sever the connection with Morrigan. If they are doing poorly, the spirit might attempt to possess him and thus prove a distraction. In any case, the characters should have no trouble dispatching the last of the Vice-spirits in this scene.

ADAM'S RETURN

If the characters knock Imes unconscious or managed to get through to Adam, proceed from this point.

Read the following aloud:

Imes stands, the mask still on his face. As you watch, the mask's features warp and distort as though in a funhouse mirror, and finally re-form into Adam's visage.

"I'm sorry," he says. "I'm sorry for all of this. I'm sorry that my pride cost you so much of your lives." He pauses and looks down at the ground. "And all of mine," he whispers.

He raises his head again. "I'm going now," he says flatly. "I don't know where."

Space distorts. Your minds scream in pain. The floor falls away and you see the Abode of Demons, Pandemonium, in all its twisted glory around you. And then you are back, and the mask lies on the ground next to Dr. Imes. As you approach it, the lips move, and you hear Adam's fading voice. "Sic transit Gloria Mundi," it says.

Stop reading aloud.

If the characters removed the mask or if Tyrrhenus "turned it off" with Counterspell Prime, this part of the scene might not happen. If one of the characters dons the mask, you could have Adam speak through her, or perhaps the mask simply speaks without someone to wear it. Don't feel that you need to force this ending vignette to happen, but don't ignore a good opportunity for it, either. *Sic transit Gloria Mundi*, by the way, translates to "thus passes the glory of the world."

This scene ends when the characters deal with Dr. Imes, to whatever degree they need to deal with him. If the Pride-spirit is still extant, they should destroy it during this scene, as well.

AFTERMATH

At this point, the mages probably have an unconscious or dead Seer to deal with. It is possible, though, that they merely talked him into relinquishing the Mask of Hecate, and perhaps even into accompanying them to the Consilium to see how the Atlantean orders really function. Perhaps they could be responsible for bringing a former Seer into one of their orders... or paving the way for a spy to gain intelligence on the Boston Consilium.

Likewise, the characters need to deal with Clint Zellner. Will one of them (probably Ogma, since he too is a Warlock) take the young mage on as an apprentice? Is he ready for that kind of relationship with another mage? But who else would the characters trust with the boy's training?

As for the larger chronicle, the characters have finished with the Vice-spirits and picked up some allies and enemies along the way. What stories might the characters become involved with next? What should happen to the Mask of Hecate? These are questions that you and the troupe should consider. We've taken you this far—now check out **Mage: The Awakening** and create your own tales of magic!

DRAMATIS PERSONAE

Here we present revised traits for the Pride-spirit, since it has grown in power since consuming part of the characters' Hallow. Also, we present traits for Dr. Imes and Clint Zellner and the Ghost Hounds.

GHOST HOUNDS

Description: When materialized, these spirits look like large ash-gray dogs. Their eyes glimmer with witchfire and they glow a faint white.

Rank: 1

Attributes: Power 3, Finesse 2, Resistance 2

Willpower: 5

Essence: 8 (10 max)

Initiative: 4

Defense: 3

Speed: 12

Size: 4

Corpus: 6

Ban: Loud, shrill noises inflict two points of Corpus damage.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse. The spirit remains material for one hour per success. Doing so allows the spirit to make physical attacks (bashing damage), manipulate objects, and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks.

Attacks: Bite (7 dice pool, damage is lethal)

PRIDE-SPIRIT

Background: If the Pride-spirit still exists, it has grown in power and wishes to remain extant. With its increase in raw strength comes an increase in intelligence, and it realizes now that Morrigan's death will destroy it. As such, it tried to search out a mage able to sever the connection between Morrigan and it, and it found the Mask of Hecate. Whispering first to Clint and then to Dr. Imes, it intends to possess Imes and force him to cut the connection between it and Morrigan, and then kill her.

Rank: 2

Attributes: Power 4, Finesse 3, Resistance 3

Willpower: 7

Essence: 8 (15 max)

Initiative: 6

Defense: 4

Speed: 12

Size: 5

Corpus: 8

Ban: With the spirit's increase in power, its ban has changed slightly. It still suffers pain from the sweat of exertion, resulting in a -2 modifier to its next action after being touched with such liquid. This modifier is not cumulative, but it does affect successive actions. (Touching the spirit twice with sweat means that the next two actions it takes suffer a -2 penalty, not that the next action incurs a -4.)

Influence (Pride ••): The Pride-spirit can instill feelings of arrogance and bravado. It can also strengthen such feelings, but only when they are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

Claim: This Numen is a more powerful version of Possession; if successful, the possession is permanent. Spend three Essence points and roll Power + Finesse in an extended and contested roll versus the victim's Resolve + Composure; each roll represents one hour. If the spirit gains 50 successes between dusk and dawn, it gains permanent control of the victim's body. Use the victim's available traits (except

Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the spirit fails to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another victim if it still wishes to act.

Mana Drain: The Vice-spirits can siphon away Mana from mages that resonate with their chosen urges (in game terms, that have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage's Resolve + Gnosis. If the spirit wins, it drains three points of Mana from the mage and converts it into Essence. If the mage's player rolls as many successes as (or more than) you do, the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse. The spirit remains material for one hour per success. Doing so allows the spirit to make physical attacks (bashing damage), manipulate objects, and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks.

Possession: The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence point and roll Power + Finesse in a contested roll versus the victim's Resolve + Composure. If the spirit wins, it gains control of the victim's body for the duration of a single scene. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has Essence points remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act.

DR. BENJAMIN IMES

Background: Dr. Imes was a practicing surgeon at one point. Then, during the course of some complicated surgery, he Awakened. The tools fell away from his hands and his body stood there dumbly as his mind took its sojourn up the Watchtower of the Lead Coin. When he returned to consciousness, he found the patient had died and he was facing a malpractice suit. The fact that he had much greater things on his mind didn't help, and he lost his license.

The Seers of the Throne, however, found him before any of the Atlantean orders did and offered him a chance

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to teach while advancing his magical training. He might have refused if he'd known that other options existed, but by the time anyone told him about the Atlantean orders, he was a loyal servant of the Exarchs. He now acts as a spy and pawn in Harvard's medical school, looking for students who Awaken so that they can be easily recruited. As of yet, however, he hasn't noticed Clint's Awakening, largely because of the mental shields the young man instinctively raises.

Dr. Imes isn't an evil or even a very selfish man. He feels guilty and conflicted about his Awakening—did that patient die because of his enlightenment, or despite it? Could he have saved that man by *not* Awakening? He keeps these thoughts to himself, though, lest the Exarchs hear.

Description: Imes is in his late 40s. He is short and squat, and he wears a full beard and gold-rimmed glasses. He normally wears black or gray slacks and a white shirt under his lab coat, and has a habit of running his fingers along walls while walking near them.

Path: Moros

Order: Seers of the Throne

Mental Attributes: Intelligence 4, Wits 3, Resolve 2

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 2, Manipulation 3, Composure 3

Mental Skills: Academics 3, Computer 1, Crafts 2, Investigation 2, Medicine (Surgery) 3, Occult 2, Science (Anatomy) 3

Physical Skills: Drive 1, Firearms 1, Stealth 2

Social Skills: Empathy (Students) 2, Expression (Oration) 2, Intimidation 1, Socialize 1, Subterfuge 2

Merits: Destiny 2, Occultation 3, Resources 2

Willpower: 5

Wisdom: 7

Virtue: Prudence

Vice: Pride

Initiative: 5

Defense: 2

Speed: 9

Health: 7

Gnosis: 2

Arcana: Death 3, Matter 3, Mind 1

Rotes: Plasticity (Matter 3); Third Eye (Mind 1); Unseen Aegis (Matter 2)

Mana/per turn: 11/2

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Pistol	2(L)	20/40/80	6	N/A	5

Rotes and Merits:

Dr. Imes does not possess any new Merits. His bane dice for his Destiny can be applied when you feel the characters need a boost. His Third Eye and Unseen Aegis rotes are identical to those used by Tyrrhenus and Morrigan, respectively.

• **Plasticity:** Through the use of this spell, Imes can render any reasonably homogeneous material malleable for a time, even materials that are normally completely inflexible (such as ice, coal, or lead crystal). While a substance is under the effects of this spell, the material can be molded by hand (or with magic, if Imes chooses), creating truly fantastic shapes. He can, for example, draw amber like taffy and work it into a spider web or push an enemy's hands and feet into concrete, knead any gaps shut and leave her trapped there, as though the concrete had originally been cast that way. Roll Dexterity + Crafts + Matter (seven dice). The effect lasts for one turn, after which the matter returns to its original consistency but retains whatever shape Imes left it in. This spell is *Vulgar*.

CLINT ZELLNER

Background: Clint thought he could handle medical school, but he cracked under the pressure a few weeks ago. Unable to stand even to look at another book, but also unable to quit for fear of disappointing his family, he threw himself from his dorm window.

He tried, at least. When he jumped, instead of dying he wound up clinging to the building about halfway down. He let go, and fell, but "landed" in the same place. He then started to climb, and when he reached his window, he found Pandemonium waiting for him. He's decided to give med school another go, because he is afraid of what waits for him outside the window should he give up again.

Clint is intelligent and incisive, he's begun studying the occult in an attempt to understand what's happening to him. So far, of course, he hasn't found any real answers, but he has managed to put up a mental shield consistently, which has kept Imes from noticing his Awakened status thus far (not that he knows this).

Description: Clint is 22, and is strong and handsome. He has thick blond hair and a slight upper-class Boston accent. He dresses in fashionable, expensive clothes and is normally relaxed and confident, but he has been jumpy and distracted of late as he deals with the information overload that the Space and Mind Arcana provide.

Real Name: Clint Zellner

Path: Mastigos

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Order: None

Mental Attributes: Intelligence 3, Wits 2, Resolve 3

Physical Attributes: Strength 3, Dexterity 2, Stamina 3

Social Attributes: Presence 2, Manipulation 2, Composure 2

Mental Skills: Academics 2, Computer 2, Medicine 2, Occult 1, Politics 2, Science 2

Physical Skills: Athletics (Lifting) 2, Brawl 1, Drive 1

Social Skills: Empathy 2, Intimidation (Moneyed Elite) 1, Persuasion (Charming) 2, Socialize 2

Merits: Allies (Family) 1, Contacts (High Society) 1, Danger Sense, Resources 1, Striking Looks 2, Strong Back

Willpower: 5

Wisdom: 7

Virtue: Hope

Vice: Pride

Initiative: 4

Defense: 2

Speed: 10

Health: 8

Gnosis: 1

Arcana: Death 1, Mind 2, Space 1

Rotes: None

Rotes and Merits:

Clint has no new Merits and has not learned any rotes.



MAGE

THE AWAKENING

OGMA/BENJAMIN KENT

Ogma's traits improve for "Finals Week" as he gains a dot of Gnosis. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one Willpower point whenever he indulges in his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend two Mana per turn.

Pattern Scouring and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. He can heal one point of bashing or lethal damage by spending three Mana (over two consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one Physical Attribute by one dot (the latter effect lasts for 24 hours). Ogma can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Mind or Space spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rites:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (eight dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

- **Imposter (Mind •••):** Ogma can cloud another's perceptions to make her think he is someone else. His false image can mimic an actual person or a fictional persona Ogma creates. Roll Intelligence + Subterfuge + Mind + 1 (nine dice). The Storyteller rolls Composure + Gnosis for the target (this resistance is reflexive). If you roll more success, you fool one sense per success. If you roll three successes, Ogma creates an illusion that can fool sight, sound and touch. This spell lasts for one scene, and the Storyteller might ask you to roll Manipulation + Subterfuge to keep up a convincing charade if you mask yourself as someone specific. This spell is *Covert*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Mental Shield (Mind ••):** Ogma learned this spell to more easily protect himself from mental control and possession. While this rote is active, the Storyteller subtracts two dice from spells or supernatural powers that attempt to mentally control, detect, or influence Ogma. Roll Resolve + Occult + Mind (eight dice) for this rote. This rote is *Covert*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Covert*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Covert*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy, psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (eight dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Covert*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.

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NAME: OGMA/BENJAMIN KENT

PLAYER:

CHRONICLE: GLORIA MUNDI

CONCEPT: KEEPER OF SECRETS PATH: MASTIGOS

VIRTUE: PRUDENCE

VICE: GLUTTONY

ORDER: GUARDIANS
OF THE VEIL

ATTRIBUTES

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

SKILLS

MENTAL

(-3 unskilled)

Academics (PSYCHOLOGY)	●●●●●
Computer	●●●●●
Crafts	○○○○○
Investigation	●●●●●
Medicine	○○○○○
Occult	●●●●●
Politics	○○○○○
Science	●○○○○

PHYSICAL

(-1 unskilled)

Athletics (THROWING)	●●●●●
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL

(-1 unskilled)

Animal Ken	○○○○○
Empathy (EMOTION)	●●●●●
Expression	○○○○○
Intimidation	○○○○○
Persuasion	●○○○○
Socialize (BEER & WINE)	●●●●●
Streetwise	●○○○○
Subterfuge	●●●●●

MERITS

ENHANCED ITEM (THROWING CARDS)	●○○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (BOSTON POLICE)	●○○○○
STATUS (GUARDIANS OF THE VEIL)	●○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	3
Initiative Mod	5
Speed	9
Experience	

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●●●●
SPACE	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●●●●●
□□□□□□□□□□□□

WILLPOWER

●●●●●●●●●●●●●●
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●●○○○○○○○○○○○○

WISDOM

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

ROTES

EMOTIONAL URGING (MIND 2)	
INTERCONNECTIONS (FATE 1)	
SHADOW SCULPTING (DEATH 1)	
SPATIAL MAP (SPACE 1)	
THIRD EYE (MIND 1)	
MENTAL SHIELD (MIND 2)	
IMPOSTER (MIND 3)	

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Tyrrhenus' traits improve for "Finals Week" as he gains a dot of the Mind Arcanum and the One Mind, Two Thoughts rote. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower points whenever he refuses to let others give in to despair, even though doing so risks harming his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something at someone else's expense. This gain must carry some risk to Tyrrhenus himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is Obrimos. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Tyrrhenus can heal one point of bashing or lethal damage by spending three Mana (over two consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Tyrrhenus can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Forces or Prime spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites.

- **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult + Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

- **Detect Substance (Matter •):** This spell enables Tyrrhenus to discern the presence of a given sort of material in his immediate vicinity. He could decide to search for ferrous metals, clean water or a particular kind of plastic, even a unique object known to him. Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso). Roll Wits + Composure + Matter (seven dice).

- **Kinetic Blow (Forces ••):** With this spell, the blackjack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks Paradox.

- **One Mind, Two Thoughts (Mind •):** This spell enables Tyrrhenus to hold two individual and wholly distinct trains of thought at once, provided neither is intensely physically demanding. He creates parallel processes within his conscious mind. While he cannot do anything that requires intense or exacting physical labor (like fixing a computer and planning out a rousing speech at the same time), one of his two actions can require extremely minimal physical exertion (like planning a speech and typing an editorial for the local paper). Roll Wits + Investigation + Mind. Tyrrhenus can hold two thoughts in mind simultaneously, allowing him to perform two separate extended-action knowledge tasks (as opposed to instant actions or extended tasks involving physical labor) at the same time.

- **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

- **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

Contacts (Mafia): Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

Dream: Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (six dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

High Speech: Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Iron Stamina: Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

Status (Consilium): Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

Status (Silver Ladder): Tyrrhenus is a member of the Silver Ladder.

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSILIUM

PATH: OBRIMOS

PLAYER:

VIRTUE: HOPE

ORDER: SILVER LADDER

CHRONICLE: GLORIA MUNDI

VICE: GREED

ATTRIBUTES

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

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	●○○○○
Medicine	○○○○○
Occult (CURSE)	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●●○○○
Brawl	●●○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry (BLACKJACK)	●●○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation	●●○○○
Persuasion	●●○○○
Socialize	●●○○○
Streetwise (MAFIA)	●●○○○
Subterfuge	●●○○○

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEECH	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSILIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	2
Initiative Mod	5
Speed	10
Experience	

ARCANA

FATE	●○○○○
FORCES	●●○○○
MATTER	●○○○○
MIND	●○○○○
PRIME	●●○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●●○○○○○○○○○○○○

WISDOM

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

ROTES

COUNTERSPELL PRIME (PRIME 2)
DETECT SUBSTANCE (MATTER 1)
KINETIC BLOW (FORCES 2)
ONE MIND, TWO THOUGHTS (MIND 1)
SUPERNAL VISION (PRIME 1)
WINDS OF CHANCE (FATE 1)

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Morrigan's traits improve for "Finals Week" as she gains a dot in the Matter Arcanum. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Morrigan's Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. Her Vice is *Pride*. She regains one Willpower point whenever she exerts her own wants (not needs) over others at some potential risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Morrigan can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Morrigan can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Morrigan can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan's ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Death or Matter spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites.

- **Alter Accuracy (Matter ••):** Morrigan can improve the balance and heft of a simple item. This could, for instance, improve the accuracy of a sword, since it is easier and smoother to wield, or even make a screwdriver turn easier (its weight shifts so well it practically turns itself) or a hammer hit harder. Any object that might conceivably benefit from a more efficient or better-weighted design could serve as the target of this spell. Roll Composure + Occult + Matter (nine dice) and spend one point of Mana. The targeted object gains the "9 again" quality (re-roll results of 9 and 10) on the next dice roll made using it. Extra successes affect successive rolls, one roll per success. Morrigan cannot choose which rolls are affected; each successive roll gains the

benefit until the number of affected rolls have been used or the scene ends, whichever comes first. Note that this spell does not affect the chance die, should the object-wielder's dice pool be reduced to a chance die.

- **Exorcist's Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan's will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Sense Consciousness (Mind •):** Morrigan can detect the presence of minds in the material world or mental projections in the state of Twilight. She can detect the presence of psychic activity, from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of willworkers and the like). This sense allows her to know when other thinking creatures are present and what sorts of minds, roughly, are present. While the spell is in effect, it creates a "safety zone" around Morrigan into which no mind can enter without her knowledge. Roll Wits + Empathy + Mind (four dice). This spell is *Covert*.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a "cushion" to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming physical attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (10 dice). This spell is *Covert*.

MERITS

Destiny: Morrigan's path to Destiny is revealed during the course of this story. Her player has two dice that she can add to any roll, but they can be used only once per session. Also, the Storyteller has two "bane dice" that he can apply as a penalty during a session.

High Speech: Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.

MAGE

THE AWAKENING

NAME: MORRIGAN/CECELIA ARTHUR CONCEPT: TASKMISTRESS PATH: MOROS
 PLAYER: VIRTUE: TEMPERANCE ORDER: ADAMANTINE
 CHRONICLE: GLORIA MUNDI VICE: PRIDE ARROW

ATTRIBUTES

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

SKILLS

MENTAL (-3 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts	○○○○○
Investigation	●●●●●
Medicine	●●●●●
Occult (UNDEAD)	●●●●●
Politics	○○○○○
Science (CHEMISTRY)	●●●●●

PHYSICAL (-1 unskilled)

Athletics	●●●●●
Brawl	○○○○○
Drive (OFF-ROAD)	●●●●●
Firearms	●●●●●
Larceny	●●●●●
Stealth	●●●●●
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●●●●
Expression	○○○○○
Intimidation (STARE-DOWN)	●●●●●
Persuasion	●●●●●
Socialize	●●●●●
Streetwise (CEMETERY)	●●●●●
Subterfuge	●●●●●

MERITS

DESTINY	●○○○○
HIGH SPEECH	●○○○○
RESOURCES	●●●●●
STATUS (ADAMANTINE ARROW)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	2
Initiative Mod	5
Speed	10
Experience	

ARCANA

DEATH	●●●●●
MATTER	●●●●●
MIND	●○○○○
SPIRIT	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●●●●●
□□□□□□□□□□□□

WILLPOWER

●●●●●●●●●●●●●●
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○○

WISDOM

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

ROTES

EXORCIST'S EYE (SPIRIT 1)
GRIM FIGHT (DEATH 1)
QUICKEN CORPSE (DEATH 3)
SENSE CONSCIOUSNESS (MIND 1)
UNSEEN AEGIS (MATTER 2)
ALTER ACCURACY (MATTER 2)

MAGE

THE AWAKENING

JACK/CODY GUNN

Jack's traits improve for "Finals Week" as he gains a second dot of Gnosis and a dot in the Occult Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point whenever he gains something from a rival or has a hand in harming that rival's well-being.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend two Mana per turn.

Pattern Scourging and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Jack can heal one point of bashing or lethal damage by spending three Mana (over the course of two turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Jack can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Fate or Time spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (seven dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Omnivision (Space •):** Jack can perceive 360 degrees around himself. He essentially has "eyes" on the back and

sides of his head. He can get a flawlessly detailed picture of his immediate three-dimensional surroundings. He does not suffer penalties for darkness when locating or targeting beings or objects, but he cannot discern fine details with this sense alone—he still needs sight for that. Roll Wits + Composure + Space (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (seven dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

- **Tune In (Forces •):** This spell enables Jack to listen in on a free-floating data transmission (like that of a cellular modem) and translate the electromagnetic "noise" into intelligible information. He cannot, however, understand information that was originally transmitted in another language. He could listen in on a radio broadcast without the need for any kind of receiver. Likewise, he could watch any television signal not transmitted directly through cables. This would enable Jack to spy on closed walkie-talkie channels, get free satellite pay-per-views, or even "listen in" on the datastream transmitted and received by a cellular modem if he really felt like it. (He couldn't make much sense of it, though. He would need Mind magic to interpret the noise.) At this point, Jack is incapable of actually sending any information along these channels and is restricted to eavesdropping on extant signals. Roll Intelligence + Science + Forces + 1 (five dice). This spell is *Covert*.

MERITS

Destiny: You have a pool of six dice per game session that you may add to any roll you make for Jack. You might choose to use all six on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling six dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

Fast Reflexes: Jack's Space and Time magic has taught him to pay close attention to events around him, making his reactions sharper and faster.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.

MAGE

THE AWAKENING

NAME: JACK/CODY GUNN

PLAYER:

CHRONICLE: GLORIA MUNDI

CONCEPT: PAWN OF FATE

VIRTUE: FAITH

VICE: ENVY

PATH: ACANTHUS

ORDER: FREE COUNCIL

ATTRIBUTES

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

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	●○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (LUCKY CHARM)	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL (-1 unskilled)

Athletics	●○○○○
Brawl	●○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	●○○○○
Stealth (CROWD)	●●○○○
Survival	●●○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	●○○○○
Empathy	●●○○○
Expression (SINGING)	●●○○○
Intimidation	●○○○○
Persuasion	●●○○○
Socialize	○○○○○
Streetwise	●●○○○
Subterfuge	●●○○○

MERITS

DESTINY	●●●○○
HIGH SPEECH	●○○○○
THRALL	●●●○○
STATUS (FREE COUNCIL)	●○○○○
FAST REFLEXES	●○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	2
Initiative Mod	6
Speed	9
Experience	

ARCANA

FATE	●●○○○
FORCES	●○○○○
SPACE	●○○○○
TIME	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●○○○○○
□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●●○○○○○○○○○○○

WISDOM

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

ROTES

EXCEPTIONAL LUCK (FATE 2)
FORTUNE'S PROTECTION (FATE 2)
NIGHTSIGHT (FORCES 1)
TEMPORAL EDDIES (TIME 1)
NIGHTSIGHT (FORCES 1)
OMNIVISION (SPACE 1)
TUNE IN (FORCES 1)

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Niamh's traits improve for "Finals Week" as she gains a dot of the Spirit Arcanum. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower points whenever she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rote that involves Investigation, Occult, or Survival.

Mana: Niamh can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Niamh can heal one point of bashing or lethal damage by spending three Mana (over two consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

- **Cleanse the Body (Life •):** Niamh can cleanse herself of drugs, toxins or poisons. Roll Stamina + Medicine +

Life (five dice). Successes add dice to rolls for overcoming a drug or allow Niamh to ignore an equal number of points of poison damage. This spell is *Covert*.

- **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the *next* turn and take the better result. This spell is *Covert*.

- **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

- **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (nine dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

Occultation: Anyone using magical means to detect Niamh or analyze her magical resonance suffers a one-die penalty.

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.

MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRSUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

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	○○○○○

PHYSICAL (-1 unskilled)

Athletics	(SWIMMING) ●●○○○
Brawl	●○○○○
Drive	(BOATS) ●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion	(SEDUCTION) ●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

MERITS

HIGH SPEECH	●○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●●○○○
OCCULTATION	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	2
Initiative Mod	6
Speed	10
Experience	

ARCANA

LIFE	●●○○○
SPIRIT	●●○○○
TIME	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●●○○○○○
□□□□□□□□□□

MANA

□□□□□□□□

GNOSIS

●●○○○○○○○○○○○○

WISDOM

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

ROTES

GLIMPSE THE FUTURE (TIME 2)
MOMENTARY FLUX (TIME 1)
SECOND SIGHT (SPIRIT 1)
SELF HEALING (LIFE 2)
CLEANSE THE BODY (LIFE 1)

MAGE

THE AWAKENING

ARCANA CAPABILITIES

The following are descriptions of what the 10 Arcana can accomplish at the levels at which your characters currently possess them. These are examples and guidelines only. Feel free to dream up additional applications of these Arcana, but any use of magic beyond the rites the characters know is *improvised* magic, which is more difficult to perform. The Storyteller is the final arbiter of what your characters can accomplish with their Arcana. Vulgar effects are noted with an asterisk (*), but again, the Storyteller needs to judge whether an effect is covert or vulgar.

Remember, too, that characters can use the rites listed in their write-ups as improvised effects. For instance, Jack can use the Glimpsing the Future spell, he simply must do so as improvised magic, since (unlike Niamh) he doesn't know the rite. Likewise, all of the Arcana are capable of Mage Sight (1 dot), bestowing Mage Sight (2 dots) or creating a shield (2 dots; mechanically identical to Unseen Aegis and Fortune's Protection).

- **Death:** Discern how someone died and how long ago (•), Mage Sight (•), speak with ghosts (•), assess the strength of someone's soul (•); bestow Mage Sight (••), cause shadows to move* (••), corrode or rust material* (••), mask the cause of death (••); command a ghost* (•••), destroy a material object* (•••), enter a state of death-like stasis (•••), open a gateway into Twilight* (•••)

- **Fate:** Mitigate dice penalties (•), Mage Sight (•), cause simple good fortune (•); bestow Mage Sight (••), swear a binding oath (••), cause more overt turns of luck (••)

- **Forces:** Manipulate existing heat (•), light or sound (•), Mage Sight (•), listen to radio transmissions (•); raise an area's temperature (••), brighten or dim light (••), bestow Mage Sight (••), redirect fire or electricity from an existing source* (••)

- **Life:** Cleanse the mage's body of toxins (•), discern age, sex, and health of living things (•), Mage Sight (•), sense specific life forms nearby (•); control own metabolism and breathing (••), heal self (••), plants or animals (••), cleanse others of drugs or poison (••), bestow Mage Sight (••)

- **Matter:** Alter the conductivity of matter (•), discern an object's function (•), detect a specific substance (•), Mage Sight (•); alter the accuracy or balance of a weapon (••), bestow Mage Sight (••), change one liquid into another* (••), make a transparent surface opaque and vice versa* (••); make solid object temporarily malleable* (•••), make weapons armor-piercing (ignores 1 point of armor on next attack) (•••), repair broken objects seamlessly (•••), change one common solid substance into another* (•••)

- **Mind:** Detect nearby sentient minds (•), perform two extended actions at once (•), Mage Sight (•); alter own aura (••), mentally communicate with others in line of sight (••), improve first impressions (••), protect against mental control or attack (••), bestow Mage Sight (••); cause bashing damage with a psychic assault (•••), translate any language mentally (•••), telepathic contact with a single target (•••), mentally control animals (•••), alter other's aura (•••), mentally shield others (•••)

- **Prime:** Analyze enchanted items (•), dispel existing magic—if the mage has at least one dot in the Arcanum used to create the spell (•), Mage Sight (•); bestow Mage Sight (••), alter aura to look like a Sleeper (••), hide from other mage's Mage Sight (••)

- **Space:** Measure distance between objects (•), Mage Sight (•), see 360 degrees (•), track any item in the mage's area flawlessly (•); Sympathy is possible (••), scry a location (••), bestow Mage Sight (••), create wards against Space magic (••)

- **Spirit:** Perceive and communicate with spirits (•), Mage Sight (•); touch spirits in Twilight (••), call specific spirits or a general type of spirit (••), bestow Mage Sight (••), raise or lower Gauntlet at a Hallow* (••); command spirits (•••), perform exorcisms (•••), summon any spirit* (•••), attack or heal spirits magically* (•••), ward others against spirit powers (•••), reattached a severed soul (•••)

- **Time:** Detect temporal flow (•), act as perfect clock or stopwatch (•), discern if an immediate choice will have good or bad results (•), Mage Sight (•); see the future in a very general sense (••), automatically succeed (or fail) at one action with only two possible outcomes (••), bestow Mage Sight (••)