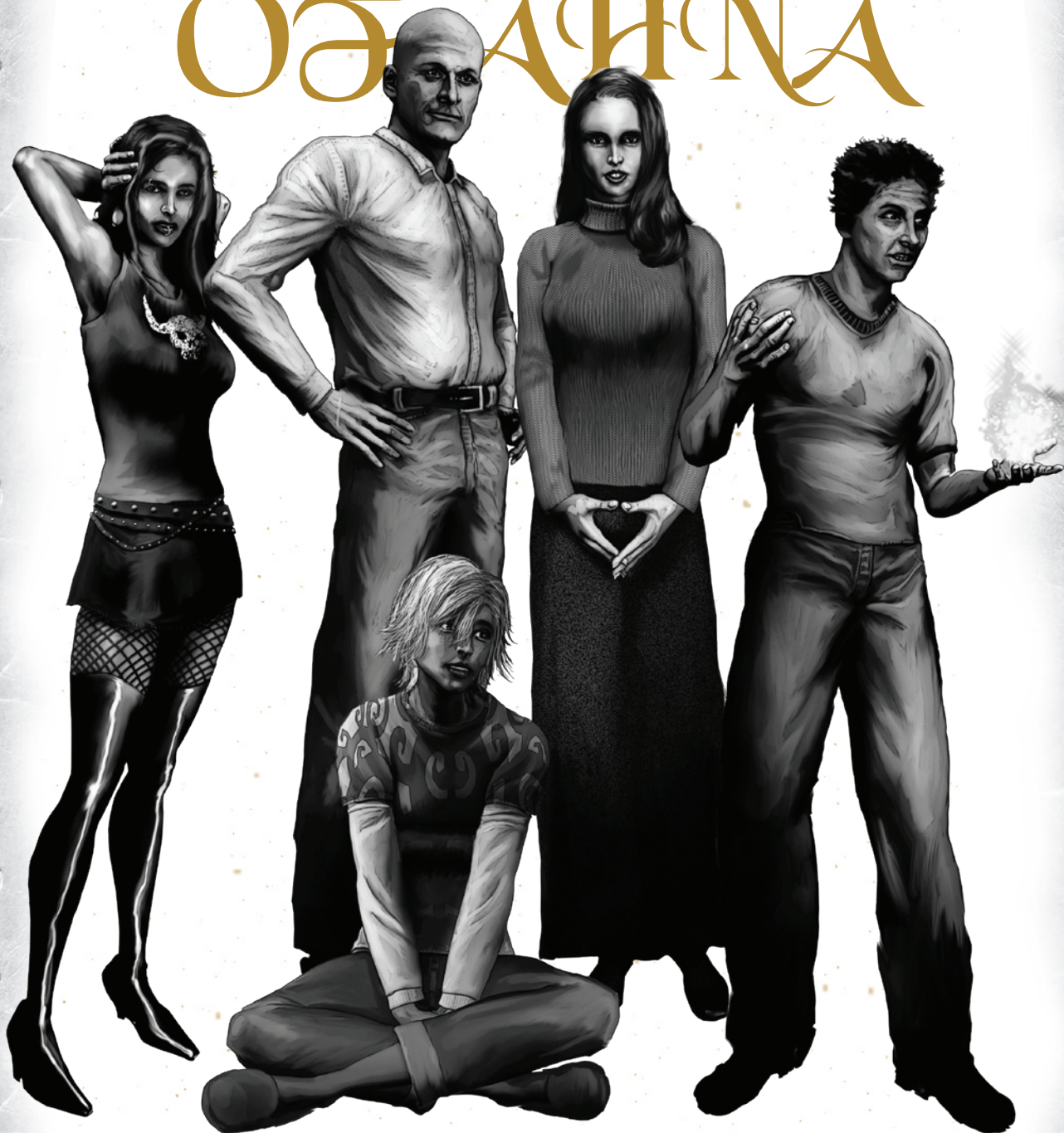


THE HEIRS OF AHHNA



*A cabal of ready-made player characters
for Mage: The Awakening*

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THE HEIRS OF AHNA

The Heirs of Ahna is a newly-formed cabal that came together through bonds of fate and blood. Whim Soelberg, a newly-awakened Acanthus attending Kent State University, first met Jonathan “Iliaster” Dalton during an undergraduate chemistry class. The brilliant, socially awkward alchemist introduced Whim to mage society and to the Mysterium. The two remained friends throughout college, and grew closer through their mutual work with the Mysterium—despite a rather awkward period, in which Iliaster professed that he had been secretly harboring a romantic interest in Whim for months. Whim, however, did not return his feelings, and tactfully rejected him with the age-old “I don’t want to ruin our friendship” excuse.

Whim’s cousin Caprice (aka “Brat”) arrived unexpectedly, newly Awakened at an early age after witnessing the tragic death of her mother. Having no other Awakened family members to turn to and no knowledge of the current whereabouts of her father, Brat hopped a bus and appeared at her cousin’s doorstep alone, grief-stricken and angry with the world. Whim took her cousin in under her wing, becoming the legal guardian of her younger cousin with a little tweak of luck. Whim may not make the best parent, but another mother is the last thing that Brat wants.

After finishing school, both Whim and Iliaster continued to work together for the Mysterium. Whim rented an apartment with Brat, while Iliaster moved back into his parent’s basement, soon wishing he hadn’t. Brat quickly developed a bad reputation with local authorities for “expressing herself” through various creative acts of vandalism.

The three remained together until Whim received word of the death of her uncle, Elias Soelberg, a reclusive member of the Mysterium. Elias left his carefully hidden estate, known as the House of Ahna, to Whim in his last will and testament. In his will, Elias requested that an old, trusted friend of the Soelberg family, Magellan Everest, inform Whim of the concealed location of the estate, and accompany his niece to assist with any “unexpected difficulties she might encounter.” Whim dimly remembered Magellan Everest from her childhood, but had not seen him in years. She sent word to Magellan, who was in Europe with his wife, Evita Perez-Everest, on a diplomatic mission for the Adamantine Arrow. In the following weeks, Magellan and Evita joined up with Whim, Iliaster and Everest, and the five mages set out together to claim Whim’s inheritance.

Gwen “Whim” Soelberg

Quotes: “Don’t you feel that? It’s the city calling. I’ve got to get out of here, now. I’ll catch you later!”

“Don’t worry your pretty little head. Nothing bad ever happens to me. I’ll be fine.”

“What are you all upset about? Maybe I didn’t call to say I’d be late, but I got here before things got too intense for you to handle alone, right? Sheesh.”

Virtue: Hope. Gwen goes through life trusting in fate and using her abilities to untangle the infinite threads of destiny, giving others hope born from the truth of endless possibility.

Vice: Lust. Life is short, and Gwen wants to experience everything. Moderation is not a concept that she easily understands, and this can be dangerous not only to herself, but to others.

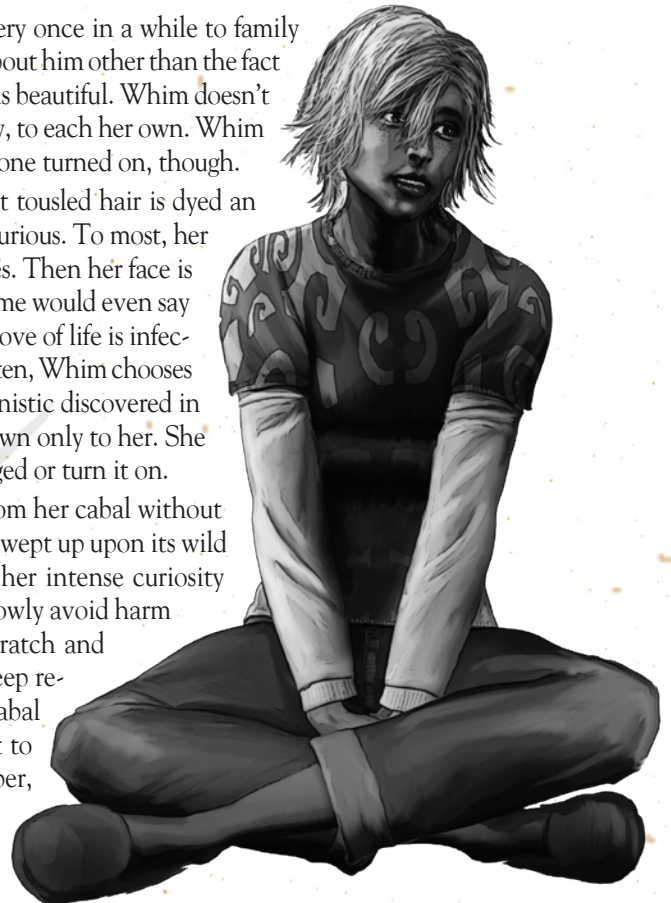
Background: Whim grew up in a small, one-traffic-light Ohio town. She was the middle child of five siblings. Although she was typically a very extroverted child, she’d escape from the noise of her family life, seeking solitude on long walks through miles of cornfields, pothole-riddled country roads and overgrown meadows. Her family rarely noticed when she left, and she rarely told them when she did. One rare occasion, Whim’s family went on vacation to Chicago. Walking through the heart of the city with its bright lights and ceaseless movement, Whim felt truly alive for the first time in her life. Shortly afterward she Awakened, dreaming of dark, twisting alleyways, colorful shop front displays and multitudes of people—so many people, all so different, yet all so connected.

Whim left home at the age of 18 to study sociology at Kent State University. While she would have preferred to attend a college in a larger town, Kent State had offered her a scholarship, and her family wasn’t wealthy enough to for her to be picky. There she met Iliaster. To Whim, he’s just about the best friend a girl could ask for, but that’s it. A friend. She secretly wonders every now and then if Iliaster still has a thing for her, but would really rather not open up that old can of worms.

Whim vaguely remembers Magellan coming around every once in a while to family reunions when she was a kid, but doesn’t remember much about him other than the fact that he talks a lot and laughs really loudly. His wife, Evita, is beautiful. Whim doesn’t get why Evita stays with a man nearly twice her age, but hey, to each her own. Whim does wish she’d quit bugging her about keeping her cell phone turned on, though.

Description: Whim is a petite young woman. Her short tousled hair is dyed an unnatural shade of turquoise, and her eyes are bright and curious. To most, her freckled face appears unremarkable, except when she smiles. Then her face is transformed from utterly common to lopsidedly pretty—some would even say beautiful. She moves quickly, with an impatient gait. Her love of life is infectious, inspiring to some and just plain irritating to others. Often, Whim chooses to dress in something brightly colored or bizarrely anachronistic discovered in a local thrift store, treasured for some aesthetic quality known only to her. She carries a cell phone, but perpetually forgets to keep it charged or turn it on.

Roleplaying Hints: Whim is prone to wandering off from her cabal without notice. She feels the pull of Fate, and allows herself to be swept up upon its wild path for the sheer joy of seeing where it leads. Though her intense curiosity often places her in dangerous situations, she tends to narrowly avoid harm on sheer luck alone, returning to her cabal without a scratch and wondering why everyone else is so alarmed. She feels a deep responsibility for her cousin, and is the only person in the cabal easily capable of tracking her down when she sneaks out to prowl the city in the night. Whim knows Brat’s got a temper, but she also feels her cousin is a good kid. Brat’s got a bright future ahead of her once she works through her anger.



MAGE™ THE AWAKENING

NAME: *Gwen Soelberg "Whim"* CONCEPT: *Fate's Pawn*

PATH: *Acanthus*

PLAYER:

VIRTUE: *Hope*

ORDER: *Mysterium*

CHRONICLE:

VICE: *Lust*

CABAL: *The Heirs of Ahnia*

ATTRIBUTES

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

SKILLS

MENTAL

(-3 unskilled)

<input type="checkbox"/> Rote Skill	Academics	●●●●●
<input type="checkbox"/>	Computer	●●●●●
<input type="checkbox"/>	Crafts	●●●●●
<input checked="" type="checkbox"/>	Investigation	●●●●●
<input type="checkbox"/>	Medicine	●●●●●
<input checked="" type="checkbox"/>	Occult	●●●●●
<input type="checkbox"/>	Politics	●●●●●
<input type="checkbox"/>	Science	●●●●●

<input type="checkbox"/> Rote Skill	Athletics	●●●●●
<input type="checkbox"/>	Brawl	●●●●●
<input type="checkbox"/>	Drive	●●●●●
<input type="checkbox"/>	Firearms	●●●●●
<input type="checkbox"/>	Larceny	●●●●●
<input type="checkbox"/>	Stealth	●●●●●
<input checked="" type="checkbox"/>	Survival	●●●●●
<input type="checkbox"/>	Weaponry	●●●●●

<input type="checkbox"/> Rote Skill	Animal Ken	●●●●●
<input type="checkbox"/>	Empathy	●●●●●
<input type="checkbox"/>	Expression	●●●●●
<input type="checkbox"/>	Intimidation	●●●●●
<input type="checkbox"/>	Persuasion	●●●●●
<input type="checkbox"/>	Socialize	●●●●●
<input type="checkbox"/>	Streetwise	●●●●●
<input type="checkbox"/>	Subterfuge	●●●●●

MERITS

Danger Sense	●●●●●
Dream	●●●●●
High Speech	●●●●●
Status (Mysterium)	●●●●●
	●●●●●
	●●●●●
	●●●●●

FLAWS

Size	5
Defense	3
Initiative Mod	6
Speed	10
Experience	

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

OTHER TRAITS

HEALTH	●●●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

WILLPOWER	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

MANA	□□□□□□□□□□□□□□
	□□□□□□□□□□□□□□

Points per turn: _____

GNOSIS	●●●●●●●●●●●●●●
WISDOM	●●●●●●●●●●●●●●

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

ARMOR

Type	Points
------	--------

PROTECTIVE SPELLS

Name	Points
<i>Fate's Protection</i>	3

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™

THE AWAKENING

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____

Brand: _____

DEDICATED MAGICAL TOOL

A perfectly balanced coin

Arcana Based Tools: _____

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots	Arcana	Name	Dice Pool	Page #
1	Fate	The Sybil's Sight		
1	Fate	Reading the Outmost Eddies		
2	Fate	The Perfect Moment		
2	Fate	Fate's Protection		

WEAPONS

Type	Damage	Range	Clip	Size	Special
------	--------	-------	------	------	---------

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
------	-------	-----------	------

EQUIPMENT

Type	Die Mod.
------	----------

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

_____ Numina _____ Cost _____

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Essence

□ □ □ □ □ □ □ □ □ □ □ □

NAME: Gwen Soelberg "Whim" CONCEPT: Fate's Pawn

PATH: Acanthus

PLAYER:

VIRTUE: Hope

ORDER: Mysterium

CHRONICLE:

VICE: Lust

CABAL: The Heirs of Ahnia

ATTRIBUTES

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

SKILLS

Rote Skill

<input type="checkbox"/>	Academics	●●●●●
<input type="checkbox"/>	Computer	●●●●●
<input type="checkbox"/>	Crafts	●●●●●
<input checked="" type="checkbox"/>	Investigation	●●●●●
<input type="checkbox"/>	Medicine	●●●●●
<input checked="" type="checkbox"/>	Occult	●●●●●
<input type="checkbox"/>	Politics	●●●●●
<input type="checkbox"/>	Science	●●●●●

Rote Skill

<input type="checkbox"/>	Athletics	●●●●●
<input type="checkbox"/>	Brawl	●●●●●
<input type="checkbox"/>	Drive	●●●●●
<input type="checkbox"/>	Firearms	●●●●●
<input type="checkbox"/>	Larceny	●●●●●
<input type="checkbox"/>	Stealth	●●●●●
<input checked="" type="checkbox"/>	Survival	●●●●●
<input type="checkbox"/>	Weaponry	●●●●●

Rote Skill

<input type="checkbox"/>	Animal Ken	●●●●●
<input type="checkbox"/>	Empathy	●●●●●
<input type="checkbox"/>	Expression	●●●●●
<input type="checkbox"/>	Intimidation	●●●●●
<input type="checkbox"/>	Persuasion	●●●●●
<input type="checkbox"/>	Socialize	●●●●●
<input type="checkbox"/>	Streetwise	●●●●●
<input type="checkbox"/>	Subterfuge	●●●●●

MERITS

Danger Sense	●●●●●
Dream	●●●●●
High Speech	●●●●●
Status (Mysterium)	●●●●●
	●●●●●
	●●●●●
	●●●●●

FLAWS

Size	5
Defense	3
Initiative Mod	6
Speed	10
Experience	33

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

OTHER TRAITS

HEALTH

●●●●●●●●●●●●●●●●
□□□□□□□□□□□□□□

WILLPOWER

●●●●●●●●●●●●●●
□□□□□□□□□□□□□□

MANA

□□□□□□□□□□□□
□□□□□□□□□□□□

Points per turn: _____

GNOSIS

●●●●●●●●●●●●●●

WISDOM

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

ARMOR

Type _____ Points _____

PROTECTIVE SPELLS

Name	Points
Fate's Protection	3

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____
Brand: _____

DEDICATED MAGICAL TOOL

A perfectly balanced coin

Arcana Based Tools: _____

EXPERIENCE

2

ARCANE EXPERIENCE

12

ROTES

Dots	Arcana	Name	Dice Pool	Page #
1	Fate	The Sybil's Sight		
1	Fate	Reading the Outmost Eddies		
2	Fate	The Perfect Moment		
2	Fate	Fate's Protection		

WEAPONS

Type	Damage	Range	Clip	Size	Special
------	--------	-------	------	------	---------

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
------	-------	-----------	------

EQUIPMENT

Type	Die Mod.
------	----------

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

_____ Numina _____ Cost _____

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

000000000000000000
□□□□□□□□□□□□□□

Willpower

0000000000000000
□□□□□□□□□□□□

Essence

□□□□□□□□□□□□

Caprice “Brat” Finch



Quotes: “What makes you think I give a fuck about what you think is best for me?”

“Whatever. I’m leaving. Don’t ask where I’m going, and don’t bother to wait up.”

“You can’t treat people like that! What gives you the right? Leave her alone right now, or I’ll kick your sorry ass!”

Virtue: Fortitude. Brat has a problem with authority figures, and an obstinate disregard for rules. A childish phase? Maybe, but it also gives her the strength and courage to stand up for her own beliefs in the face of great adversity.

Vice: Wrath. The death of a loved one is a difficult weight to bear. Since the death of her mother, Brat has been angry. She is angry at herself, angry at the people who should have died in her mother’s place, angry at God (if she even believes in Him anymore) and angry at the world. It always just beneath the surface, and she may lash out at others unpredictably.

Background: Like so many people these days, Brat is a child of divorce. Her father left when she was two years old, disappearing and leaving no contact information. She knows very little of the Finch side of her family, and was raised by her mother, Tabitha Finch, a respected Obrimos active in the Adamantine Arrow. A few years ago, Tabitha Finch died defending her daughter against a powerful child-stealing creature that had escaped from the Abyss. Brat never saw exactly what the thing was that killed her mother, having been told to hide in the closet when it attacked. From the cracked door, all she could see was something shadowy and incredibly fast. Members of the Adamantine Arrow arrived right after her mother’s death, seconds before the thing discovered her hiding place.

Shortly after her mother’s death, Brat hopped a bus to seek out Whim, her cousin, and her only other relative who was also a mage. Whim is the only family Brat has who has any possible way of relating to what she’s going through, and luckily she’s not too bad. Brat thinks she’s actually kind of cool most of the time, except when Whim tracks her down in the middle of the night and drags her back to bed.

Description: Brat is an eighteen year old with a chip on her shoulder. Aligning herself with the hosts of other teens who identify as anarchistic outcasts, Brat is fond of wearing large amounts of black and pseudo-worn T-shirts featuring punk bands to express her individuality. She has several piercings that her peers find “edgy,” most of which her mother would have never approved of if she’d been alive to protest. Brat wears her hair long and straight, dyed black with bright fire-engine red streaks. Around her neck (and under her clothes), she wears a silver chain strung with two golden wedding bands: a larger one that once belonged to her father, and a smaller one that her mother continued to wear until her death.

Roleplaying Hints: Brat is prone to fits of sullen stubbornness and sudden outbursts of anger. Evita keeps a sharp eye on her, but Brat often sneaks out at night to explore the city alone or commit petty acts of vandalism (usually graffiti) with friends. Although she might not admit it or show it very often, Brat has a deep admiration for her older cousin, Whim, one of the only people in her life whose opinion matters. Brat thinks Whim’s friend, Illiaster, looks like a girl, and it’s a little weird. Most of the time he ignores Brat, though, so she thinks he could be worse. She gets along fairly well with Magellan, but absolutely hate Evita, who she believes is trying to replace her mother.

Although moving to a new town has given Brat a somewhat fresh start, it’s possible that word of her various “artistic” acts of vandalism has followed her. Brat has been caught several times committing acts of petty vandalism (both by local Awakened and by Sleeper police, whose memories needed to be wiped in several of the most “creative” instances). She is probably most notorious for burning an extremely detailed pornographic motif in the Astroturf across the entire length of a local stadium.



MAGE™ THE AWAKENING

NAME: *Caprice Finch "Brat"*

CONCEPT: *Rebellious Teenager* PATH: *Obrimos*

PLAYER:

VIRTUE: *Fortitude*

ORDER:

CHRONICLE:

VICE: *Wrath*

CABAL: *The Heirs of Ahna*

ATTRIBUTES

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

SKILLS

MENTAL

(+3 unskilled)

<input type="checkbox"/> Academics	●●●●●
<input type="checkbox"/> Computer	●●●●●
<input type="checkbox"/> Crafts <i>Vandalism</i>	●●●●●
<input type="checkbox"/> Investigation	●●●●●
<input type="checkbox"/> Medicine	●●●●●
<input type="checkbox"/> Occult	●●●●●
<input type="checkbox"/> Politics	●●●●●
<input type="checkbox"/> Science	●●●●●

<input type="checkbox"/> Athletics	●●●●●
<input type="checkbox"/> Brawl	●●●●●
<input type="checkbox"/> Drive	●●●●●
<input type="checkbox"/> Firearms	●●●●●
<input type="checkbox"/> Larceny	●●●●●
<input type="checkbox"/> Stealth	●●●●●
<input type="checkbox"/> Survival	●●●●●
<input type="checkbox"/> Weaponry	●●●●●

<input type="checkbox"/> Animal Ken	●●●●●
<input type="checkbox"/> Empathy	●●●●●
<input type="checkbox"/> Expression	●●●●●
<input type="checkbox"/> Intimidation	●●●●●
<input type="checkbox"/> Persuasion	●●●●●
<input type="checkbox"/> Socialize	●●●●●
<input type="checkbox"/> Streetwise <i>Shortcuts</i>	●●●●●
<input type="checkbox"/> Subterfuge <i>Lying</i>	●●●●●

MERITS

Allies (<i>Street Peers</i>)	●●●●●
Contacts	●●●●●
(<i>Local Gangs</i>)	●●●●●
Fast Reflexes	●●●●●
Fleet of Foot	●●●●●
	●●●●●
	●●●●●

FLAWS

Notoriety	
Size	5
Defense	3
Initiative Mod	5
Speed	10
Experience	

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

OTHER TRAITS

HEALTH	●●●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

WILLPOWER	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

MANA	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

Points per turn: _____

GNOSIS	●●●●●●●●●●●●●●
WISDOM	●●●●●●●●●●●●●●

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

ARMOR

Type	Points
------	--------

PROTECTIVE SPELLS

Name	Points
<i>Unseen Shield</i>	3

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™

THE AWAKENING

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____

Brand: _____

DEDICATED MAGICAL TOOL

Tabitha Finch's gold wedding band

Arcana Based Tools: _____

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots	Arcana	Name	Dice Pool	Page #
1	Forces	Nightsight		
2	Forces	Unseen Shield		
3	Forces	Control Fire		

WEAPONS

Type	Damage	Range	Clip	Size	Special
------	--------	-------	------	------	---------

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
------	-------	-----------	------

EQUIPMENT

Type	Die Mod.
------	----------

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

_____ Numina _____ Cost _____

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Essence

□ □ □ □ □ □ □ □ □ □ □ □

NAME: *Caprice Finch "Brat"*

CONCEPT: *Rebellious Teenager* PATH: *Obrimos*

PLAYER:

VIRTUE: *Fortitude*

ORDER:

CHRONICLE:

VICE: *Wrath*

CABAL: *The Heirs of Ahna*

ATTRIBUTES

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

SKILLS

MENTAL

(+3 unskilled)

<input type="checkbox"/> Academics	●●●●●
<input type="checkbox"/> Computer	●●●●●
<input type="checkbox"/> Crafts <i>Vandalism</i>	●●●●●
<input type="checkbox"/> Investigation	●●●●●
<input type="checkbox"/> Medicine	●●●●●
<input type="checkbox"/> Occult	●●●●●
<input type="checkbox"/> Politics	●●●●●
<input type="checkbox"/> Science	●●●●●

<input type="checkbox"/> Athletics	●●●●●
<input type="checkbox"/> Brawl	●●●●●
<input type="checkbox"/> Drive	●●●●●
<input type="checkbox"/> Firearms	●●●●●
<input type="checkbox"/> Larceny	●●●●●
<input type="checkbox"/> Stealth	●●●●●
<input type="checkbox"/> Survival	●●●●●
<input type="checkbox"/> Weaponry	●●●●●

<input type="checkbox"/> Animal Ken	●●●●●
<input type="checkbox"/> Empathy	●●●●●
<input type="checkbox"/> Expression	●●●●●
<input type="checkbox"/> Intimidation	●●●●●
<input type="checkbox"/> Persuasion	●●●●●
<input type="checkbox"/> Socialize	●●●●●
<input type="checkbox"/> Streetwise <i>Shortcuts</i>	●●●●●
<input type="checkbox"/> Subterfuge <i>Lying</i>	●●●●●

OTHER TRAITS

MERITS

Allies (<i>Street Peers</i>)	●●●●●
Contacts	●●●●●
(<i>Local Gangs</i>)	●●●●●
Fast Reflexes	●●●●●
Fleet of Foot	●●●●●
	●●●●●
	●●●●●

FLAWS

Notoriety	
Size	5
Defense	3
Initiative Mod	5
Speed	10
Experience	34

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

HEALTH

●●●●●●●●●●●●●●●●
□□□□□□□□□□□□□□

WILLPOWER

●●●●●●●●●●●●●●
□□□□□□□□□□□□□□

MANA

□□□□□□□□□□□□□□
■□□□□□□□□□□□□□

Points per turn: _____

GNOSIS

●○○○○○○○○○○○○○○

WISDOM

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

ARMOR

Type	Points
------	--------

PROTECTIVE SPELLS

Name	Points
<i>Unseen Shield</i>	3

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____

Brand: _____

DEDICATED MAGICAL TOOL

Tabitha Finch's gold wedding band

Arcana Based Tools: _____

EXPERIENCE

1

ARCANE EXPERIENCE

12

ROTES

Dots Arcana Name Dice Pool Page #

1	Forces	Nightsight		
2	Forces	Unseen Shield		
3	Forces	Control Fire		
3	Forces	Personal Invisibility		
2	Prime	Magic Shield		

WEAPONS

Type Damage Range Clip Size Special

ENCHANTED ITEMS

Type Power Dice Pool Mana

EQUIPMENT

Type Die Mod.

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

Numina Cost

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

000000000000000000
□□□□□□□□□□□□□□

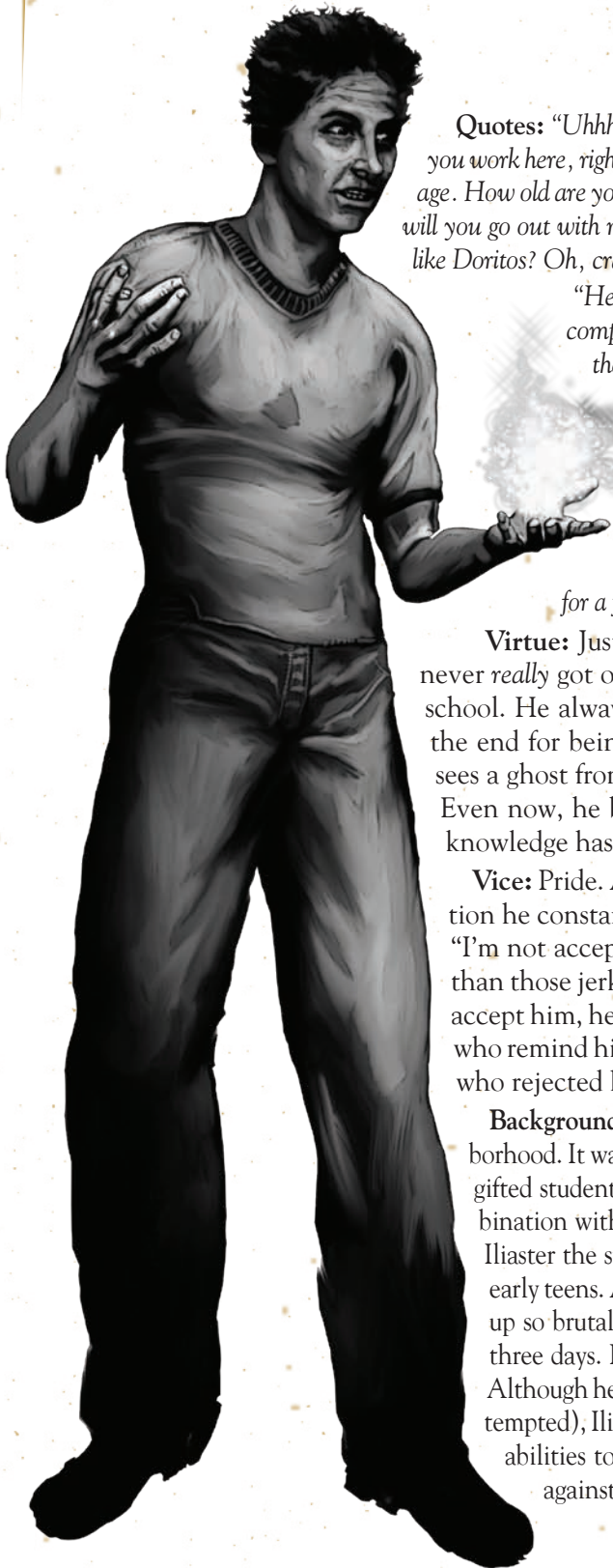
Willpower

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Essence

□ □ □ □ □ □ □ □ □ □

Jonathan "Iliaster" Dalton



Quotes: "Uhhh... Hey, there. Your nametag says your name is Veronica. So, you work here, right? You have very small pores. That's unusual in a woman your age. How old are you? I'm guessing around 40? Oh. You're 36. Weird. Anyway, will you go out with me? Oh, OK. I'll just have this bag of Doritos, then. Do you like Doritos? Oh, crap. I think I left my wallet in my other pair of khakis."

"Hey, check it out. I used that tass we found to make this new compound. It's kinda like LSD, but it's got some tass in it, so theoretically it'll fuck you up and restore your mana, get this, at the same time. I'm not exactly sure what we can use it for, but isn't it cool? I've heard that in certain studies... What? No, you can't have any!"

"What explosion? There wasn't any explosion. You must have heard them demolishing that old hospital a few blocks over. By the way, I'd appreciate it if you didn't go down to the basement for a few days. I'm working on a very sensitive experiment...."

Virtue: Justice. Even though he's well into his twenties, Iliaster never really got over being bullied throughout middle school and high school. He always knew, though, that those guys would get theirs in the end for being such assholes to people, and smirks every time he sees a ghost from his past working a fast-food drive-through window. Even now, he believes that no wrong will go unpunished, and that knowledge has always been a source of strength for him.

Vice: Pride. As a self-defensive mechanism in response to the rejection he constantly faced from his peers, Iliaster began to tell himself "I'm not accepted because I'm different, smart — *special*. I'm better than those jerks." Although he's friendly and likeable to people who accept him, he has a tendency to be unduly condescending to people who remind him of grown-up versions of the popular kids — the ones who rejected him, bullied him up and made his life miserable.

Background: Iliaster grew up in a small, middle-class suburban neighborhood. It was clear from a very young age that Iliaster was an incredibly gifted student, especially so in science and mathematics. That, in combination with his scrawny and somewhat effeminate appearance, made Iliaster the subject of classroom ridicule throughout his childhood and early teens. After breaking the curve one too many times, he was beaten up so brutally by a school bully that his needed to be hospitalized for three days. He Awakened while tossing feverishly in his hospital bed. Although he never sunk to his antagonist's level (although he was sorely tempted), Iliaster did find some satisfaction in covertly use his newfound abilities to rattle his attacker a bit before getting a restraining order against the bully.

A whole new world opened up to Iliaster when he went to college and began working with the Mysterium. He made friends with other mages, including his future cabal-mates Whim and her cousin Brat (although he does think that Brat needs a serious attitude adjustment). Initially, he was interested in a romantic relationship with Whim, but she did not return his affection in the same way, and the two went through a very rough patch in their friendship. Iliaster got over it for the most part, but he occasionally continues to feel a twinge of jealousy when Whim expresses interest in other men. He would never again risk his losing his friendship with her, however, so he keeps it to himself, overcompensating by frequently hitting awkwardly on other young woman.

Description: Iliaster is tall and thin with somewhat effeminate features. Although he is primarily of Caucasian descent, his dark, almond-shaped eyes appear almost Asian, and his nose is long, sharp and thin. Iliaster's hair is a thick, wavy brown, and it sticks up strangely if allowed to grow out from his typically shortly-cut style. He wears thin, wire framed glasses and is most comfortable in a pair of old jeans and a T-shirt.

Roleplaying Hints: Iliaster opens up fully only around his cabal and people who know him well. When he feels comfortable, he's very talkative and tends to go on about his various magical discoveries and experiments at great length and with great furor. Around people he's just getting to know, he is typically friendly, but almost comically awkward when attempting to initiate conversation. He is cold toward bullies, speaking down to them with obvious contempt.

He gets along fairly well with Magellan, and although Iliaster thinks he can be rather long-winded at times, he also thinks Magellan has some very interesting stories to tell. He thinks Evita is beautiful and can't seem to speak to her without making an ass of himself.

MAGE™ THE AWAKENING

NAME: Jonathan Dalton "Iliaster" CONCEPT: *Socially Awkward Outcast*

PATH: Moros

PLAYER:

VIRTUE: Justice

ORDER: *Mysterium*

CHRONICLE:

VICE: *Pride*

CABAL: *The Heirs of Ahna*

ATTRIBUTES

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

SKILLS

MENTAL

(3 unskilled)

<input type="checkbox"/> Academics	●●●●●
<input type="checkbox"/> Computer	●●●●●
<input type="checkbox"/> Crafts	●●●●●
<input checked="" type="checkbox"/> Investigation <i>Experiments</i>	●●●●●
<input type="checkbox"/> Medicine	●●●●●
<input checked="" type="checkbox"/> Occult <i>Alchemical Lore</i>	●●●●●
<input type="checkbox"/> Politics	●●●●●
<input type="checkbox"/> Science <i>Chemistry</i>	●●●●●

<input type="checkbox"/> Athletics	●●●●●
<input type="checkbox"/> Brawl	●●●●●
<input type="checkbox"/> Drive	●●●●●
<input type="checkbox"/> Firearms	●●●●●
<input type="checkbox"/> Larceny	●●●●●
<input type="checkbox"/> Stealth	●●●●●
<input checked="" type="checkbox"/> Survival	●●●●●
<input type="checkbox"/> Weaponry	●●●●●

<input type="checkbox"/> Animal Ken	●●●●●
<input type="checkbox"/> Empathy	●●●●●
<input type="checkbox"/> Expression	●●●●●
<input type="checkbox"/> Intimidation	●●●●●
<input type="checkbox"/> Persuasion	●●●●●
<input type="checkbox"/> Socialize	●●●●●
<input type="checkbox"/> Streetwise	●●●●●
<input type="checkbox"/> Subterfuge	●●●●●

MERITS

eidetic Memory	●●●●●
Encyclopedic Knowledge	●●●●●
High Speech	●●●●●
Status (Mysterium)	●●●●●
	●●●●●
	●●●●●
	●●●●●

FLAWS

Size	5
Defense	2
Initiative Mod	5
Speed	9
Experience	

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

OTHER TRAITS

HEALTH	●●●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

WILLPOWER	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

MANA	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

Points per turn: _____

GNOSIS	●●●●●●●●●●●●●●
WISDOM	●●●●●●●●●●●●●●

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

ARMOR

Type	Points

PROTECTIVE SPELLS

Name	Points
Unseen Aegis	3

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™

THE AWAKENING

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____

Brand: _____

DEDICATED MAGICAL TOOL

A Small Lead Toy Soldier

Arcana Based Tools: _____

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots Arcana Name Dice Pool Page #

1 Matter Find the Hidden Hoard

2 Matter Unseen Regis

3 Matter Transmute Earth

WEAPONS

Type Damage Range Clip Size Special

ENCHANTED ITEMS

Type Power Dice Pool Mana

EQUIPMENT

Type Die Mod.

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

Numina Cost

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

000000000000000000
□□□□□□□□□□□□□□□□

Willpower

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Essence

□ □ □ □ □ □ □ □ □ □

NAME: Jonathan Dalton "Iliaster" CONCEPT: Socially Awkward Outcast

PATH: Moros

PLAYER:

VIRTUE: Justice

ORDER: Mystorium

CHRONICLE:

VICE: Pride

CABAL: The Heirs of Ahna

ATTRIBUTES

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

SKILLS

Rote Skill

<input type="checkbox"/>	Academics	●●●●●
<input type="checkbox"/>	Computer	●●●●●
<input type="checkbox"/>	Crafts	●●●●●
<input checked="" type="checkbox"/>	Investigation <i>Experiments</i>	●●●●●
<input type="checkbox"/>	Medicine	●●●●●
<input checked="" type="checkbox"/>	Occult <i>Alchemical Lore</i>	●●●●●
<input type="checkbox"/>	Politics	●●●●●
<input type="checkbox"/>	Science <i>Chemistry</i>	●●●●●

Rote Skill

<input type="checkbox"/>	Athletics	●●●●●
<input type="checkbox"/>	Brawl	●●●●●
<input type="checkbox"/>	Drive	●●●●●
<input type="checkbox"/>	Firearms	●●●●●
<input type="checkbox"/>	Larceny	●●●●●
<input type="checkbox"/>	Stealth	●●●●●
<input checked="" type="checkbox"/>	Survival	●●●●●
<input type="checkbox"/>	Weaponry	●●●●●

Rote Skill

<input type="checkbox"/>	Animal Ken	●●●●●
<input type="checkbox"/>	Empathy	●●●●●
<input type="checkbox"/>	Expression	●●●●●
<input type="checkbox"/>	Intimidation	●●●●●
<input type="checkbox"/>	Persuasion	●●●●●
<input type="checkbox"/>	Socialize	●●●●●
<input type="checkbox"/>	Streetwise	●●●●●
<input type="checkbox"/>	Subterfuge	●●●●●

MERITS

Edict Memory	●●●●●
Encyclopedic Knowledge	●●●●●
High Speech	●●●●●
Status (Mystorium)	●●●●●
	●●●●●
	●●●●●
	●●●●●

FLAWS

Size	5
Defense	2
Initiative Mod	5
Speed	9
Experience	34

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

OTHER TRAITS

HEALTH

●●●●●●●●●●●●●●●●

WILLPOWER

●●●●●●●●●●●●●●●●

MANA

●●●●●●●●●●●●●●●●

Points per turn: _____

GNOSIS

●●●●●●●●●●●●●●●●

WISDOM

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

ARMOR

Type	Points

PROTECTIVE SPELLS

Name	Points
Unseen Aegis	3

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____

Brand: _____

DEDICATED MAGICAL TOOL

A Small Lead Toy Soldier

Arcana Based Tools: _____

EXPERIENCE

1

ARCANE EXPERIENCE

12

ROTES

Dots Arcana Name Dice Pool Page #

1	Matter	Find the Hidden Hoard		
2	Matter	Unseen Aegis		
3	Matter	Transmute Earth		
2	Death	Decay		

WEAPONS

Type Damage Range Clip Size Special

ENCHANTED ITEMS

Type Power Dice Pool Mana

EQUIPMENT

Type Die Mod.

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

Numina Cost

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

00000000000000000000
□□□□□□□□□□□□□□□□

Willpower

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Essence

□ □ □ □ □ □ □ □ □ □

Trent “Magellan” Everest



Quotes: “Look at you, Whim. I haven’t seen you since you were nine years old. Do you still like camels? Boy, oh, boy, do I have a story for you. Once, when I was called into Egypt to help deal with this nasty sandstorm spirit....”

“Aw, sassy pants, don’t leave! It’s not what you think. I just thought she was wearing a pretty necklace. And with our anniversary coming up and all, and me trying to think of gift ideas, well — Really, you know you’re the only girl for me, lovey bumpers!”

“All right, everybody, get back. I’m about to unleash hell on this guy.”

Virtue: Charity. Trent is always willing to help a friend (or even a stranger) in need, and he will do so both willingly and gladly, especially if the person in need happens to be a pretty younger woman.

Vice: Gluttony. Magellan is easily distracted by a pretty face. He greatly enjoys pleasant conversation with beautiful women of all shapes and sizes, a fact that occasionally causes tension between Evita and himself.

Background: Trent Everest is a close friend of the Soelberg family, a bond that stemmed from a childhood friendship with Elias Soelberg. The two grew up in the same neighborhood, and remained close until Magellan left to travel the world while Elias chose to attend college. The two kept in touch occasionally throughout the years, but grew further and further apart as Magellan continued to wander and Elias became increasingly secretive and introverted.

Magellan is a member of the Adamantine Arrow. Since becoming involved with the order, he has used his mastery of the Space Arcanum to travel the world, providing aid in foreign countries against various magical threats. On a mission in Mexico, he met and fell in love with his wife.

Description: Magellan is a huge man in his mid-fifties. He is over seven feet tall, with broad, muscular shoulders, and a wide, pleasant face. His head is clean-shaven to hide his receding hairline and make him appear younger than he is. Magellan typically has a few days growth of stubble on his chin, which does nothing to detract from his rugged good looks. His eyes, surrounded by small laugh-lines, are a startlingly bright blue, and he smiles easily and often.

Roleplaying Hints: Magellan loves everyone unless they give him a reason not to. He's generally very genial and prone to telling jokes and long-winded tales of his adventures around the world. Those who threaten the people he cares about, however, see another side of him. In those situations, he unleashes all of the magical and physical powers at his command if he finds it necessary to do so. He adores his wife with all his heart, despite his tendency to be a shameless flirt.

Magellan knew Brat's mother, Tabitha Finch, and has noticed the strong mother-daughter resemblance. However, he talks about her rarely and feels that if he mentions Tabitha to Brat, he'll just upset her.



MAGE™ THE AWAKENING

NAME: Trent Everest "Magellan" CONCEPT: Charismatic Globetrotter

PLAYER: VIRTUE: Charity

CHRONICLE: VICE: Gluttony

PATH: Mastigos

ORDER: Adamantine Arrow

CABAL: The Heirs of Ahna

ATTRIBUTES

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

SKILLS

MENTAL

(+3 unskilled)

<input type="checkbox"/> Academics	00000
<input type="checkbox"/> Computer	00000
<input type="checkbox"/> Crafts	00000
<input type="checkbox"/> Investigation	●●●●●
<input checked="" type="checkbox"/> Medicine	00000
<input type="checkbox"/> Occult	●●●●●
<input type="checkbox"/> Politics <i>International Diplomacy</i>	●●●●●
<input type="checkbox"/> Science	00000

<input checked="" type="checkbox"/> Athletics	●●●●●
<input type="checkbox"/> Brawl <i>Boxing</i>	●●●●●
<input type="checkbox"/> Drive	00000
<input type="checkbox"/> Firearms	●●●●●
<input type="checkbox"/> Larceny	00000
<input type="checkbox"/> Stealth	00000
<input type="checkbox"/> Survival	●●●●●
<input type="checkbox"/> Weaponry	●●●●●

<input type="checkbox"/> Animal Ken	00000
<input type="checkbox"/> Empathy	00000
<input type="checkbox"/> Expression	00000
<input checked="" type="checkbox"/> Intimidation	●●●●●
<input type="checkbox"/> Persuasion	●●●●●
<input type="checkbox"/> Socialize <i>Telling Stories</i>	●●●●●
<input type="checkbox"/> Streetwise	00000
<input type="checkbox"/> Subterfuge	●●●●●

MERITS

Allies	
(International Diplomat)	●●●●●
Fighting Style (Boxing)	●●●●●
Giant	●●●●●
High Speech	●●●●●
Status	
(Adamantine Arrow)	●●●●●
	00000

FLAWS

Size	6
Defense	2
Initiative Mod	5
Speed	10
Experience	

ARCANA

Death	00000
Fate	00000
Forces	00000
Life	00000
Matter	00000
Mind	●●●●●
Prime	00000
Space	●●●●●
Spirit	●●●●●
Time	00000

OTHER TRAITS

HEALTH	●●●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

WILLPOWER	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

MANA	□□□□□□□□□□□□□□
	■□□□□□□□□□□□□□

Points per turn: _____

GNOSIS	●●●●●●●●●●●●●●
WISDOM	

10	_____	0
9	_____	0
8	_____	0
7	_____	●
6	_____	●
5	_____	●
4	_____	●
3	_____	●
2	_____	●
1	_____	●

ARMOR

Type	Points
------	--------

PROTECTIVE SPELLS

Name	Points
Untouchable	3

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™

THE AWAKENING

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____

Brand: _____

DEDICATED MAGICAL TOOL

A Polished Brass Disk

Arcana Based Tools: _____

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots Arcana Name Dice Pool Page #

1	Space	Awareness		
2	Space	Untouchable		
3	Space	Ranged Blow		

WEAPONS

Type Damage Range Clip Size Special

ENCHANTED ITEMS

Type Power Dice Pool Mana

EQUIPMENT

Type Die Mod.

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

_____ Numina Cost

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Essence

□ □ □ □ □ □ □ □ □ □ □ □

MAGE THE AWAKENING

Seasoned Character

NAME: Trent Everest "Magellan" CONCEPT: Charismatic Globetrotter

PLAYER: VIRTUE: Charity

CHRONICLE: VICE: Gluttony

PATH: Mastigos

ORDER: Adamantine Arrow

CABAL: The Heirs of Ahna

ATTRIBUTES

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

SKILLS

MENTAL

(+3 unskilled)

<input type="checkbox"/> Academics	00000
<input type="checkbox"/> Computer	00000
<input type="checkbox"/> Crafts	00000
<input type="checkbox"/> Investigation	●●●●●
<input checked="" type="checkbox"/> Medicine	00000
<input type="checkbox"/> Occult	●●●●●
<input type="checkbox"/> Politics <i>International Diplomacy</i>	●●●●●
<input type="checkbox"/> Science	00000

<input checked="" type="checkbox"/> Athletics	●●●●●
<input type="checkbox"/> Brawl <i>Boxing</i>	●●●●●
<input type="checkbox"/> Drive	00000
<input type="checkbox"/> Firearms	●●●●●
<input type="checkbox"/> Larceny	00000
<input type="checkbox"/> Stealth	00000
<input type="checkbox"/> Survival	●●●●●
<input type="checkbox"/> Weaponry	●●●●●

<input type="checkbox"/> Animal Ken	00000
<input type="checkbox"/> Empathy	00000
<input type="checkbox"/> Expression	00000
<input checked="" type="checkbox"/> Intimidation	●●●●●
<input type="checkbox"/> Persuasion	●●●●●
<input type="checkbox"/> Socialize <i>Telling Stories</i>	●●●●●
<input type="checkbox"/> Streetwise	00000
<input type="checkbox"/> Subterfuge	●●●●●

MERITS

Allies	
(International Diplomat)	●●●●●
Fighting Style (Boxing)	●●●●●
Giant	●●●●●
High Speech	●●●●●
Status	
(Adamantine Arrow)	●●●●●
	00000

FLAWS

Size	6
Defense	2
Initiative Mod	5
Speed	10
Experience	34

ARCANA

Death	00000
Fate	00000
Forces	00000
Life	00000
Matter	00000
Mind	●●●●●
Prime	00000
Space	●●●●●
Spirit	●●●●●
Time	00000

OTHER TRAITS

HEALTH	●●●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

WILLPOWER	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

MANA	□□□□□□□□□□□□□□
	■□□□□□□□□□□□□□

Points per turn: _____

GNOSIS	●●●●●●●●●●●●●●
WISDOM	●●●●●●●●●●●●●●

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

ARMOR

Type	Points
------	--------

PROTECTIVE SPELLS

Name	Points
Untouchable	3

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____

Brand: _____

DEDICATED MAGICAL TOOL

A Polished Brass Disk

Arcana Based Tools: _____

EXPERIENCE

1

ARCANE EXPERIENCE

12

ROTES

Dots	Arcana	Name	Dice Pool	Page #
1	Space	Awareness		
2	Space	Untouchable		
3	Space	Ranged Blow		

WEAPONS

Type	Damage	Range	Clip	Size	Special
------	--------	-------	------	------	---------

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana
------	-------	-----------	------

EQUIPMENT

Type	Die Mod.
------	----------

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

Numina _____ Cost _____

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

000000000000000000
□□□□□□□□□□□□□□

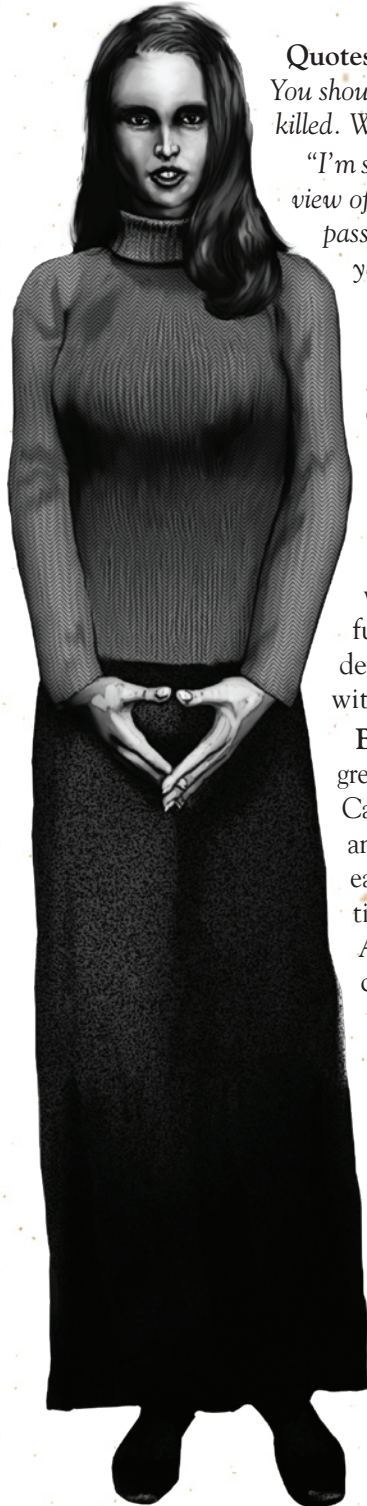
Willpower

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Essence

□ □ □ □ □ □ □ □ □ □

Myria "Evita" Perez-Everest



Quotes: *"Whim, I called you seven times, but you didn't answer your phone. You shouldn't wander off alone at night in the city. You're likely to get yourself killed. We were so worried about you!"*

"I'm sorry, Trent darling. I don't mean to obscure what is surely a spectacular view of our waitress's cleavage, but I was wondering if you might be able to pass me my coat. I'm going home, and I'm taking the car. Surely finding your way back alone won't be a problem."

"Happy birthday, Caprice! I know you don't want people to make a big fuss over your special day, but I got you a gift. It's not much, just a new sweater, but I thought maybe you might like to add a little color to your wardrobe."

Virtue: Temperance. Evita knows when to pick her fights. Life has taught her not to sweat the small stuff, and as such, she exudes an aire of calm rationality, even during times of great peril.

Vice: Envy. Evita is well aware of her husband's wandering eyes when it comes to young women, and although she is still a beautiful woman, she is not as young as she once was. Her typically warm demeanor can turn suddenly cold if she catches Magellan flirting with younger women, even if she knows it's harmless.

Background: Evita Perez was born and raised in San Antonio, Texas. She grew up in an upper-middle class neighborhood, and has a younger brother, Carlos. Carlos was diagnosed with a rare form of leukemia at an early age, and Evita remained by his side and cared for her brother as he endured each new painful test to battle the disease. It was perhaps her determination to care for her brother throughout his long illness that induced her Awakening. Evita's mastery of the Life Arcanum gave her the ability to cleanse his body of the cancer entirely, and Carlos regained his strength with a great appreciation for the love of his sibling and for the miracle that had given him back what the cancer had taken away.

Evita met and fell in love with Magellan while visiting relatives in Guadalajara in celebration of the Day of the Dead. She went to decorate the gravesite of her great-grandmother and walked directly into the crossfire of a magical duel between Magellan and a particularly sadistic Banisher in a small cemetery off the beaten path. She was only mildly injured as a result, thanks to the swift action of Magellan physically placing himself between her and harm's way. Magellan, however, was severely injured, and the Banisher took the opportunity to escape. Evita healed the fallen mage, impressed by his act of heroism. The two quickly fell into an intense romantic relationship, and were married several months later.

Description: In her mid-thirties, Evita Perez-Everest is a startlingly beautiful Mexican-American woman with long, luxurious brown hair and creamy coffee-colored skin. She moves with the easy grace of a practiced dancer. She rarely feels the need to enhance her appearance by wearing heavy makeup or fancy clothing, typically choosing something loose and woven from soft, natural fibers. She is soft-spoken and kind, and wears a subtle perfume that smells sweetly of flowering jasmine. Evita is bilingual, having grown up in a Spanish-speaking household but attending a primarily English-speaking school. She speaks English with a slight Texan drawl.

Roleplaying Hints: Despite being a member of the Adamantine Arrow, Evita does not use much offensive magic, preferring to act in support and defense of her cabal-mates. People who have just met Evita are often captivated by her beauty and disarmed by her non-threatening, kind nature. Her well-meaning attempts to act as a something like a mother figure occasionally irritate Whim (who doesn't understand Evita's concern when she wanders off alone) and often infuriates Brat (who still mourns the loss of her own mother).



MAGE™ THE AWAKENING

NAME: *Myria Perez-Everest "Evita"* CONCEPT: *Mother to All* PATH: *Thyrus*

PLAYER:

VIRTUE: *Temperance*

ORDER: *Adamantine Arrow*

CHRONICLE:

VICE: *Pride*

CABAL: *The Heirs of Ahna*

ATTRIBUTES

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

SKILLS

MENTAL

(3 unskilled)

<input type="checkbox"/> Academics	●●●●●
<input type="checkbox"/> Computer	●●●●●
<input type="checkbox"/> Crafts	●●●●●
<input type="checkbox"/> Investigation	●●●●●
<input checked="" type="checkbox"/> Medicine <i>Field Medicine</i>	●●●●●
<input type="checkbox"/> Occult	●●●●●
<input type="checkbox"/> Politics	●●●●●
<input type="checkbox"/> Science	●●●●●

<input checked="" type="checkbox"/> Athletics <i>graceful Moves</i>	●●●●●
<input type="checkbox"/> Brawl	●●●●●
<input type="checkbox"/> Drive	●●●●●
<input type="checkbox"/> Firearms	●●●●●
<input type="checkbox"/> Larceny	●●●●●
<input type="checkbox"/> Stealth	●●●●●
<input type="checkbox"/> Survival	●●●●●
<input type="checkbox"/> Weaponry	●●●●●

<input type="checkbox"/> Animal Ken	●●●●●
<input type="checkbox"/> Empathy <i>Lies</i>	●●●●●
<input type="checkbox"/> Expression	●●●●●
<input checked="" type="checkbox"/> Intimidation	●●●●●
<input type="checkbox"/> Persuasion	●●●●●
<input type="checkbox"/> Socialize	●●●●●
<input type="checkbox"/> Streetwise	●●●●●
<input type="checkbox"/> Subterfuge	●●●●●

MERITS

Allies (Family)	●●●●●
High Speech	●●●●●
Meditative Mind	●●●●●
Status	●●●●●
(Adamantine Arrow)	●●●●●
Striking Looks	●●●●●
	●●●●●
	●●●●●

FLAWS

Size	5
Defense	2
Initiative Mod	5
Speed	10
Experience	

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

OTHER TRAITS

HEALTH	●●●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

WILLPOWER	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

MANA	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

Points per turn: _____

GNOSIS	●●●●●●●●●●●●●●
WISDOM	●●●●●●●●●●●●●●

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

ARMOR

Type	Points

PROTECTIVE SPELLS

Name	Points
<i>Organic Resilience</i>	3

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

MAGE™

THE AWAKENING

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____

Brand: _____

DEDICATED MAGICAL TOOL

A Carved Wooden Lizard

Arcana Based Tools: _____

EXPERIENCE

ARCANE EXPERIENCE

ROTES

Dots Arcana Name Dice Pool Page #

1	Spirit	Second Sight		
2	Life	Organic Resilience		
3	Life	Healing Heart		

WEAPONS

Type Damage Range Clip Size Special

ENCHANTED ITEMS

Type Power Dice Pool Mana

EQUIPMENT

Type Die Mod.

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

Numina Cost

Power: _____

Finesse: _____

Resistance: _____ Ban: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Essence

□ □ □ □ □ □ □ □ □ □ □ □

NAME: *Myria Perez-Everest "Evita"* CONCEPT: *Mother to All* PATH: *Thyrus*

PLAYER:

VIRTUE: *Temperance*

ORDER: *Adamantine Arrow*

CHRONICLE:

VICE: *Pride*

CABAL: *The Heirs of Ahna*

ATTRIBUTES

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

SKILLS

MENTAL

(3 unskilled)

<input type="checkbox"/> Academics	●●●●●
<input type="checkbox"/> Computer	●●●●●
<input type="checkbox"/> Crafts	●●●●●
<input type="checkbox"/> Investigation	●●●●●
<input checked="" type="checkbox"/> Medicine <i>Field Medicine</i>	●●●●●
<input type="checkbox"/> Occult	●●●●●
<input type="checkbox"/> Politics	●●●●●
<input type="checkbox"/> Science	●●●●●

<input checked="" type="checkbox"/> Athletics <i>graceful Moves</i>	●●●●●
<input type="checkbox"/> Brawl	●●●●●
<input type="checkbox"/> Drive	●●●●●
<input type="checkbox"/> Firearms	●●●●●
<input type="checkbox"/> Larceny	●●●●●
<input type="checkbox"/> Stealth	●●●●●
<input type="checkbox"/> Survival	●●●●●
<input type="checkbox"/> Weaponry	●●●●●

<input type="checkbox"/> Animal Ken	●●●●●
<input type="checkbox"/> Empathy <i>Lies</i>	●●●●●
<input type="checkbox"/> Expression	●●●●●
<input checked="" type="checkbox"/> Intimidation	●●●●●
<input type="checkbox"/> Persuasion	●●●●●
<input type="checkbox"/> Socialize	●●●●●
<input type="checkbox"/> Streetwise	●●●●●
<input type="checkbox"/> Subterfuge	●●●●●

MERITS

Allies (Family)	●●●●●
High Speech	●●●●●
Meditative Mind	●●●●●
Status	●●●●●
(Adamantine Arrow)	●●●●●
Striking Looks	●●●●●
	●●●●●
	●●●●●

FLAWS

Size	5
Defense	2
Initiative Mod	5
Speed	10
Experience	32

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Space	●●●●●
Spirit	●●●●●
Time	●●●●●

OTHER TRAITS

HEALTH	●●●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

WILLPOWER	●●●●●●●●●●●●●●
	□□□□□□□□□□□□□□

MANA	□□□□□□□□□□□□□□
	■□□□□□□□□□□□□□

Points per turn: _____

GNOSIS	●●●●●●●●●●●●●●
WISDOM	●●●●●●●●●●●●●●

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

ARMOR

Type	Points
Organic Resilience	3

PROTECTIVE SPELLS

Name	Points
Organic Resilience	3

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

ACTIVE SPELLS

Max = Gnosis +3

SPELLS CAST

UPON SELF

Spell tolerance = Stamina;
-1 dice per extra spell)

NIMBUS

PARADOX MARKS

Bedlam: _____

Brand: _____

DEDICATED MAGICAL TOOL

A Carved Wooden Lizard

Arcana Based Tools: _____

EXPERIENCE

3

ARCANE EXPERIENCE

0

ROTES

Dots Arcana Name Dice Pool Page #

1	Spirit	Second Sight		
2	Life	Organic Resilience		
3	Life	Healing Heart		
1	Life	Cleanse the Body		
1	Life	Sense Life		

WEAPONS

Type Damage Range Clip Size Special

ENCHANTED ITEMS

Type Power Dice Pool Mana

EQUIPMENT

Type Die Mod.

FAMILIAR

Type: _____ Size: _____

Description: _____ Influence: _____

_____ Numina Cost

Power: _____

Finesse: _____

Resistance: _____

Skills: _____

Initiative: _____

Defense: _____

Speed: _____

Corpus/Health

00000000000000000000
□□□□□□□□□□□□□□□□

Willpower

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Essence

□ □ □ □ □ □ □ □ □ □

Storytelling for the Cabal

The most obvious starting place with using this cabal in your chronicle is the Ahna estate itself. It's an old mansion set wherever makes the most sense for your chronicle. It makes a great Sanctum for the cabal (Sanctum Size •••• at least) that they can invest Merit dots into as they progress. If the player characters want to keep the estate but don't have the experience points to invest in Merits just yet, you can run a short story of them finding the elements they need to make their new home habitable – moving and acquiring books for their Library, using Prime magic to awaken a Hallow, uncovering hidden spells that add to the Sanctum Security, and so on. Alternatively, the estate might be of secondary concern to the cabal. Use or ignore the house as needed.

The estate need not remain the focus of the cabal once they arrive in the new city — if desired, you can leave out the will's warning of “unexpected difficulties” and allow the cabal to reach their new home without a struggle. The warning, however, presents many potential Storytelling opportunities. The Ahna estate may present a challenge to the characters by containing any number of magical traps, hidden compartments, experiments gone wrong or loose supernatural creatures. Perhaps there is something unusually powerful hidden within the house that an unknown adversary covets.

As a newly formed cabal headed into unknown territory and having little idea of what to expect when they arrive, the Heirs of Ahna as they exist at the moment have equal potential to join closer together as a long-term cabal or to dissolve back into their own separate lives. Each character has a build in reason to remain with the Ahna estate, go their own way or form into a new cabal entirely, allowing you an easy means of adding or removing players to the group.

In addition, none of the five have ever visited the estate; not even Magellan, one of the few to whom the mysterious Elias Soelberg entrusted the location. The Heirs of Ahna have no idea what to expect upon arrival. Will the five members of the newly formed cabal grow closer together during the story? What will they find when they arrive at the estate? What “unexpected difficulties” was Elias Soelberg ominously referring to in his last will and testament?

The group, as it stands, has no real leader, and main power lies divided between Whim (as heir-ess to the estate) and Magellan (who has more overall experience). The issue of who gets to lead the cabal, if they choose to remain together, may become a point of debate among members.

Using Lines of Power

The Heirs of Ahna can easily be used in conjunction with the **Lines of Power** SAS. The experienced characters are within the range suggested for the adventure (though it's best if they don't try a toe-to-toe fight with the Tellurians), and the cabal's initial goal to find the Ahna estate fits seamlessly with the theme of **Lines of Power** of finding and fighting for a place to call home. The characters may arrive at the estate expecting the worst due to Elias' cryptic warning of “unexpected difficulties,” and finding only a Potency 4 Hide Space spell (p. 244 of **Mage: The Awakening**) protecting their new home. Just when they are getting settled in, the Tellurians swoop in and seize the estate from the Heirs. The story may continue as it is described within the SAS, or two stories may be woven together leading to new questions. Were the Tellurians the real “unexpected difficulties” that Elias Soelberg mentioned in his will? Were they somehow involved in his death?

Removing Characters

While the removal of any character may temporarily disrupt the dynamics of the group, the shift of power can become balanced once more as the characters adapt to the change. Significant conflict exists between members of the cabal, giving each character reason to leave at any point during a story. To remove members, here are a number of possible conflicts or hooks that could cause each member to leave the group, temporarily or permanently.

- **Whim:** Whim is truly Fate's pawn, and she is the one character in the group who could leave at any moment, with absolutely no warning and without giving any reason to the rest of the cabal. She may have found an irresistible thread of Fate to follow, or her luck may have simply run out after she trusted in Fate one too many times.

• **Brat:** Brat is rebellious by nature. She may be detained for her crimes temporarily by the authorities, or she may leave of her own volition after an argument with any member of the cabal. Evita, in particular, is most likely to drive Brat away.

• **Iliaster:** Iliaster may push an experiment too far, leading to his own tragic demise, or he may once again declare his affection for Whim, causing a rift between friends and a need for distance.

• **Magellan:** Magellan may be called to duty by a friend in a foreign country, or by the Adamantine Arrow. He may feel unfulfilled and return to traveling the world.

• **Evita:** Evita may leave to assist a sick friend or family member, or Magellan's endless flirting may cause irreparable damage to their relationship and drive Evita away.

Adding Characters

Additional characters can be added easily to the Heirs of Ahna. You may wish to perform a side story when a character is added to the group, or a character may be immediately added by means of a connection to an existing cabal member. Here are some possible connections to each existing characters.

• **Whim:** another member of the Soelberg family, a character brought by Fate

• **Brat:** a peer from school, a gang member, a homeless teenager

• **Iliaster:** a college friend, an equally awkward girlfriend

• **Magellan:** an old friend from his global travels, a former partner in the Adamantine Arrow

• **Evita:** a member of the Perez family, a character found wounded and returned to health

Character Story Ideas

Here, individual goals and motivations are described, as well as a number of story hooks connected to each member of the cabal.

Whim

• Whim feels that something has got terribly wrong with the destiny of the city, something that leads to the death of a large number of people. Following the “wrong” thread of Fate to its source, she discovers that it leads to an older gentleman walking aimlessly through the city. She half-remembers seeing the man's obituary in yesterday's paper, but can no longer find any trace of it. What could the disruption be in what should have come to pass? How can destiny be set back on its proper course?

• Whim wanders away from her cabal on a walk through the city. Along the way, she overhears a number of strange whispers coming from the sewers throughout the city. What is the cause of the voices she hears? Are they real or imagined? Friend or foe?

• Whim wakes in the middle of the night in a cold sweat and senses the destiny of a close friend is about to take a turn for the worst. Looking into the future she sees her friend lying in a pool of blood on the floor, dead. Can her terrible vision be prevented? If it can, would preventing the death of her friend cause an even more destructive chain of events to occur?

Development: Whim follows the path of her own destiny wherever it may lead; for better or for worse, she is willing to accept whatever her role may be in destiny's great dance. As such, she pours most of her effort into learning as much as she possibly can about Fate.

Brat

• Brat's father left with no explanation when she was two years old. Now a man claiming to be her father has found her and says that he wants to be a part of her life again. Is the man really who her claims to be, or is he some kind of imposter? What proof does he have of his identity, and can he be trusted?

• Brat has gotten in trouble with the authorities for the last time, and the local Consilium forbids her from using Mind magic on them. Now, if she doesn't shape up, she might end up in jail. Can Brat change her ways before it's too late?

- Late one night, Brat drags home a teenage boy who is afflicted with a strange, black rash. The boy appears to be in some kind of coma, and Evita cannot revive him. According to Brat, a number of homeless people in a particular area of town also have the strange rash. What is causing the mysterious disease, and why won't Evita's healing magic cure it?

Development: Brat slowly begins to accept the loss of her mother. Through this painful process, her anger at the world lessens, and finds peace within herself, and begins to use the Arcanum of Prime for less destructive purposes.

Iliaster

- Iliaster arrives home one evening on top of the world. He's acting strange, claiming that he's in love with the most beautiful girl in the world and that they are going to get married tomorrow night. Who or what is this girl, and what is she after?

- One of the boys who used to bully Iliaster back in school has also awakened and is now a well-respected member of mage society, known for his kindness and generosity. Iliaster still harbors great amounts of resentment toward him—can people like that really change?

- A new experiment that Iliaster was working on has vanished from his lab. Strangely, Iliaster has no memory of what he was working on. What was taken from the lab? Who took it, and why?

Development: Iliaster has a strong desire to be accepted for who he is, but he wrestles fears of rejection from his past. As the story progresses he may discover confidence he never knew he had as his social skills and confidence improve.

Magellan

- An old friend visits Magellan and asks for his help, claiming that an evil mage has kidnapped his daughter. Something about his comrade seems off from Magellan's memory of him, but he can't place what. Is the old friend really in need of help, or is he leading Magellan into a trap?

- A rogue group of Awakened have set up a secret tournament for mages selected to participate. The prize, according to rumors, is an artifact of great, deadly power. To win the tournament, however, the mages must duel to the death. Can Magellan infiltrate the tournament and stop whoever is behind the twisted competition?

- Magellan hasn't been sleeping well lately. Every time he sleeps, he dreams of an old Vodoun Houngan he once met in Haiti. The Houngan shows him a small village, engulfed in flame, as many people die screaming in the fire. Are the dreams a message? Can Magellan figure out what needs to be done before it's too late?

Development: Magellan is a man meant to roam the world, but he also deeply loves Evita. Evita has expressed her desire to settle down permanently. If he cannot find a proper balance, one day he may have to choose between the two loves of his life. Perhaps mastering the Space Arcanum would truly allow him to be in two places at once.

Evita

- Evita senses that spirits around the city have become unusually restless and agitated. Something big is going to happen in the spirit world, but what?

- Evita receives a letter from her relatives in Guadalajara. There are rumors that the dead are rising from their graves as the Day of the Dead approaches. Are the rumors true? Could this be the work of the same Banisher that escaped so many years ago on the day of the dead when she and Magellan first met?

- Evita runs into an old lover while walking through the city one day, and they have lunch together and catch up on old times. She considered him "the one that got away" before she met Magellan. Ever since their lunch, however, Evita has been seeing him everywhere. Is it just a coincidence, or is she being stalked?

Development: Evita wants nothing more than to have a family of her own with her husband, Magellan, but she senses that he may never truly be happy in a more settled life. What is Evita willing to sacrifice for the sake of family? In her search, she finds peace in taking care of members of the cabal, focusing on their unification.