

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

□ □ □ □ □ □ □ □ □ □

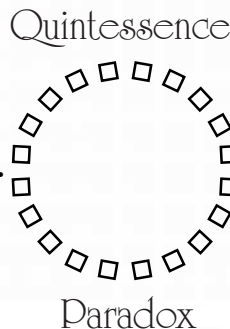
← Health →

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 →