

The Camarilla

Mage the Awakening Character Quickstart Guide

This character quickstart guide will help you make a player character (PC) for the Camarilla’s sanctioned chronicle in the World of Darkness. It assumes that you’re making a mage PC for the Awakening venue. Follow the instructions and fill in the fields as appropriate. You should have a copy of *World of Darkness* and *Mage the Awakening* handy, or a friend who’s very familiar with those books. Your Storyteller can immediately approve for play fairly standard by-the-book character concepts; for more unusual and rare things, you will need to get special approvals. Your Storyteller can give you more information about that process. **This is version 1.0, revised Dec-04-2005.**

First enter a few details about yourself.

Player Name:	Membership ID:
Email Address:	Membership Class:

Now progress through the following steps to make a Mage the Awakening PC:

Step 1:

Pick a concept for your PC; this can be something as simple as ‘intrepid adventurer’ or ‘passionate crusader’, or something more elaborate. Enter the age that your character appears to be, and her true age (how long she’s really been around) next to it. Her true age shouldn’t normally exceed 100 years, but if your concept absolutely calls for it, talk to your Storyteller since special approvals will be needed. For creature type, it’s most likely ‘Mage’ (if not we’ve got quickstart guides for mortals/ghouls and other supernatural types as well). Your character’s Virtue and Vice determine the best and worst elements of her nature – if you role-play out your Virtue and Vice, your storyteller (ST) is likely to reward you with more experience points (XP), or similar bonuses.

Character Name:	Concept:
Apparent Age/True Age:	Creature Type:
Virtue:	Vice:
Pick 1 Virtue and 1 Vice (See WOD pages 100-105 for more info):	
Virtues: Charity, Faith, Fortitude, Hope, Justice, Prudence, or Temperance.	Vice: Envy, Gluttony, Greed, Lust, Pride, Sloth, or Wrath.

Step 2:

Pick Your Attributes and distribute by darkening in the dots:

Prioritize your Attributes: the primary category (e.g. social) gets five free dots to spend amongst the three Attributes in it, the secondary gets four, and the tertiary three. The first dot in every Attribute is free and darkened, but to get the fifth dot in an Attribute costs two of your dots at character creation.

Mental:		Physical:		Social:	
Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

Select Skills and Skill Specialties: distribute points by darkening in the dots:

Prioritize your Skill categories (the first dots aren't free in Skills, unlike Attributes): The primary category gets 11 dots to spend in it, the secondary gets 7 and the tertiary gets 4. The fifth dot in any Skill costs 2 dots at character creation. Then take three Skill Specialties (e.g. Fencing as a specialty of Weaponry, details on WoD p. 54) of your choice and write them below the appropriate category's column. Skill Specialties add +1 to a challenge in which that particular Skill Specialty comes into play; more than one Skill Specialty can be taken per Skill, but they don't stack for a single challenge. You can't start with any Skill above five.

Mental		Physical		Social	
Academics	○○○○○	Athletics	○○○○○	Animal Ken	○○○○○
Computer	○○○○○	Brawl	○○○○○	Empathy	○○○○○
Crafts	○○○○○	Drive	○○○○○	Expression	○○○○○
Investigation	○○○○○	Firearms	○○○○○	Intimidation	○○○○○
Medicine	○○○○○	Larceny	○○○○○	Persuasion	○○○○○
Occult	○○○○○	Stealth	○○○○○	Socialize	○○○○○
Politics	○○○○○	Survival	○○○○○	Streetwise	○○○○○
Science	○○○○○	Weaponry	○○○○○	Subterfuge	○○○○○

Step 3:

Since you're playing a mage, select your Path and Order from the list below. You *have* to pick a Path, but you can simply decide that your mage hasn't really joined any Order yet, and is still making up his mind (or doesn't follow any specific ideology). In that case, you're one of the 'Apostates' – but be aware that some of the Orders aren't too keen on such independents. It is however a great opportunity to be recruited in-game into one of the Order, if you're interested in that type of role-play.

Path

Acanthus	<i>Enchanters</i> : lucky, intuitive.
Mastigos	<i>Warlocks</i> : commanding, determined.
Moros	<i>Necromancers</i> : steadfast, terrifying
Obrimos	<i>Theurgists</i> : forceful, inspired
Thysrus	<i>Shamans</i> : naturalistic, spiritual

Order

Adamantine Arrow	The <i>Ungula Draconis</i> , the Talon of the Dragon: The soldiers of Awakened society, known for their expertise in combat magic
Guardians of the Veil	The <i>Visus Draconis</i> , the Eye of the Dragon: the protectors of Awakened society, feared for their skills in espionage and assassination.
Mysterium	The <i>Alae Draconis</i> , the Wings of the Dragon: the researchers of Awakened society, searching for hidden lore in both rare tomes and forbidden tombs.
Silver Ladder	The <i>Vox Draconis</i> , the Voice of the Dragon: the advisors of Awakened society, wishing to rebuild a unified community of mages under their leadership.
Free Council	Existing outside the Atlantean mythos, these allies of the Diamond seek to modernize magic, free of the constraints and traditions of the ancient past.
Apostates	The collective term for any Mage PC that is not a member of an Orders, whether a solitary practitioner or simply disinterested in joining a mystical society.

Add Favored Attribute by Path

Based on your choice of Path, add an additional dot in either Resolve or Composure. This can be the fifth dot in that Attribute; all other times you have dots to spend in categories at creation, the fifth dot costs two dots. You can't start with any Attribute above five.

Acanthus	Composure
Mastigos	Resolve
Moros	Composure
Obrimos	Resolve
Thyrus	Composure

Choose Arcana

Choose six dots of Arcana according to the following formula: Take your Path's two favored (Ruling) Arcana (as listed below) and then choose a third Arcana. Of these three Arcana, place two dots in one, two dots in another, and one dot in a third. You may then place a sixth dot in any Arcana, whether adding it to one of the three Arcana you know, or choosing a single dot in any of the other seven Arcana.

Path	Ruling Arcana	Inferior Arcana
Acanthus	Fate, Time	Forces
Mastigos	Mind, Space	Matter
Moros	Death, Matter	Spirit
Obrimos	Forces, Prime	Death
Thyrus	Life, Spirit	Mind

Choose Rotes

Choose six dots of Rotes from the Arcana you have selected. You can select six one-dot Rotes, two three-dot Rotes, or any other combination that adds up to six.

What the Arcana Do

Death	Ghosts, decay, & the Underworld
Fate	Luck, chance, oaths & curses
Forces	Fire, gravity, storm, & all other material energies
Life	Plants, animals, humans, & other organic creatures
Matter	Stone, metal, plastic, & all other inorganic objects
Mind	Reading and controlling both thoughts and emotions
Prime	Mana, illusions, enchantments, & other raw magic
Space	Correspondences, teleportation, distances & scrying
Spirit	Communication & control of spirits & the Shadow
Time	Clairvoyance, divinations, & control of time's flow

Arcana Chosen	

Note Order Specializations

In addition to receiving the High Speech Merit for free, members of each Order obtain mystical knowledge that allows them to cast certain Rotes more efficiently when using specific Skills in their castings, which represents transcendental knowledge about the Mysteries: When one of these Skills are used in a Rote, the player gets a +1 bonus to his casting pool:

Adamantine Arrow	Athletics, Intimidation, Medicine
Guardians of the Veil	Investigation, Stealth, Subterfuge
Mysterium	Investigation, Occult, Survival
Silver Ladder	Expression, Persuasion, Subterfuge
Free Council	Crafts, Persuasion, Science

Step 4:

Gnosis

A mage's starting (free) Gnosis is always 1. At character creation, an additional dot of Gnosis may be bought at the cost of 3 of your starting 7 Merit points (in Step 4 below). You may purchase up to two points of Gnosis (for a total of 3) in this manner using 6 of your 7 starting Merit points. Regardless of how much Gnosis you buy with starting Merit points, additional levels of Gnosis may be bought by spending the level of Gnosis you're buying times eight in XP (in Step 5, below). This can be done both at character creation and once your character is in play. Intervening levels must also be bought, e.g. to go from Gnosis 3 to Gnosis 4 is 32XP. To go from Gnosis 3 to Gnosis 6 is 120XP (32+40+48). Consult the following chart for effects of blood potency:

<i>Gnosis</i>	<i>Attribute / Skill / Arcana Maximums</i>	<i>Max Mana / Max Mana per Turn</i>	<i>Aura Bonus (to others viewing you or your spells)</i>	<i>Base Paradox Draw Pool</i>	<i>Extended Spellcasting Time per Draw</i>
1	5	10/1	--	1 point	3 hours
2	5	11/2	--	1 point	3 hours
3	5	12/3	--	2 points	1 hour
4	5	13/4	--	2 points	1 hour
5	5	14/6	--	3 points	30 minutes
6	6	15/6	+1	3 points	30 minutes
7	7	20/7	+2	4 points	10 minutes
8	8	30/8	+3	4 points	10 minutes
9	9	50/10	+4	5 points	1 minute
10	10	100/15	+5	5 points	1 minute

Merits

Select 7 points worth of Merits (up to 6 of which can be spent on Gnosis 2 and 3). Venue Merits are listed by category with base dot cost. Prerequisites are also listed where applicable with a ‘pre’ followed by what is needed on the character before the Merit can be bought. Some Merits are ‘Creation Only’ (marked as ‘CO’ below), which means that unlike other Merits, they can only be bought with the seven Merit points during this stage of character creation. If a Merit is labeled ‘special’, you will need to talk to your Storyteller about details pertaining to taking it, e.g. who/what your Allies are and what they do. Merits that have multiple components have each component purchased as a separate Merit (Sanctum would be two separate five-point Merits, not a single ten-point Merit). For any Merits (listed here or in newer books) that have variable dot costs, the fifth costs two dots to purchase at character creation (see Chapter 5 of WoD for more information).

Mental Merits

Common Sense ●●●● (CO)	Danger Sense ●●	Eidetic Memory ●● (CO)
Encyclopedic Knowledge ●●●● (CO)	Holistic Awareness ●●●	Language (● to ●●●)
Meditative Mind ●	Unseen Sense ●●● *pre (Mortals only) Wits ●●	

Physical Merits

Ambidextrous ●●● (CO)	Disarm ●●	Direction Sense ●
Fighting Finesse ●● *Dex ●●● and Weaponry ●●*	Brawling ● *pre: Strength ●● and Brawl ●*	Fast Reflexes (● or ●●) *pre Dexterity ●●●*
Fighting Styles:		
Boxing (● to ●●●●) *pre Strength ●●●, Stamina ●●, and, Brawl ●●*	Kung Fu (● to ●●●●●) *pre Strength ●●, Dexterity ●●, Stamina●●, and Brawl●●*	Two Weapons (● to ●●●●) *pre Dexterity ●●● and Weaponry ●●●*
Fleet of Foot (● to ●●●) *pre Strength ●●*	Fresh Start ● *pre Fast Reflexes ●●*	Giant ●●●● (CO)
Gunslinger ●●● *pre Dexterity ●●● Firearms ●●●	Iron Stamina (● to ●●●) *pre Stamina ●●● or Resolve ●●●	Iron Stomach ●● *pre Stamina ●●
Natural Immunity ● *pre Stamina ●●	Quick Draw ● *pre Dexterity ●●●	Quick Healer ●●●● *pre Stamina ●●●●
Strong Back ● *pre Strength ●●	Strong Lungs ●●● *pre Athletics ●●●	Stunt Driver ●●● *pre Dexterity ●●●
Toxin Resistance ●● *pre Stamina ●●●	Weaponry Dodge *pre Strength ●● and Weaponry●	

Social Merits

Allies (● to ●●●●●) (special)	Barfly ●	Contacts (● to ●●●●●)
Fame (● to ●●●)	Inspiring ●●●●	Mentor (● to ●●●●●)
Resources (● to ●●●●●)	Retainer (● to ●●●●●) (special)	Status (● to ●●●●●) (special)
Striking Looks (●● or ●●●●)		
-- Please Consult <i>WoD</i> for specifics on prerequisites involving Status pages 116-117 --		

Mage Specific Merits

(See *Mage the Awakened* pages 80-89 for information). Status can be ‘Consilium Status’ (how important you are in your local area), or ‘Order Status’ (what level of standing you have in your Order). You can have dots in neither, either, or both of these. It takes at least Order Status 1 (in your Order) to take advantage of its mechanics, e.g. gaining the *High Speech* Merit for free, gaining access to the Order’s Rote specializations, as well as the associated communication forums. You can’t normally start with Order Status in more than one Order, unless you get special approvals. The *Destiny*, *Familiar*, & *High Speech* Merits are restricted to Awakened PCs only. The *Hallow* & *Library* Merits have *Sanctum* as a prerequisite.

Artifact (●●● +)	Destiny (● to ●●●●●)	Dream (● to ●●●●●)
Enhanced Item (● to ●●●●●)	Familiar (●● or ●●●)	Hallow (● to ●●●●●) (special)
High Speech ●	Imbued Item (●● +)	Library (● to ●●●●●) (special)
Occultation (● to ●●●)	Sanctum (● to ●●●●●) (special)	Sleepwalker Retainer (● to ●●●●●)
Thrall ●●●		

Step 5:

Determine starting experience by taking your current Membership Class (MC) times 20 and adding 30 exp (e.g. a total of 50XP to spend if you’re MC1). New players are MC1 – you can easily increase your MC by taking part in Camarilla-sponsored activities (ask your coordinator). You can spend your MC XP according to the costs below; you can’t get any more than five dots in any category. After fully creating their character, members may permanently remove any dots or XP from their sheet if they so wish if, for instance, it doesn’t fit their concept or if they wish to indicate extended torpor times.

Experience Points to be spent at Creation: _____

How much XP does everything cost?

Experience Point Costs	
Attribute	New Dots x 5 (10/15/20/25)
Skill	New Dots x 3 (3/6/9/12/15)
Skill Specialty	3 Experience Points
Ruling Arcana	New Dots x 6 (--/12/18/24/30)
Common Arcana	New Dots x 7 (7/14/21/28/35)
Inferior Arcana	New Dots x 8 (8/16/24/32/40)
Rotes	New Dots x 2 (2/4/6/8/10)
Merits	New Dots x 2 (2/4/6/8/10)
Gnosis	New Dots x 8 (16/24/32/40/48/56/64/72/80)
Wisdom	New Dots x 3 (6/9/12/15/18/21/24/27/30)
Willpower	8 Experience Points

Items Bought With Experience Points	

Step 6:

After adding everything bought with XP, you get a number of “freebie dots” to spend in any place on your character sheet, up to level 6 in anything applicable (You may not purchase an Arcana at 6 via this method). You get a freebie dot at each of the following Membership Classes: 3, 6, 9, 12, & 14. After spending all your dots, determine your character’s Advantages. No optional rules (from Awakening or WoD) are used for sanctioned character creation in the Camarilla, such as dropping Wisdom for more XP. Advantages are derived from your character’s Attributes as follows:

Size (Base of 5, see page 94 of WOD for more info)	Health (Stamina + Size)
Acting Speed (5 for adult humans)	Willpower (Resolve + Composure)
Running Speed (Strength + Dex. + Acting Speed)	Wisdom (7 for starting characters)
Initiative (Dexterity + Composure)	Defense (Dexterity or Wits, whichever is lower)

Enter all of your character’s details on the character sheet on the next page and have it signed by your direct Storyteller to have it approved for play. You should also go to the online Camarilla Approvals DB, create a login, and enter your character there: <http://camarilla.white-wolf.com/approvals/> and the Camarilla website with resources for the Requiem chronicle is at <http://camarilla.white-wolf.com/requiem/> which includes spreadsheet XP logs and more detailed character sheets. There are global in-character and out-of-character email lists for the Camarilla, often a very good place to look for connections for your character. You may find a list of some of them here: <http://camarilla.white-wolf.com/mailman/listinfo/>

Mage the Awakening The Camarilla

Players Name:	Membership ID:
Email Address:	Membership Class:
Direct Storyteller:	Direct Coordinator:
Storyteller Email:	Coordinator Email:

Character Name:	Concept:
Creature Type:	Path & Order:
Apparent Age/ True Age:	Gnosis:
Virtue:	Vice:

<i>Mental Attributes</i>	<i>Physical Attributes</i>	<i>Social Attributes</i>
Intelligence ●○○○○○	Strength ●○○○○○	Presence ●○○○○○
Wits ●○○○○○	Dexterity ●○○○○○	Manipulation ●○○○○○
Resolve ●○○○○○	Stamina ●○○○○○	Composure ●○○○○○

<i>Mental Skills</i>	<i>Physical Skills</i>	<i>Social Skills</i>
Academics ○○○○○○	Athletics ○○○○○○	Animal Ken ○○○○○○
Computer ○○○○○○	Brawl ○○○○○○	Empathy ○○○○○○
Crafts ○○○○○○	Drive ○○○○○○	Expression ○○○○○○
Investigation ○○○○○○	Firearms ○○○○○○	Intimidation ○○○○○○
Medicine ○○○○○○	Larceny ○○○○○○	Persuasion ○○○○○○
Occult ○○○○○○	Stealth ○○○○○○	Socialize ○○○○○○
Politics ○○○○○○	Survival ○○○○○○	Streetwise ○○○○○○
Science ○○○○○○	Weaponry ○○○○○○	Subterfuge ○○○○○○

<i>Arcana</i>		<i>Merits</i>	
Death ○○○○○○	Mind ○○○○○○	○○○○○○	○○○○○○
Fate ○○○○○○	Prime ○○○○○○	○○○○○○	○○○○○○
Forces ○○○○○○	Space ○○○○○○	○○○○○○	○○○○○○
Life ○○○○○○	Spirit ○○○○○○	○○○○○○	○○○○○○
Matter ○○○○○○	Time ○○○○○○	○○○○○○	○○○○○○

Rotes	

Health	Wisdom	
○○○○○○○○○○○○○	10	○
□□□□□□□□□□	9	○
Willpower	8	○
○○○○○○○○○○○○○○○	7	○
□□□□□□□□□□	6	○
Mana	5	○
□□□□□□□□□□	4	○
□□□□□□□□□□	3	○
Size:	2	○
Initiative Mod:	1	○
Speed:		
Defense:		

Instant Spellcasting Chart

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

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

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

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

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

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

Area Effect

Radius or Defined Volume	Penalty
1-yard radius or 5 cu. 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 penalty per extra x2 radius or x2 area. For example, a 32-yard radius or a 160-cubic yard volume would levy a -10 penalty.

Advanced Area Effect (Primary Arcanum 1 or more dots higher than requirements)

Radius or Defined Volume	Penalty
1-yard radius or 5 cubic yards	None
4-yard radius or 20 cubic yards	-2
16-yard radius or 80 cubic yards	-4
64-yard radius or 320 cubic yards	-6
256-yard radius or 1280 cubic yards	-8*

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

Transient Duration

Duration	Penalty
2 turns	-2
3 turns	-4
5 turns	-6
10 turns	-8*

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

Prolonged Duration

Duration	Penalty
Two hours	-2
12 hours	-4
24 hours	-6
Two days	-8*

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

Advanced Prolonged Duration (Primary Arcanum 1 or more dots higher than requirements)

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

* The spell is permanent until cancelled or dispelled. Living targets, however, grow, change and heal. Spells with an indefinite Duration cannot be cast upon a living creature.

Extended Spellcasting Chart

Potency	Target Number
1	Basic success
2	+1 success
3	+2 successes
4	+3 successes
5	+4 successes*

* Add an additional success to the target number per extra point of Potency.

Number of Targets	Target Number
One	None (basic success)
Two	+1 success
Four	+2 successes
Eight	+3 successes
16	+4 successes*

* Add an additional success to the target number per x2 targets. For example, 32 targets would add five successes to the target number.

Size of Largest Target	Target Number
20 or less	Basic success
21-30	+1 success
31-40	+2 successes
41-50	+3 successes
51-60	+4 successes*

* Add an additional success to the target number per +10 Size. For example, a target of Size 61-70 would add five successes to the target number.

Area Effect

Radius or Defined Volume	Target Number
1-yard radius or 5 cu. yards	Basic success
2-yard radius 10 cu. yards	+1 success
4-yard radius 20 cu. yards	+2 successes
8-yard radius 40 cu. yards	+3 successes
16-yard radius 80 cu. yards	+4 successes*

* Add an additional success to the target number per extra x2 radius or x2 area. For example, a 32-yard radius or a 160-cubic-yard defined volume would add five successes to the target number.

Advanced Area Effect (Primary Arcanum 1 or more dots higher than requirements)

Radius or Defined Volume	Target Number
1-yard radius or 5 cubic yards	Basic success
4-yard radius or 20 cu. yards	+1 success
16-yard radius or 80 cu. yards	+2 successes
64-yard radius or 320 cu. yards	+3 successes
256-yard radius or 1280 cu. yards	+4 successes*

* Add an additional success to the target number per extra x4 radius or x4 area. For example, a 1024-yard radius or a 5120-cubic-yard defined volume would add five successes to the target number.

Transitory Duration

Duration	Target Number
2 turns	+1 success
3 turns	+2 success
5 turns	+3 successes
10 turns	+4 successes*

* Add an additional success to the target number per extra +10 turns. For example, a 20-turn transitory Duration would add five successes to the target number.

Prolonged Duration

Duration	Target Number
One scene/hour	Basic success
Two hours	+1 success
12 hours	+2 successes
24 hours	+3 successes
Two days	+4 successes*

* Add an additional success to the target number per extra +2 days. For example, a four-day prolonged Duration would add five successes to the target number.

Advanced Prolonged Duration (Primary Arcanum 1 or more dots higher than requirements)

Duration	Target Number
One scene/hour	Basic success
24 hours	+1 success
Two days	+2 successes
One week	+3 successes
One month	+4 successes
Indefinite*	+5 successes

* The spell is permanent until cancelled or dispelled. Living targets, however, grow, change and heal. Spells with an indefinite Duration cannot be cast upon a living creature.