

MAGE:

Numbers in parentheses show pages to find info. "c" shows where to find charts or listings, and "fig" denotes material included in this pack.

ASCENSION

Character sheet

Name Your character's name Nature Underlying Nature (fig 1, c87, c96, 89) Tradition Major affiliation (fig 3, c46-81)

Player Your (out-of-game) name Essence Nature of your Avatar (fig 2, 94) Concept Short description of the character (85)

Chronicle Name of this particular game Demeanor Personal facade (fig 1, c87, c96, 89) Cabal (opt) Local affiliation (35,85)

At character creation, you have 15 "Freebie Points", usable anywhere, as noted

ATTRIBUTES

Strength <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>	SOCIAL Innate abilities and personal properties Granted: 7/5/3 (c87) Freebies: 5 per dot (c88) Experience: New Rating x4 (c131) desc: c101-105, use: 101, 214	Perception <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Dexterity <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>		Intelligence <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Stamina <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>		Wits <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness <input type="text"/>	Learned abilities Granted: 13/9/5 (c87) Freebies: 2 per dot (c88) Experience (New Buy): 3 per dot Experience (Buy-up): New Rating x2 (c131) Desc: c101-105, Use: 101, 214	Academics <input type="text"/>
Athletics <input type="text"/>		Computer <input type="text"/>
Awareness <input type="text"/>		Cosmology <input type="text"/>
Brawl <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Engimas <input type="text"/>
Dodge <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Investigation <input type="text"/>
Expression <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Law <input type="text"/>
Intimidation <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Linguistics <input type="text"/>
Leadership <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Medicine <input type="text"/>
Streetwise <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Occult <input type="text"/>
Subterfuge <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Technology <input type="text"/>

SPHERES

Correspondence <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Life <input type="text"/>	<input type="radio"/> <input type="radio"/>
Entropy <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Matter <input type="text"/>	<input type="radio"/> <input type="radio"/>
Forces <input type="text"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Mind <input type="text"/>	<input type="radio"/> <input type="radio"/>

ADVANTAGE

ARETE: Measure of magical "enlightenment"
 Freebies: 4 per dot, max of 3 new (c88)
 Experience: New Rating x8 (c131)
 Desc.: 139, Use: fig 5, c117-125

HEALTH

	-0	<input type="checkbox"/>
	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

BACKGROUNDS

BACKGROUNDS: Personal resources you possess
 Granted: 7(c87)
 Freebies: 1 per dot (c88)
 Experience: New Rating x3 (c131)
 Desc. and Use: fig 5, c117-125

WILLPOWER: Confidence and drive
 Freebies: 1 per dot
 Experience: New Rating x1 (c131)
 Recharged: Per Session
 Desc.: 91, Use: 149

RESONANCE

Dynamic

Static The noticeable nature of your magic (c207)

Entropic

QUINTESSENCE

QUINTESSENCE:
 Initial: Equal to Avatar rating (c87)
 Freebies: 1 for 4 dots (c88)
 Desc.: 144, Use: 149,

COMBAT

Weapon	Difficulty	Damage

EXPERIENCE

PARADOX

FIG. 1

NATURES and Demeanors (list)

See page 87 for descriptions, or 97 for details of each

Architect, Autocrat, Bon Vivant, Bravo, Caregiver, Celebrant, Child, Competitor, Conformist, Conniver, Curmudgeon, Deviant, Director, Gallant, Judge, Loner, Martyr, Masochist, Monster, Pedagogue, Penitent, Perfectionist, Rebel, Survivor, Thrill-seeker, Traditionalist, Trickster, Visionary

FIG. 2

Avatar Essences (list, desc)

Dynamic - Characteristic of constant change, innovation, and forward motion

Pattern - Refinement and re-use of time-tested methods

Primordial - Emotional and passionate, alive with the power of creation

Questing - Purposeful, forthright, and driven. Always working to perfect, refine, and develop some new idea.

FIG. 4

Spheres (list, desc)

Correspondence - Space and places within it.
Entropy - Chaos, decay, chance and probability.
Forces - Transforming and redirecting physics.
Life - Affecting all living things.
Matter - Transforming states and properties of matter.
Mind - Thought and consciousness.
Prime - Quintessence and the magical forces.
Spirit - Magical beings and the umbra (spirit realms).
Time - Affect and distort time.

CHALLENGE METHOD

The storyteller sets a difficulty level for an action, and the player rolls a number of d10s equal to dots in the applicable skills. All rolls over the difficulty level are considered successes, 10s getting a free roll. 1s are "botches", which negate a success and cause Paradox and problems if negative successes result.

A character may also choose to burn a Willpower or Quintessence (for magic only) point to give one free success

FIG. 3

Traditions and Specialty Spheres

AKASHIC BROTHERHOOD (Mind):

Peace and harmony between body and mind. Practitioners of Do (the Way), where the body is trained so as to enhance the mind.

CELESTIAL CHORUS (Prime):

A religious Tradition that seeks to rejoin the world with a divine One, in (natch!) a celestial chorus.

CULT OF ECSTASY (Time):

This Tradition uses an ecstatic state to transcend reality, via extreme pleasure or pain.

DREAMSPEAKERS (Spirit):

Dreamspeakers walk between the Spirit and Natural worlds, intermediating between reality and dream.

EUTHANATOS (Entropy):

Euthanatoi deal with the nature and processes of life, decay, and the inevitability of death.

ORDER OF HERMES (Forces):

From deep in the history of Mages, the Order of Hermes keeps alive ancient traditions and mysticism.

SONS OF ETHER (Matter):

Masters of strange sciences, the Sons of Ether use inventive technology to control the magical realm.

Virtual Adepts (Correspondence):

Forward-looking technologists who use cutting-edge technology and the expansive computer networks of the world to bring magic to the people. Not as "out there" as the S of E, but not as stifling as the Technocracy.

Hollow Ones (none):

Eclectically trained mages who feel that the world and its magic are doomed, so fuck 'em.

Other Playable Character-Classes (non-Tradition):

Disparates (none):

Orphans, who Awoke unexpectedly without outside guidance, and members of small Crafts make up the un-allied Disparate class, often exposed to the Technocracy and unprotected by any large group.

Technocracy (N/A):

The enemy of most Mages, the Technocracy seeks to eradicate magic by codifying it into hard, mundane science. Their well-connected ranks are constantly waging an underground war against Mages.

Nephandi (none):

Nephandi, "Fallen Ones", serve masters of chaos, unraveling, and destruction. All Mages are ferociously against the Nephandi, and will hunt them down at any cost.

Marauders (Resistance to Paradox):

Marauders are Mages who have gone insane as a result of their Awakening, and have brought their insanity to reality via their powers. They, as well, are hunted and killed upon discovery by both Mages and Technocrats alike.

STARTING DOTS

All new characters get: 1 free of all plus 7/5/3 Attributes, 13/9/5 Abilities, Specialty plus 5 Spheres, 1 Arete, 5 Willpower, 7 Backgrounds, 1 Resonance, and Quintessence equal to the Avatar rating, and 15 Freebie Points.