



# VIRTUAL DEPTS



MAGE: The Ascension™

Name:  
Player:  
Chronicle:

Nature:  
Essence:  
Demeanor:

Concept:  
Mentor:  
Cabal:

## Attributes

Physical		Social		Mental	
Strength	●0000	Charisma	●0000	Perception	●0000
Dexterity	●0000	Manipulation	●0000	Intelligence	●0000
Stamina	●0000	Appearance	●0000	Wits	●0000

## Abilities

Talents		Skills		Knowledges	
Alertness	00000	Do	00000	Computer	00000
Athletics	00000	Drive	00000	Cosmology	00000
Awareness	00000	Etiquette	00000	Culture	00000
Brawl	00000	Firearms	00000	Enigmas	00000
Dodge	00000	Leadership	00000	Investigation	00000
Expression	00000	Meditation	00000	Law	00000
Instruction	00000	Melee	00000	Linguistics	00000
Intuition	00000	Research	00000	Lore	00000
Intimidation	00000	Stealth	00000	Medicine	00000
Streetwise	00000	Survival	00000	Occult	00000
Subterfuge	00000	Technology	00000	Science	00000

## Spheres

Correspondence	●00000	Life	00000	Prime	00000
Entropy	00000	Mind	00000	Spirit	00000
Forces	00000	Matter	00000	Time	00000

## Advantages

Backgrounds	Arete	Health
_____ 00000	0 0 0 0 0 0 0 0 0 0 0	Bruised -0 <input type="checkbox"/>
_____ 00000		Hurt -1 <input type="checkbox"/>
_____ 00000	<b>Willpower</b>	Injured -1 <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0 0	Wounded -2 <input type="checkbox"/>
_____ 00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mauled -2 <input type="checkbox"/>
	<b>Quintessence</b>	Crippled -5 <input type="checkbox"/>
		Incapacitated <input type="checkbox"/>
<b>Other Traits</b>	<b>Paradox</b>	
_____ 00000		<b>Experience</b>
_____ 00000		<div style="border: 1px solid black; width: 100%; height: 40px;"></div>
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_____ 00000		
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# VIRTUAL DEPTS



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## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Mastered Arts

### Preferred Effects


## Talismans

Name	Level	Arete	Quintessence	Appearance

## Combat

Weapon	Difficulty	Damage	Range	Rate	Clip	Conceal

Brawling Table		
Maneuver	Difficulty	Damage
Punch	6	Strength
Grapple	6	Strength
Kick	7	Strength+1
Body Slam	7	Special

Armor: \_\_\_\_\_



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## Expanded Background

**Contacts, Sleeper**

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**Contacts, Awakened**

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**Influence, Sleeper**

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**Allies, Awakened**

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**Resources**

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**Mentor**

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**Familiar**

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**Chantry**

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**Acolytes**

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**Node(s)**

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## Possessions

**Gear (Carried)**

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**Equipment (Owned)**

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**Foci**

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**Computer Gear**

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# VIRTUAL DEPTS



MAGE: The Ascension™

## History

### Awakening

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### Goals/Destiny

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Seekings \_\_\_\_\_

Quiets \_\_\_\_\_

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## Description

Age \_\_\_\_\_

Apparent Age \_\_\_\_\_

Date of Birth \_\_\_\_\_

Age of Awakening \_\_\_\_\_

Hair \_\_\_\_\_

Eyes \_\_\_\_\_

Race \_\_\_\_\_

Nationality \_\_\_\_\_

Height \_\_\_\_\_

Weight \_\_\_\_\_

Sex \_\_\_\_\_

Shadow Name \_\_\_\_\_

Appearance/Nature of Avatar \_\_\_\_\_

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## Visuals

Cabal Chart

Character Sketch

