

MAGE

The Ascension

Name:
Player:
Chronicle:

Nature:
Demeanor:
Essence:

Tradition:
Mentor:
Cabal:

Attributes

Physical

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

Social

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

Mental

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Expression _____ 00000
Intuition _____ 00000
Intimidation _____ 00000
Streetwise _____ 00000
Stubterfuge _____ 00000

Skills

Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Leadership _____ 00000
Meditation _____ 00000
Melee _____ 00000
Research _____ 00000
Stealth _____ 00000
Survival _____ 00000
Technology _____ 00000

Knowledges

Computer _____ 00000
Cosmology _____ 00000
Culture _____ 00000
Enigmas _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Science _____ 00000

Spheres

Correspondence _____ 00000
Entropy _____ 00000
Forces _____ 00000

Life _____ 00000
Matter _____ 00000
Mind _____ 00000

Prime _____ 00000
Spirit _____ 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
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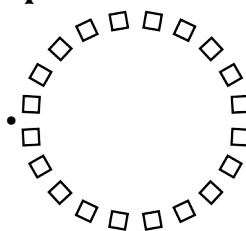
Health

Bruised -0 ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Combat

Weapon	Difficulty	Damage

Quintessence



Paradox

Experience

Study Points