Name

Pronouns

Description

Mage Character Sheet

Attributes

- Agility 4 6 8 10 12
- Alertness 4 6 8 10 12
- Brains 4 6 8 10 12
- Brawn 4 6 8 10 12
- Charisma 4 6 8 10 12
- Composure 4 6 8 10 12

Roles

- Scholar 4 6 8 10 12
- Scoundrel 4 6 8 10 12
- Scout 4 6 8 10 12
- Soldier 4 6 8 10 12
- Speaker 4 6 8 10 12

Spheres

- Correspondence 6 8 10 12
- Death 6 8 10 12
- Fate 6 8 10 12
- Forces 6 8 10 12
- Life 6 8 10 12
- Matter 6 8 10 12
- Mind 6 8 10 12
- Prime 6 8 10 12
- Spirit 6 8 10 12
- Time 6 8 10 12

Specialities

- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12

Distinctions

- 8 / 4 + PP
- 8 / 4 + PP
- 8 / 4 + PP

SFX & Limits

Avatar Reserve: Gain a PP, then take DRAINED 6 at the end of the current beat. You can never recover DRAINED stress except via SFX.

Channel Quintessence: In a scene with a free source of quintessence, channel it to step down your Drained, then shut down this SFX. Activate an opportunity to recover.

Signature Assets

- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12

Complications & Stress

- 6 8 10 12
- 6 8 10 12
- 6 8 10 12
- 6 8 10 12

		Damaged	6 8 10 12
Demoralised	6 8 10 12	Drained	6 8 10 12
Enraged	6 8 10 12	Enthralled	6 8 10 12