

# MAGE

## The Ascension

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    | Do_____00000         | Computer_____00000      |
| Athletics_____00000    | Drive_____00000      | Cosmology_____00000     |
| Awareness_____00000    | Etiquette_____00000  | Culture_____00000       |
| Brawl_____00000        | Firearms_____00000   | Enigmas_____00000       |
| Dodge_____00000        | Leadership_____00000 | Investigation_____00000 |
| Expression_____00000   | Meditation_____00000 | Law_____00000           |
| Instruction_____00000  | Melee_____00000      | Linguistics_____00000   |
| Intuition_____00000    | Research_____00000   | Lore_____00000          |
| Intimidation_____00000 | Stealth_____00000    | Medicine_____00000      |
| Streetwise_____00000   | Survival_____00000   | Occult_____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   |

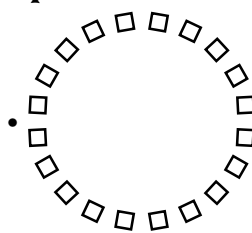
### Advantages

| Backgrounds | Arete               | Health                                 |
|-------------|---------------------|--|
| _____00000  | 0 0 0 0 0 0 0 0 0 0 | Bruised -0 <input type="checkbox"/>    |
| _____00000  |                     | Hurt -1 <input type="checkbox"/>       |
| _____00000  |                     | Injured -1 <input type="checkbox"/>    |
| _____00000  |                     | Wounded -2 <input type="checkbox"/>    |
| _____00000  |                     | Mauled -2 <input type="checkbox"/>     |
| _____00000  |                     | Crippled -5 <input type="checkbox"/>   |
| _____00000  |                     | Incapacitated <input type="checkbox"/> |

### Other Traits

\_\_\_\_\_00000  
 \_\_\_\_\_00000  
 \_\_\_\_\_00000  
 \_\_\_\_\_00000  
 \_\_\_\_\_00000  
 \_\_\_\_\_00000  
 \_\_\_\_\_00000

### Quintessence



### Paradox

### Experience