

MAGE

THE ASCENSION

NAME
PLAYER
CONCEPT

VIRTUE
VICE
AVATAR

ALLEGIANCE
MENTOR

ATTRIBUTES

MENTAL	SOCIAL	PHYSICAL
Intelligence _____ 00000	Presence _____ 00000	Strength _____ 00000
Wits _____ 00000	Manipulation _____ 00000	Dexterity _____ 00000
Resolve _____ 00000	Composure _____ 00000	Stamina _____ 00000

ABILITIES

MENTAL	SOCIAL	PHYSICAL
Academics _____ 00000	Animal Ken _____ 00000	Athletics _____ 00000
Computer _____ 00000	Empathy _____ 00000	Brawl _____ 00000
Crafts _____ 00000	Expression _____ 00000	Drive _____ 00000
Investigation _____ 00000	Intimidation _____ 00000	Firearms _____ 00000
Medicine _____ 00000	Persuasion _____ 00000	Larceny _____ 00000
Occult _____ 00000	Socialize _____ 00000	Stealth _____ 00000
Politics _____ 00000	Streetwise _____ 00000	Survival _____ 00000
Science _____ 00000	Subterfuge _____ 00000	Weaponry _____ 00000

OTHER TRAITS

SPHERES	MERITS	FLAWS
Correspondence _____ 00000	_____ 00000	_____
Entropy _____ 00000	_____ 00000	_____
Forces _____ 00000	_____ 00000	_____
Life _____ 00000	_____ 00000	_____
Matter _____ 00000	_____ 00000	_____
Mind _____ 00000	_____ 00000	_____
Prime _____ 00000	_____ 00000	_____
Spirit _____ 00000	_____ 00000	_____
Time _____ 00000	_____ 00000	_____

SANITY	
10 _____	0
9 _____	0
8 _____	0
7 _____	0
6 _____	0
5 _____	0
4 _____	0
3 _____	0
2 _____	0
1 _____	0

ARETE															
O O O O O O O O O O O															
WILLPOWER															
O O O O O O O O O O O															
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HEALTH															
O O O O O O O O O O O O O															
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QUINTESSENCE															
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PARADOX															

SIZE _____
SPEED _____
INITIATIVE _____
DEFENSE _____
ARMOR _____
EXPERIENCE

MAGE

THE ASCENSION

EXPANDED BACKGROUNDS

ALLIES

FAMILIAR

PERMANENT EFFECTS

INFLUENCE

SANCTUM

LIBRARY

MENTOR

NODES

PATRON

RESOURCES

OTHER _____

OTHER _____

MAGIC

FOCI

STYLE
