

Victorian Age Mage

Name:
 Player:
 Chronicle:

Nature:
 Essence:
 Demeanor:

Tradition:
 Cabal:
 Concept:

ATTRIBUTES

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Academics _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Cosmology _____ 00000
Awareness _____ 00000	Firearms _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Leadership _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Meditation _____ 00000	Law _____ 00000
Empathy _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Performance _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Ride _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000

SPHERES

Correspondence _____ 00000	Life _____ 00000	Prime _____ 00000
Entropy _____ 00000	Matter _____ 00000	Spirit _____ 00000
Forces _____ 00000	Mind _____ 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

□ □ □ □ □ □ □ □ □ □

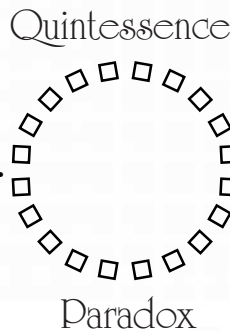
← Health →

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

← Merits & Flaws →

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



← Resonance →

Dynamic	00000
Entropic	00000
Static	00000

← Experience →