

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

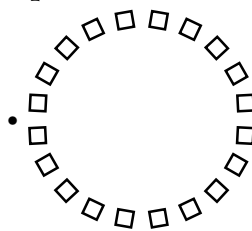
Advantages

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