

# 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

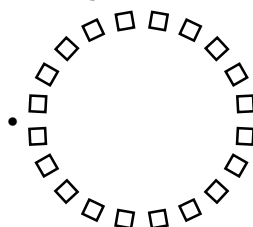
### FARETE

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



# MAGE: THE JAZZ AGE

## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## OTHER TRAITS

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

## MAGIC

WONDERS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FOCUS  
PARADIGM

\_\_\_\_\_

\_\_\_\_\_

PRACTICE

\_\_\_\_\_

\_\_\_\_\_

NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

INSTRUMENTS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

ARMOR

CLASS: \_\_\_\_\_

RATING: \_\_\_\_\_

PENALTY: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# MAGE: THE JAZZ AGE

## EXPANDED BACKGROUNDS

ALLIES

MODE

---

---

---

---

---

---

CONTACTS

RESOURCES

---

---

---

---

---

---

FAME

RETAINERS

---

---

---

---

---

---

INFLUENCE

SANCTUM

---

---

---

---

---

---

LIBRARY

OTHER (\_\_\_\_\_)

---

---

---

---

---

---

## POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

---

---

---

---

---

---

---

---

---

---

FAMILIAR

GRIMOIRES

---

---

---

---

---

---

---

---

## CHANTRY

LOCATION

DESCRIPTION

---

---

---

---

---

---

---

---



# MAGE: THE JAZZ AGE

## HISTORY

### AWAKENING

---

---

---

### GOALS / DESTINY

---

---

---

### SEEKINGS

### QUIETS

---

---

---

---

---

---

## DESCRIPTION

AGE: \_\_\_\_\_  
APPARENT AGE: \_\_\_\_\_  
DATE OF BIRTH: \_\_\_\_\_  
AGE OF AWAKENING: \_\_\_\_\_  
HAIR: \_\_\_\_\_  
EYES: \_\_\_\_\_  
ETHNICITY: \_\_\_\_\_  
NATIONALITY: \_\_\_\_\_  
HEIGHT: \_\_\_\_\_  
WEIGHT: \_\_\_\_\_  
GENDER: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
APPEARANCE / FEATURE OF AVATAR: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## VISUALS

### CABAL CHART

### CHARACTER SKETCH

