

MAGE

THE ASCENSION

Name:
Age:
Player:

Essence:
Virtue:
Vice:

Tradition:
Concept:
Chronicle:

ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FITNESS	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

SKILLS

MENTAL

(-3 unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

PHYSICAL

(-1 unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

SOCIAL

(-1 unskilled)

Animal Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

OTHER TRAITS

MERITS

_____ 00000 ○○○○○○○○○○○○○○○○
_____ 00000 □□□□□□□□□□□□□□□
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

FLAWS

SPHERES

Correspondence _____ 00000
Entropy _____ 00000
Forces _____ 00000
Life _____ 00000
Matter _____ 00000
Mind _____ 00000
Prime _____ 00000
Spirit _____ 00000
Time _____ 00000
Size _____
Speed _____
Initiative Mod _____
Defense _____
Armor _____

Experience _____

HEALTH

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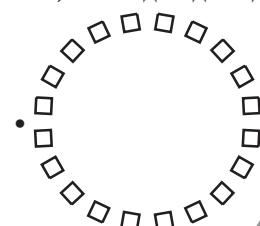
WILLPOWER

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ARETE

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QUINTESSENCE



PARADOX

MORALITY

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

RESONANCE

Dynamic _____ 00000
Entropic _____ 00000
Static _____ 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7