MAGE
The Ascension™

Name: **Nature:** **Tradition:**
Player: **Essence:** **Mentor:**
Chronicle: **Demeanor:** **Cabal:**

Attributes

Physical
Strength_____OOOOO
Dexterity_____OOOOO
Stamina_____OOOOO

Social
Charisma_____OOOOO
Manipulation_____OOOOO
Appearance_____OOOOO

Mental
Perception_____OOOOO
Intelligence_____OOOOO
Wits_____OOOOO

Abilities

Talents
Alertness_____OOOOO
Athletics_____OOOOO
Awareness_____OOOOO
Brawl_____OOOOO
Dodge_____OOOOO
Expression_____OOOOO
Instruction_____OOOOO
Intuition_____OOOOO
Intimidation_____OOOOO
Streetwise_____OOOOO
Subterfuge_____OOOOO

Skills
Do_____OOOOO
Drive_____OOOOO
Etiquette_____OOOOO
Firearms_____OOOOO
Leadership_____OOOOO
Meditation_____OOOOO
Melee_____OOOOO
Research_____OOOOO
Stealth_____OOOOO
Survival_____OOOOO
Technology_____OOOOO

Knowledges
Computer_____OOOOO
Cosmology_____OOOOO
Culture_____OOOOO
Enigmas_____OOOOO
Investigation_____OOOOO
Law_____OOOOO
Linguistics_____OOOOO
Lore_____OOOOO
Medicine_____OOOOO
Occult_____OOOOO
Science_____OOOOO

Spheres

Correspondence____OOOOO
Entropy_____OOOOO
Forces_____OOOOO

Life_____OOOOO
Mind_____OOOOO
Matter_____OOOOO

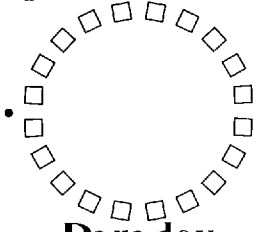
Prime_____OOOOO
Spirit_____OOOOO
Time_____OOOOO

Advantages

Backgrounds
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO

Arete
O O O O O O O O O O

Willpower
O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Quintessence


Paradox

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

Combat
Weapon	Difficulty	Damage

Experience