

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
Instruction_____00000
Intuition_____00000
Intimidation_____00000
Streetwise_____00000
Subterfuge_____00000

Skills

Do_____00000
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
Lore_____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
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Arete

0 0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0 0
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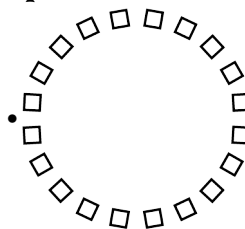
Health

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

Combat

Weapon	Difficulty	Damage

Quintessence



Paradox

Experience