

# 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

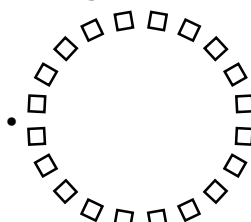
### FARETE

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  
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### EXPERIENCE







# MAGE: THE JAZZ AGE

## EXPANDED BACKGROUNDS

ALLIES

MODE

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CONTACTS

RESOURCES

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FAME

RETAINERS

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INFLUENCE

SANCTUM

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LIBRARY

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

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## POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

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FAMILIAR

GRIMOIRES

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## CHANTRY

LOCATION

DESCRIPTION

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