

MAGE

THE ASCENSION

NAME:
 PLAYER:
 CHRONICLE:

NATURE:
 ESSENCE:
 DEITY/ANOR:

TRADITION:
 CONCEPT:
 CABAL:

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
 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
 Larceny _____ 00000
 Meditation _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

KNOWLEDGES

Academics _____ 00000
 Computer _____ 00000
 Cosmology _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Science _____ 00000
 Technology _____ 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

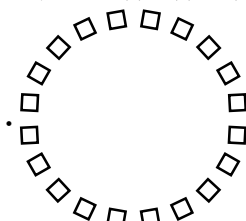
ARETE

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 _____

RESONANCE

Dynamic _____ 00000
 Entropic _____ 00000
 Static _____ 00000

EXPERIENCE

MAGE

THE ASCENSION

MERITS & FLAWS

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

OTHER TRAITS

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

MAGIC

WONDERS

NOTES

FOCUS
PARADIGM

PRACTICE

INSTRUMENTS

COMBAT

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

ARTICOR

CLASS: _____

RATING: _____

PENALTY: _____

DESCRIPTION: _____

MAGE

THE ASCENSION

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

FAMIE

INFLUENCE

LIBRARY

NODE

RESOURCES

RETAINERS

SANCTUM

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FOCI

FAMILIAR

GRITTOIRE

CHANTRY

LOCATION

DESCRIPTION

MAGE

THE ASCENSION

HISTORY

GOALS/DESTINY

SEEKINGS: _____

QUIETS: _____

DESCRIPTION

AGE: _____

APPARENT AGE: _____

DATE OF BIRTH: _____

AGE OF AWAKENING: _____

HAIR: _____

EYES: _____

RACE: _____

NATIONALITY: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

APPEARANCE/NATURE OF AVATAR: _____

ECHOES

AUTUMN

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

SUMMER

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

DAY

0 0 0 0 0 0 0 0 0 0

SPRING

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

WINTER

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

NIGHT

0 0 0 0 0 0 0 0 0 0

EFFECTS: _____

EFFECTS: _____
