

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

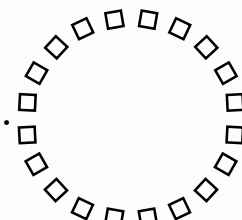
ABILITIES

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

<p>← Backgrounds →</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>← Other Traits →</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p> <p>_____00000</p>	<p>← Arete →</p> <p>0 0 0 0 0 0 0 0 0 0</p> <p>← Willpower →</p> <p>0 0 0 0 0 0 0 0 0 0</p> <p>□ □ □ □ □ □ □ □ □ □</p> <p>Quintessence</p>  <p>Paradox</p>	<p>← Health →</p> <p>Bruised <input type="checkbox"/></p> <p>Hurt -1 <input type="checkbox"/></p> <p>Injured -1 <input type="checkbox"/></p> <p>Wounded -2 <input type="checkbox"/></p> <p>Mauled -2 <input type="checkbox"/></p> <p>Crippled -5 <input type="checkbox"/></p> <p>Incapacitated <input type="checkbox"/></p> <p>← Resonance →</p> <p>Dynamic _____00000</p> <p>Entropic _____00000</p> <p>Static _____00000</p> <p>← Experience →</p> <div style="border: 1px solid black; width: 100px; height: 20px; margin: 0 auto;"></div>
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Victorian Age Mage

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

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

MAGIC

Wonders

Notes

Name: _____
 Points: _____ Arete: _____ Quintessence: _____
 Description: _____

Name: _____
 Points: _____ Arete: _____ Quintessence: _____
 Description: _____

Name: _____
 Points: _____ Arete: _____ Quintessence: _____
 Description: _____

COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

Victorian Age Mage

EXPANDED BACKGROUNDS

Allies

Contacts

Fame

Influence

Library

Node

Resources

Retainers

Sanctum

Other(_____)

POSSESSIONS

Gear(Carried)

Equipment(Owned)

Foci

Familiar

Grimoire

CHANTRY

Location

Description

Victorian Age Mage

HISTORY

Goals/Destiny

Seekings: _____

Quiets: _____

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

Age of Awakening: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

Cabal Chart

Character Sketch

