

MAGE

The Ascension™

Name:
 Player:
 Chronicle:

Nature:
 Essence:
 Demeanor:

Tradition:
 Mentor:
 Cabal:

Attributes

Physical	Social	Mental
Strength_____OOOOO	Charisma_____OOOOO	Perception_____OOOOO
Dexterity_____OOOOO	Manipulation_____OOOOO	Intelligence_____OOOOO
Stamina_____OOOOO	Appearance_____OOOOO	Wits_____OOOOO

Abilities

Talents	Skills	Knowledges
Alertness_____OOOOO	Do_____OOOOO	Computer_____OOOOO
Athletics_____OOOOO	Drive_____OOOOO	Cosmology_____OOOOO
Awareness_____OOOOO	Etiquette_____OOOOO	Culture_____OOOOO
Brawl_____OOOOO	Firearms_____OOOOO	Enigmas_____OOOOO
Dodge_____OOOOO	Leadership_____OOOOO	Investigation_____OOOOO
Expression_____OOOOO	Meditation_____OOOOO	Law_____OOOOO
Instruction_____OOOOO	Melee_____OOOOO	Linguistics_____OOOOO
Intuition_____OOOOO	Research_____OOOOO	Lore_____OOOOO
Intimidation_____OOOOO	Stealth_____OOOOO	Medicine_____OOOOO
Streetwise_____OOOOO	Survival_____OOOOO	Occult_____OOOOO
Subterfuge_____OOOOO	Technology_____OOOOO	Science_____OOOOO

Spheres

Correspondence_____OOOOO	Life_____OOOOO	Prime_____OOOOO
Entropy_____OOOOO	Mind_____OOOOO	Spirit_____OOOOO
Forces_____OOOOO	Matter_____OOOOO	Time_____OOOOO

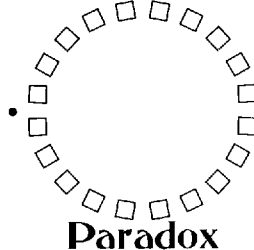
Advantages

Backgrounds	Arete
_____OOOOO	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
_____OOOOO	
_____OOOOO	
_____OOOOO	
_____OOOOO	
_____OOOOO	

Combat		
Weapon	Difficulty	Damage

Willpower
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Quintessence



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

Experience

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