

MAGE: THE ASCENSION

NAME:
 PLAYER:
 CHRONICLE:

NATURE:
 ESSENCE:
 DEMEANOR:

TRADITION:
 CONCEPT:
 CABAL:

ATTRIBUTES

P H Y S I C A L		S O C I A L		M E N T A L	
Strength	●○○○○○	Charisma	●○○○○○	Perception	●○○○○○
Dexterity	●○○○○○	Manipulation	●○○○○○	Intelligence	●○○○○○
Stamina	●○○○○○	Appearance	●○○○○○	Wits	●○○○○○

ABILITIES

T A L E N T S		S K I L L S		K N O W L E D G E S	
Alertness	○○○○○	Crafts	○○○○○	Academics	○○○○○
Athletics	○○○○○	Drive	○○○○○	Computer	○○○○○
Awareness	○○○○○	Etiquette	○○○○○	Cosmology	○○○○○
Brawl	○○○○○	Firearms	○○○○○	Enigmas	○○○○○
Dodge	○○○○○	Meditation	○○○○○	Investigation	○○○○○
Expression	○○○○○	Melee	○○○○○	Law	○○○○○
Intimidation	○○○○○	Performance	○○○○○	Linguistics	○○○○○
Leadership	○○○○○	Stealth	○○○○○	Medicine	○○○○○
Streetwise	○○○○○	Survival	○○○○○	Occult	○○○○○
Subterfuge	○○○○○	Technology	○○○○○	Science	○○○○○

S P H E R E S

Correspondence	○○○○○	Life	○○○○○	Prime	○○○○○
Entropy	○○○○○	Matter	○○○○○	Spirit	○○○○○
Forces	○○○○○	Mind	○○○○○	Time	○○○○○

B A C K G R O U N D

B A C K G R O U N D S		A R E T E	
_____	○○○○○	●	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
_____	○○○○○		
_____	○○○○○		
_____	○○○○○		
_____	○○○○○		

R E S O N A N C E	
Dynamic _____	○○○○○
Entropic _____	○○○○○
Static _____	○○○○○

W I L L P O W E R	
● ● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○	□ □ □ □ □ □ □ □ □ □ □ □

H E A L T H		
■	■	Bruised
■	■	Hurt (-1)
■	■	Injured (-1)
■	■	Wounded (-2)
■	■	Mauled (-2)
■	■	Crippled (-5)
■	■	Incapacitated

EXPERIENCE



MAGE: THE ASCENSION

NAME: **Player information**
 PLAYER:
 CHRONICLE:

NATURE: **What is your character like? What are their motivations?**
 ESSENCE: **94 (Essence), 96 (N/D)**
 DEMONSTRATION:

TRADITIONS: **Information about your character's magical affiliations**
 CONCEPTS: **3 29-35**
 CABALS: **46-81 (Traditions)**

✓ **15 Freebie Pts. to Start**

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength ✓ 7/5/3 distribution, Costs 5 Freebies per dot or (4 x New) XP ●○○○○○		
Dexterity 101-105 (Descriptions), 88 (Freebie Pts), 131 (Experience Pts) ●○○○○○		
Stamina ●○○○○○	Appearance ●○○○○○	Wits ●○○○○○

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness 106-109	Crafts ○○○○○○	Academics ○○○○○○
Athletics ○○○○○○	Drive 109-113	Computer ○○○○○○
Awareness ○○○○○○	Etiquette ○○○○○○	Cosmology ○○○○○○
✓ 13/9/5 distribution, Max 5-per initially (not incl. freebie pts) Costs 2 Freebies, 3 XP new, or (2 x New) XP per dot		Enigm 113-117
88 (Freebie Pts), 131 (Experience Pts), 106-117		Invest 117 (Specialties)
Leadership ○○○○○○	Stealth ○○○○○○	Law ○○○○○○
Streetwise ○○○○○○	Survival ○○○○○○	Linguistics ○○○○○○
Subterfuge ○○○○○○	Technology ○○○○○○	Medicine ○○○○○○
		Occult ○○○○○○
		Science ○○○○○○

SPHERES

Corro ○○○○○○	✓ 5, plus tradition specialty (see 46-81), Max 3-per initially, CANNOT EXCEED NORMAL ARETE Prime determines max Quintessence channeling per turn (see 127) Costs 7 Freebies, (7 x New) XP for Specialty, (10 x New) XP for Non-Specialty ○○○○○○
Entro ○○○○○○	88 (Freebie Pts), 131 (Experience Pts), 106-117 (Descriptions) 3 (Specialty Spheres) ○○○○○○
Force ○○○○○○	 ○○○○○○

BACKGROUND

BACKGROUNDS

✓ **7, Costs 1 Freebie or (New x 3) XP**
117-124

✓ **Max 3 Initially, Costs 4 Freebies, (8 x New) XP**
117-124

✓ **Costs 1 Freebie, (1 x New) XP**
125

RESONANCE

✓ **Choose one and detail**
113-117 91, 128, 207

QUINTESSENCE

✓ **Initial=Avatar, Costs 1/4 Freebie**
127-128

EXPERIENCE

130-131

PARADOX

128

HEALTH

BASH	LTHL	HEALTH
.....	Bruised
.....	Wounded (-2)
.....	Mauled (-2)
.....	Crippled (-5)
.....	Incapacitated

245-246