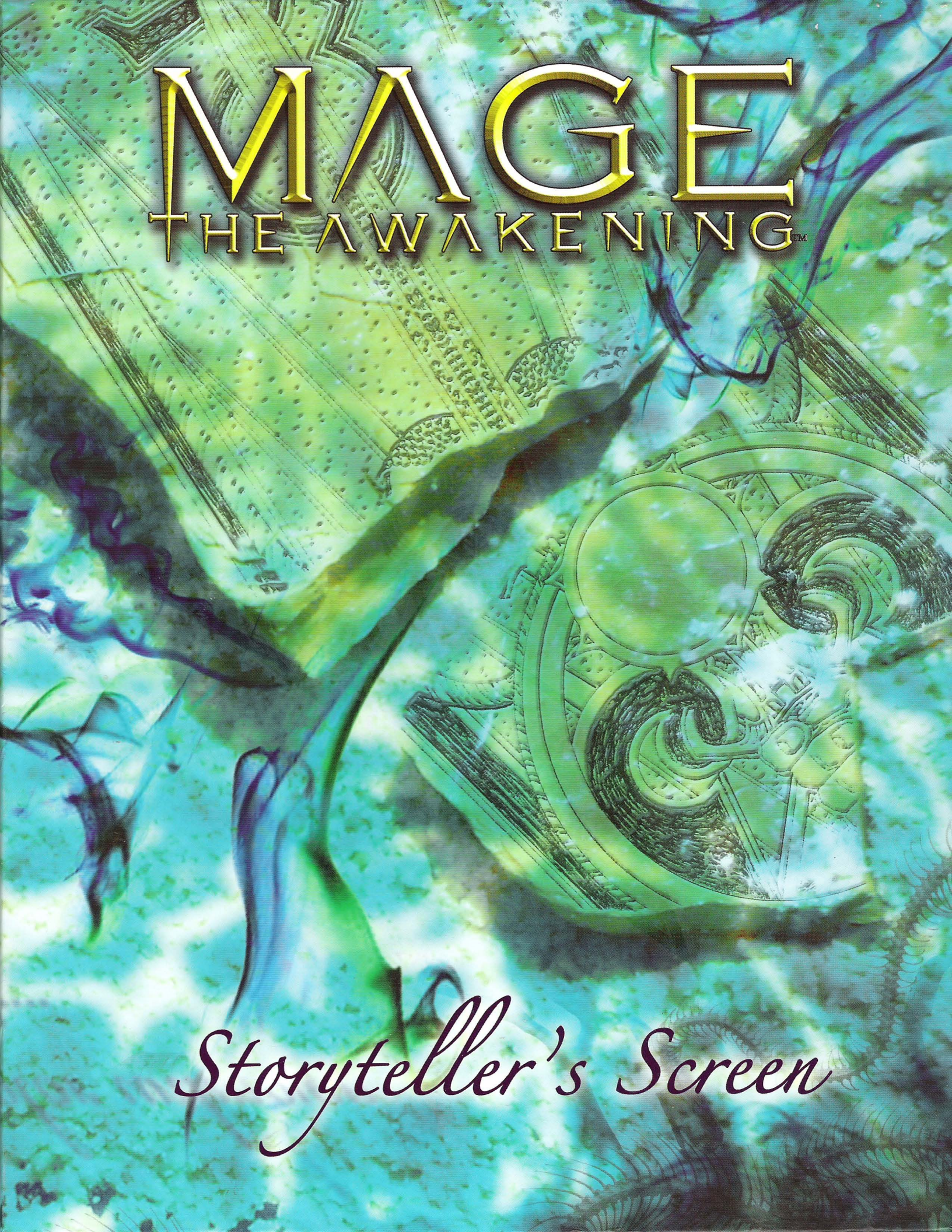
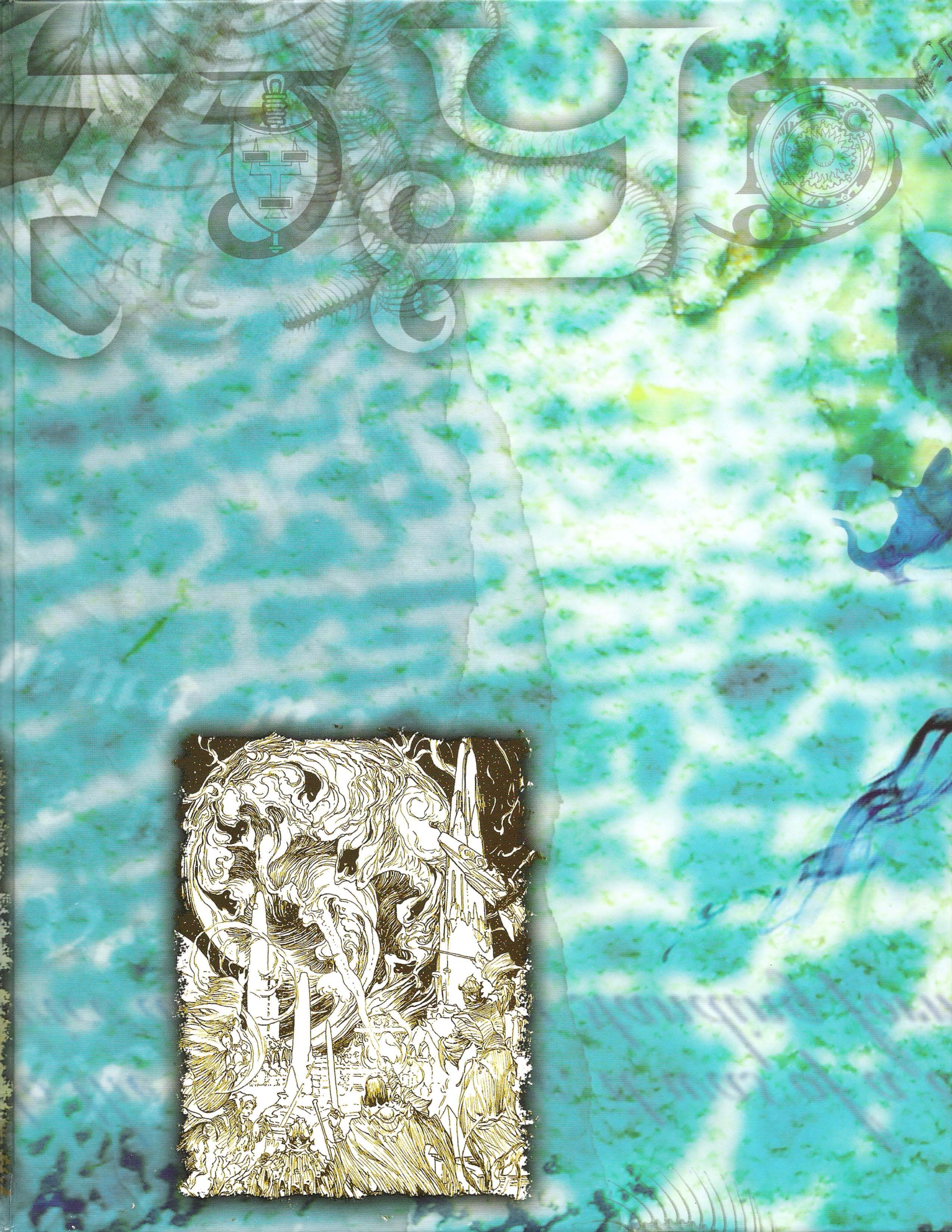




MAGE

THE AWAKENING™

Storyteller's Screen







Combat Summary Chart

Stage One: Initiative

- Everyone rolls Initiative: The result of a die roll + Dexterity + Composure. The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or into the next turn.

Stage Two: Attack

- Unarmed close combat: Strength + Brawl, – target's Defense and armor
- Armed close combat: Strength + Weaponry, – target's Defense and armor
- Ranged combat (guns and bows): Dexterity + Firearms, – target's armor
- Ranged combat (thrown weapons): Dexterity + Athletics, – target's Defense and armor

Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Roll your remaining pool. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack.

The Storyteller describes the attack and wound in narrative terms.

Possible Modifiers

- Aiming:** +1 per turn to a +3 maximum
- All-Out Attack:** +2 with Brawl or Weaponry attack; lose Defense
- Armor Piercing:** Ignores amount of target's armor equal to item's own rating
- Autofire Long Burst:** 20 or so bullets at as many targets as the shooter wants, pending Storyteller approval. A +3 bonus is applied to each attack roll; –1 per roll for each target if there's more than one
- Autofire Medium Burst:** 10 or so bullets at one to three targets, with a +2 bonus to each attack roll; –1 per roll for each target if there's more than one
- Autofire Short Burst:** Three bullets at a single target with a +1 bonus to the roll
- Concealment:** Barely –1; partially –2; substantially –3; fully, see "Cover"
- Dodge:** Double target's Defense
- Drawing a Weapon:** Requires one action (one turn) without a Merit, and could negate Defense
- Firing from Concealment:** Shooter's own concealment quality (–1, –2 or –3) reduced by one as a penalty to fire back (so, no modifier, –1 or –2)
- Offhand Attack:** –2 penalty
- Prone Target:** –2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance
- Range:** –2 at medium range, –4 at long range
- Shooting into Close Combat:** –2 per combatant avoided in a single shot (not applicable to autofire)
- Specified Target:** Torso –1, leg or arm –2, head –3, hand –4, eye –5
- Surprised or Immobilized Target:** Defense doesn't apply
- Touching a Target:** Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, Defense does apply
- Willpower:** Add three dice or +2 to a Resistance trait (Stamina, Resolve, Composure or Defense) in one roll or instance

Grappling Summary

- Roll Strength + Brawl – opponent's Defense for attacker to get a grip on target.
- Target's next action can be dedicated to breaking free. Roll Strength + Brawl – attacker's Strength. Any successes indicate breaking free.

Or, the target can attempt to apply an overpowering maneuver to the attacker, participating in the grapple rather than trying to break free. Roll Strength + Brawl – attacker's Strength. Any successes allow for a maneuver (see below).

- If the attacker's grip on the target persists, and he is free to do so, the attacker can try to apply an overpowering maneuver to the victim. Roll the attacker's Strength + Brawl – opponent's Strength. Any successes allow a maneuver (see below).

- Possible maneuvers. Choose one:

Render opponent prone
Damage opponent
Immobilize opponent
Draw weapon
Attack with drawn weapon
Turn a drawn weapon
Disarm opponent
Use opponent as protection from ranged attacks

Attempting to break free is always an option instead of performing an overpowering maneuver.

Melee Weapons Chart

Type	Damage	Size	Cost	Special
Sap	1 (B)	1	•	Knockout (p. 168)
Brass Knuckles	1 (B)	n/a	•	Brawl*
Club (wood)	2 (B)	2	n/a	
Mace (metal)	3 (B)	2	••	
Knife	1 (L)	1	•	
Rapier	2 (L)	2	••	Armor piercing 1 (p. 167)
Sword	3 (L)	2	••	
Katana	3 (L)	2	•••	Durability +1**
Greatsword†	4 (L)	3	•••	
Small Ax	2 (L)	1	•	
Large Ax†	3 (L)	3	••	9 again (p. 134)
Great Ax†	5 (L)	4	•••	9 again (p. 134)
Stake***	1 (L)	1	n/a	
Spear†	3 (L)	4	•	+1 Defense****

Type: Your character may use many other types of weapons (meat cleavers, halberds, hammers). Use the traits from the above lists that best approximate those weapons. See p. 136 for determining the traits of improvised weapons. Note that improvised weapons automatically suffer a –1 penalty.

Damage: The number of bonus dice added to dice pools when using the weapon. The type of damage inflicted is also indicated: aggravated (A), lethal (L) or bashing (B).

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3+ = Cannot be hidden. Size is also used to indicate the minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a –1 penalty on attack rolls.

Cost: The minimum dots in the Resources Merit usually required to purchase the weapon. The "n/a" entry indicates that the item can be created rather than purchased.

† This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a greatsword one-handed without penalty, for example.

* This weapon uses the Brawl Skill instead of Weaponry.

** Katanas are well-crafted swords. They do not break easily. See "Targeting Items," **WoD** p. 138.

*** The attacker must target the heart (–4 penalty) and do a minimum of three points of damage in a single attack.

**** The spear-wielder gains a +1 Defense bonus when fighting unarmed targets due to his weapon's superior reach, allowing him to keep a greater distance from a foe.

Spellcasting Dice Pools

- Rote casting: Add the specified Attribute + Skill + Arcanum to determine the caster's base spellcasting pool.
- Improvised casting: Add Gnosis + Arcanum to determine the caster's base spellcasting pool.

Extended Actions

Pace of Activity	Time per Roll
Quick	1 turn (3 seconds)
Short	10 minutes
Long	30 minutes
Lengthy	1 hour
Consuming	1 day
Exhausting	1 week or month
Challenge	Target Number
Simple/Relaxed	5
Involved/Trying	10
Elaborate/Demanding	15
Ornate/Daunting	20
Intricate/Epic	25

Ranged Weapons Chart

Type	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	••	SWM640 (.38 Special)
Revolver, Hvy.	3	35/70/140	6	3	1	••	SW M29 (.44 Magnum)
Pistol, Lt.	2	20/40/80	17+1	2	1	•••	Glock 17 (9mm)
Pistol, Hvy.	3	30/60/120	7+1	3	1	•••	Colt M1911A1 (.45 ACP)
Rifle†	5	200/400/800	5+1	2	3	••	Remington M-700 (30.06)
SMG, Small*	2	25/50/100	30+1	2	1	•••	Ingram Mac-10 (9mm)
SMG, Large*†	3	50/100/200	30+1	3	2	•••	HK MP-5 (9mm)
Assault Rifle*†	4	150/300/600	42+1	3	3	•••	Steyr-Aug (5.56mm)
Shotgun†	4***	20/40/80	5+1	3	2	••	Remington M870 (12-Gauge)
Crossbow**†	3	40/80/160	1	3	3	•••	

Damage: Indicates the number of bonus dice added to your dice pool for using the weapon. Firearms deliver lethal damage against ordinary people. The type of damage may vary against supernatural enemies such as vampires, which suffer only bashing damage from conventional firearms.

Ranges: The numbers are short/medium/long ranges in yards. Attacks at medium and long range suffer a -2 and -4 penalty, respectively.

Clip: The number of shells a gun can hold — a "+1" indicates a bullet can be held in the chamber, ready to fire.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 = Cannot be hidden on one's person

Cost: The minimum dots in the Resources Merit usually required to purchase the weapon.

† This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a shotgun one-handed without penalty, for example.

* Indicates that the weapon is capable of autofire (short bursts, medium bursts and long bursts — see p. 160.)

** Crossbows require three turns to reload. A character may use a crossbow to attempt to stake a creature with a targeted shot (-4 penalty and a minimum of three points of damage must be inflicted in a single attack).

*** 9 again (see p. 134)

Armor Chart

Class	Rating	Strength	Defense	Speed	Cost
Modern					
Reinforced/thick clothing	1/0	1	0	0	n/a
Kevlar vest* (thin)	1/2	1	0	0	•
Flak jacket*	2/3	1	-1	0	••
Full riot gear*	3/4	2	-2	-1	•••
Archaic					
Leather (hard)	1/0	2	-1	0	•
Chainmail	2/1	3	-2	-2	••
Plate	3/2	4	-2	-3	••••

* This type of armor is bulletproof.

Rating: Armor provides two kinds of protection: against general attacks and against Firearms attacks. The number before the slash is armor rating for most kinds of attacks (for close combat and thrown ranged attacks, whether bashing, lethal or perhaps aggravated). The second number is for Firearms attacks — guns and bows. Bulletproof armor (kevlar vest, flak jacket and full riot gear) also downgrades damage done in Firearms attacks from lethal to bashing.

Strength: Armor is often heavy and cumbersome. If your character does not have sufficient Strength to wear it, she cannot perform at peak efficiency. If your character's Strength is lower than that required for armor worn, her Brawl and Weaponry attacks suffer a -1 penalty.

Defense: The penalty imposed on your character's Defense trait for the armor worn.

Speed: The penalty imposed on your character's Speed trait for the armor worn.

Cost: The minimum dots in the Resources Merit usually required to purchase the armor.

Sympathetic Magic

Dice Penalty	Sympathetic Connection Between Caster and Target*
—	Sensory: You can see, hear or otherwise sense your target directly.
-2	Intimate: Physical contact or very good friend.
-4	Known: A picture, television or Internet broadcast, or a good friend.
-6	Acquainted: You know the person.
-8	Encountered: You met the person at least once.
-10	Described: You know a name or description.
—	Unknown: Spellcasting is impossible.

* If you don't know the real name of a target, the difficulty of achieving a sympathetic connection increases by two degrees on the chart.

Fire Damage

Size of Fire	Damage
Torch	1
Bonfire	2
Inferno	3
Heat of Fire	Damage Modifier
Candle (first-degree burns)	—
Torch (second-degree burns)	+1
Bunsen burner (third-degree burns)	+2
Chemical fire/molten metal	+3

Explosives Chart

Type	Throwing Modifier	Blast Area	Damage	Size	Cost	Example
Incendiary*	-1	2	2	1	n/a	Molotov Cocktail
Concussion**	+2	3	4	1	...	Concussion Grenade†
Shredding	+2	3	4	1	...	Shrapnel Grenade†
Single Destructive	+1	4	4+	1	...	Stick of Dynamite
High Explosive***	n/a	20+	6+	1-3		Plastique

Blast Area: The diameter in yards in which an explosion occurs.

Throwing Modifier: The attack-roll bonus to throw an explosive at a chosen target. Explosives marked "n/a" cannot normally be thrown.

Cost: The minimum dots in the Resources Merit usually required to purchase the explosive. The "n/a" entry indicates that the item can be created rather than purchased.

* Incendiary devices ignite the target (see "Fire"). Damage delivered by the explosion is bashing, while damage caused by the fire is lethal.

** Concussion explosives deliver bashing damage and knock the target down (see "Knockdown," WoD p. 168).

*** Timed or triggered bombs that hold a variable amount of dynamite, plastique or other explosive cause damage to surrounding structures and ignite flammable materials, which complicates damage. The figures listed are suggestions only.

† Explosives that are aerodynamic when thrown.

Sample Objects

Baseball Bat: Durability 1 (reinforced to 2), Size 2, Structure 4, Damage 2

Board, 2"x4": Durability 1, Size 3, Structure 4, Damage 1

Cabinet, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Chair, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Coffin: Durability 1, Size 6, Structure 7, Damage 1

Crate, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Door, Bank Vault: Durability 3 (reinforced to 10), Size 8, Structure 18, Damage 8

Door, Wooden (Exterior): Durability 2, Size 5, Structure 7, Damage 2

Door, Wooden (Interior): Durability 1, Size 5, Structure 6, Damage 1

Door, Metal (Security): Durability 3, Size 5, Structure 8, Damage 3

Fence, Chain-link: Durability 2, Size 4, Structure 6, Damage 2

Fence, Steel: Durability 3, Size 6, Structure 9, Damage 3

Lamp post, Steel: Durability 3, Size 8, Structure 11, Damage 3

Manhole Cover: Durability 3, Size 3, Structure 6, Damage 3

Steel Bars: Durability 3, Size 2, Structure 5, Damage 2

Tempered Steel: Durability 3, Size 2 (variable), Structure 5, Damage 2

Window: Durability 1, Size 3 (on average), Structure 4, Damage 1

Damage: Indicates how dangerous the item is when used as a weapon or to do harm. Damage is the lower of the item's Durability or Size. This rating is added to attack rolls in bonus dice to inflict harm. If the weapon is improvised, it suffers a -1 penalty.

Electrocution Damage

Source	Damage
Minor; wall socket	4 (B)
Major; protective fence	6 (B)
Severe; junction box	8 (B)
Fatal; main line feed/subway rail	10 (B)

Poisons

Poison/Toxin	Toxicity
Ammonia (inhalation)	3
Bleach (ingestion)	4
Cyanide (ingestion or inhalation)	7
Drug/Alcohol Abuse (ingestion, inhalation, injection)	3 to 7
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

Paradox

For vulgar and Improbable magic. Rolled before the spellcasting roll.

Gnosis	Base Paradox Dice Pool
1-2	1 die
3-4	2 dice
5-6	3 dice
7-8	4 dice
9-10	5 dice

Dice Modifier Situation

+1	Each successive Paradox roll made for the caster within the same scene (or day in the case of extended castings). This bonus accumulates with each roll.
-1	The mage is casting a rote
-1	The mage uses a magical tool during casting
+2	One or more Sleepers witness the magic (vulgar magic only)

Mitigation (Optional)

Declare if the caster wants to mitigate the Paradox dice pool by spending Mana (1 point per die subtracted)

Paradox Severity

Successes	Severity	Casting Roll Dice Penalty
1	Havoc	-1
2	Bedlam	-2
3	Anomaly	-3
4	Branding	-4
5+	Manifestation	-5

Backlash (Optional)

Declare if the caster wants to contain the Paradox with a backlash by suffering Resistant bashing wounds (one Health point per success on the Paradox roll).

Feats of Strength

Strength	Feat	Lift
1	Lift a chair	40 lbs.
2	Lift a large dog	100 lbs.
3	Lift a public mailbox	250 lbs.
4	Lift a wooden crate	400 lbs.
5	Lift a coffin	650 lbs.
6	Lift a refrigerator	800 lbs.
7	Overturn a small car	900 lbs.
8	Lift a motorcycle	1000 lbs.
9	Overturn a mid-sized car	1200 lbs.
10	Lift a large tree trunk	1500 lbs.
11	Overturn a full-sized car	2000 lbs.
12	Lift a wrecking ball	3000 lbs.
13	Overturn a station wagon	4000 lbs.
14	Overturn a van	5000 lbs.
15	Overturn a truck	6000 lbs.

Effects of Gnosis

Gnosis	Attribute/Skill/Arcana Maximum	Max Mana/Max Mana per turn	Aura*	Time per roll**
1	5	40/1	—	3 hours
2	5	11/2	—	3 hours
3	5	12/3	—	1 hour
4	5	13/4	—	1 hour
5	5	14/5	—	30 minutes
6	6	15/6	+1	30 minutes
7	7	20/7	+2	10 minutes
8	8	30/8	+3	10 minutes
9	9	50/10	+4	1 minute
10	10	100/15	+5	1 minute

* Bonuses apply to anyone who magically scrutinizes the mage or his spells.

** For extended-action spellcasting.

Spell Factors (Instant Casting)

Potency

Potency Dice Penalty

Potency	Dice Penalty
1	None (basic success)
2	-2
3	-4
4	-6
5	-8*

* Impose an additional -2 die penalty per extra point of Potency. For example, Potency 6 would levy a -10 dice penalty.

Area-Affecting

Radius or Defined Volume Dice Penalty

Radius or Defined Volume	Dice Penalty
1-yard radius 5 cubic yards	None (basic success)
2-yard radius 10 cu. yards	-2
4-yard radius 20 cu. yards	-4
8-yard radius 40 cu. yards	-6
16-yard radius 80 cu. yards	-8*

* Impose an additional -2 die penalty per extra x2 radius or x2 volume. For example, a 32-yard radius or a 160-cubic-yard volume would levy a -10 dice penalty.

Target

Number of Targets Dice Penalty

Number of Targets	Dice Penalty
One	None (basic success)
Two	-2
Four	-4
Eight	-6
16	-8*

* Impose an additional -2 die penalty per x2 targets. For example, 32 targets would levy a -10 dice penalty.

Size

Size of Largest Target Dice Penalty

Size of Largest Target	Dice Penalty
20 or less	None (basic success)
21-30	-2
31-40	-4
41-50	-6
51-60	-8*

* Impose an additional -2 die penalty per +10 extra Size. For example, a target of Size 61-70 would levy a -10 dice penalty.

Advanced Area-Affecting: The mage must have dots in the spell's primary Arcanum that are one or more higher than normally required to cast the spell.

Radius or Defined Volume	Dice Penalty
1-yard radius 5 cubic yards	None (basic success)
4-yard radius 20 cu. yards	-2
16-yard radius 80 cu. yards	-4
64-yard radius 320 cu. yards	-6
256-yard radius 1280 cu. yards	-8*

* Impose an additional -2 die penalty per extra x4 radius or x4 volume. For example, a 1024-yard radius or a 5,120-cubic-yard volume would levy a -10 dice penalty.

Duration

Transitory Spells

Duration	Dice Penalty
1 turn	None (basic success)
2 turns	-2
3 turns	-4
5 turns	-6
10 turns	-8*

* Add an additional -2 dice penalty per extra +10 turns. For example, a 20-turn transitory Duration would levy a -10 dice penalty.

Prolonged Spells

Duration	Dice Penalty
One scene/hour	None (basic success)
Two hours	-2
12 hours	-4
24 hours	-6
Two days	-8*

* Impose an additional -2 dice penalty per extra +2 days. For example, a four-day prolonged Duration would levy a -10 dice penalty.

Advanced Prolongation: The mage must have dots in the spell's primary Arcanum that are one or more higher than normally required to cast the spell.

Duration	Dice Penalty
One scene/hour	None (basic success)
24 hours	-2
Two days	-4
One week	-6
One month	-8
Indefinite*	-10

* The spell is permanent until cancelled or dispelled. Spells with an indefinite Duration cannot be cast upon a living creature.

Experience Costs

Trait	Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Ruling Arcana	New dots x 6
Common Arcana	New dots x 7
Inferior Arcanum	New dots x 8
Rote	2 points per dot
Merit	New dots x 2
Gnosis	New dots x 8
Wisdom	New dots x 3
Willpower	8 experience points

Gauntlet Strength

Location	Strength	Dice Modifier
Dense urban areas	5	-3
City suburbs & towns	4	-2
Small towns, villages, other built-up areas in the countryside	3	+1
Wilderness	2	0
Loci	1	+1
Verge	0	n/a

Aura Signifiers

Mental or Emotional Condition* Color

Mental or Emotional Condition*	Color
Afraid	Orange
Aggressive	Purple
Angry	Bright Red
Bitter	Brown
Calm	Light Blue
Compassionate	Pink
Conservative	Lavender
Depressed	Gray
Desirous/Lustful	Deep Red
Distrustful	Light Green
Envious	Dark Green
Excited	Violet
Generous	Rose
Happy	Vermillion
Hateful	Black
Idealistic	Yellow
Innocent	White
Lovestruck	Bright Blue
Obsessed	Bright Green
Sad	Silver
Spiritual	Gold
Suspicious	Dark Blue
Confused	Mottled, shifting colors
Daydreaming	Sharp, flickering colors
Frenzied	Rapidly rippling colors
Psychotic	Hypnotic, swirling colors

* Requires the Mind I "Aura Perception" spell to read an aura's mental or emotional state.

Nature**

Nature**	Color
Awakened	Myriad sparkles in aura
Sleeper	Weak, muted aura
Sleepwalker	Muted aura with faint glimmers within
Lacking a soul	Empty void where the aura should be
Under a Fate geas	Dark bands crisscrossing aura
Vampire	Aura colors are pale
Shapeshifter	Intensely vibrant aura
Ghost	Spotchy, intermittent aura
Lich	Black veins in aura

** Requires the Prime I "Supernal Vision" spell to read an aura's nature.

Wisdom and Hubris

Wisdom	Acts of Hubris	Dice Rolled
10	Using magic to accomplish a task that could be achieved just as well without it. Selfish thoughts.	Roll five dice.
9	Magically coercing another so that he acts against his free will. Minor selfish act (withholding charity).	Roll five dice.
8	Magically coercing another so that he violates his moral code (i.e., he is forced to make a degeneration roll). Injury to another (accidental or otherwise).	Roll four dice.
7	Laying a curse on someone. Petty theft (shoplifting).	Roll four dice.
6	Forcibly binding an unwilling sentient being or spirit to a place or task. Grand theft (burglary).	Roll three dice.
5	Magically transforming a person into a lesser being against his will. Intentional, mass property damage (arson).	Roll three dice.
4	Using magic to harm someone. Draining another's Mana against his will. Creating a soul stone. Impassioned crime (manslaughter).	Roll three dice.
3	Forcefully abducting and/or exiling another person into the Shadow Realm, or causing her to become possessed by a spirit against her will. Planned crime without using magic (murder).	Roll two dice.
2	Intentionally preventing an Awakening. Using magic to murder someone. Casual/callous crime (serial murder).	Roll two dice.
1	Stealing a soul. Utter perversion, heinous act (mass murder).	Roll two dice.

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