

MAGE

The Ascension

Name:
Player:
Chronicle:

Nature:
Demeanor:
Essence:

Affiliation:
Sect:
Concept:

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
Art_____00000
Athletics_____00000
Awareness_____00000
Brawl_____00000
Empathy_____00000
Expression_____00000
Intimidation_____00000
Leadership_____00000
Streetwise_____00000
Subterfuge_____00000
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Skills

Crafts_____00000
Drive_____00000
Etiquette_____00000
Firearms_____00000
Martial Arts_____00000
Meditation_____00000
Melee_____00000
Research_____00000
Stealth_____00000
Survival_____00000
Technology_____00000
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Knowledges

Academics_____00000
Computer_____00000
Cosmology_____00000
Enigmas_____00000
Esoterica_____00000
Investigation_____00000
Law_____00000
Medicine_____00000
Occult_____00000
Politics_____00000
Science_____00000
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Spheres

Correspondence_____00000
Entropy_____00000
Forces_____00000

Life_____00000
Matter_____00000
Mind_____00000

Prime_____00000
Spirit_____00000
Time_____00000

Advantages

Backgrounds

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Willpower

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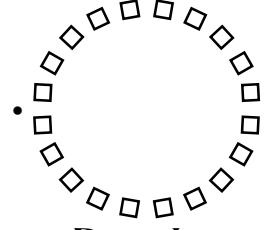
Health

Bruised	<input type="checkbox"/>
Hurt	-1 <input type="checkbox"/>
Injured	-1 <input type="checkbox"/>
Wounded	-2 <input type="checkbox"/>
Mauled	-2 <input type="checkbox"/>
Crippled	-5 <input type="checkbox"/>
Incapacitated	<input type="checkbox"/>

Other Traits

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Quintessence



Paradox

Experience