Mage: The Ascension 20th Anniversary Edition — Victorian Age

Name:	Nature:	Affiliation:
Player:	Demeanor:	Sect:
Chronicle:	Essence:	Concept:

ATTRIBUTES

Physical

Strength	●OOOO
Dexterity	●OOOO
Stamina	●OOOO

Social

Charisma	●OOOO
Manipulation	●OOOO
Appearance	●OOOO

Mental

Perception	●OOOO
Intelligence	●OOOO
Wits	●OOOO

ABILITIES

Talents

Alertness	OOOOO
Art	OOOOO
Athletics	OOOOO
Awareness	OOOOO
Brawl	OOOOO
Empathy	OOOOO
Expression	OOOOO
Intimidation	OOOOO
Leadership	OOOOO
Streetwise	OOOOO
Subterfuge	OOOOO
	OOOOO

Skills

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

Knowledges

Academics	OOOOO
Computer	OOOOO
Cosmology	OOOOO
Enigmas	OOOOO
Esoterica	OOOOO
Investigation	OOOOO
Law	OOOOO
Medicine	OOOOO
Occult	OOOOO
Politics	OOOOO
Science	OOOOO
	OOOOO

SPHERES

Correspondence	OOOOO
Entropy	OOOOO
Forces	OOOOO
Life	OOOOO
Matter	OOOOO
Mind	OOOOO
Prime	OOOOO
Spirit	OOOOO
Time	OOOOO

ADVANTAGES

Backgrounds

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

Other Traits

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

Arete

● O O O O O O O O O

Willpower

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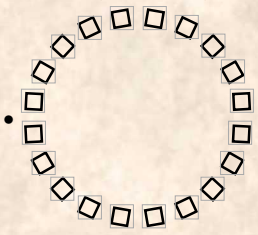
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Quintessence



Straits

Health

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

Experience