

# MAGE

## THE ASCENSION

Name: \_\_\_\_\_ Avatar: \_\_\_\_\_ Chantry: \_\_\_\_\_  
 Player: \_\_\_\_\_ Tradition: \_\_\_\_\_ Chronicle: \_\_\_\_\_  
 Concept: \_\_\_\_\_ XP: \_\_\_\_\_  
 Origin Path: \_\_\_\_\_ 00000  
 Role Path: \_\_\_\_\_ 00000  
 Society Path: \_\_\_\_\_ 00000  
 Other Path: \_\_\_\_\_ 00000

<b>Skills</b>	<b>Specialties</b>	<b>Edges (Merits)</b>
<input type="checkbox"/> Academics _____ 00000	_____	_____ 00000
<input type="checkbox"/> Athletics _____ 00000	_____	_____ 00000
<input type="checkbox"/> Close Combat _____ 00000	_____	_____ 00000
<input type="checkbox"/> Culture _____ 00000	_____	_____ 00000
<input type="checkbox"/> Empathy _____ 00000	_____	_____ 00000
<input type="checkbox"/> Firearms _____ 00000	_____	_____ 00000
<input type="checkbox"/> Integrity _____ 00000	_____	_____ 00000
<input type="checkbox"/> Leadership _____ 00000	_____	_____ 00000
<input type="checkbox"/> Lore _____ 00000	_____	_____ 00000
<input type="checkbox"/> Medicine _____ 00000	_____	_____ 00000
<input type="checkbox"/> Persuasion _____ 00000	_____	_____ 00000
<input type="checkbox"/> Pilot _____ 00000	_____	_____ 00000
<input type="checkbox"/> Science _____ 00000	_____	_____ 00000
<input type="checkbox"/> Subterfuge _____ 00000	_____	_____ 00000
<input type="checkbox"/> Survival _____ 00000	_____	_____ 00000
<input type="checkbox"/> Technology _____ 00000	_____	_____ 00000

### Skill Tricks

Attributes						
<b>Approach</b>		<b>Mental</b>		<b>Physical</b>		<b>Social</b>
<input type="checkbox"/> Force	Intellect	00000		Might	00000	Presence
<input type="checkbox"/> Finesse	Cunning	00000		Dexterity	00000	Manipulation
<input type="checkbox"/> Resilience	Resolve	00000		Stamina	00000	Composure

<b>Mysteries/Spheres</b>	<b>Gnosis</b>	<b>Defense</b>
_____ 000000	0 0 0 0 0 0 0 0 0 0	Defense _____
_____ 000000	<b>Source</b>	Defense Pool _____
_____ 000000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Soft Armor _____
_____ 000000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Initiative _____
_____ 000000	<b>Paradox</b>	Movement _____
_____ 000000	0 0 0 0 0	Note: _____
_____ 000000	<b>Injury</b>	<b>Stress</b>
_____ 000000	<input type="checkbox"/> Bruised _____ +1	<input type="checkbox"/> Troubled _____ +1
_____ 000000	<input type="checkbox"/> Bruised _____ +1	<input type="checkbox"/> Troubled _____ +1
_____ 000000	<input type="checkbox"/> Injured _____ +2	<input type="checkbox"/> Distraught _____ +2
_____ 000000	<input type="checkbox"/> Injured _____ +2	<input type="checkbox"/> Distraught _____ +2
_____ 000000	<input type="checkbox"/> Maimed _____ +4	<input type="checkbox"/> Haunted _____ +4
_____ 000000	Taken Out	Burned Out

