

MAGE: THE JAZZ AGE

NAME:
 PLAYER:
 CHRONICLE:

NATURE:
 DEemeanor:
 ESSENCE:

AFFILIATION:
 SECT:
 CONCEPT:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

SOCIAL

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

MENTAL

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
 Art _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

SKILLS

Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Martial Arts _____ 00000
 Meditation _____ 00000
 Melee _____ 00000
 Research _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Technology _____ 00000

KNOWLEDGES

Academics _____ 00000
 Computer _____ 00000
 Cosmology _____ 00000
 Enigmas _____ 00000
 Esoterica _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

SPHERES

Correspondence _____ 00000
 Entropy _____ 00000
 Forces _____ 00000

Life _____ 00000
 Matter _____ 00000
 Mind _____ 00000

Prime _____ 00000
 Spirit _____ 00000
 Time _____ 00000

ADVANTAGES

BACKGROUNDS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

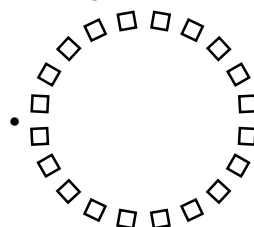
FARETE

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

QUINTESSENCE



PARADOX

HEALTH

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

OTHER TRAITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

EXPERIENCE



