



MAGE: The Ascension™

Name:
Player:
Chronicle:

Nature:
Essence:
Demeanor:

Concept:
Mentor:
Cabal:

Attributes

Physical

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents

Alertness ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Expression ○○○○○
Instruction ○○○○○
Intuition ○○○○○
Intimidation ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills

Do ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Leadership ○○○○○
Meditation ○○○○○
Melee ○○○○○
Research ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

Knowledges

Computer ○○○○○
Cosmology ○○○○○
Culture ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Lore ○○○○○
Medicine ○○○○○
Occult ○○○○○
Science ○○○○○

Spheres

Correspondence ●○○○○
Entropy ○○○○○
Forces ○○○○○

Life ○○○○○
Mind ○○○○○
Matter ○○○○○

Prime ○○○○○
Spirit ○○○○○
Time ○○○○○

Advantages

Backgrounds

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

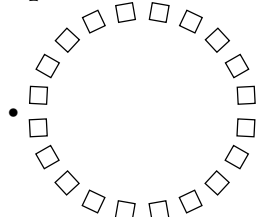
Arete

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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Quintessence



Paradox

Health

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

Other Traits

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Experience



Merits & Flaws

[illegible]

Mastered Arts

[illegible]

Talismans

Name	Level	Arete	Quintessence	Appearance

Combat

[illegible]

Maneuver	Difficulty	Damage
Punch	6	Strength
Grapple	6	Strength
Kick	7	Strength+1
Body Slam	7	Special

Armor:



VIRTUAL DEPTS



MAGE: The Ascension™

Expanded Background

Contacts, Sleeper

Contacts, Awakened

Influence, Sleeper

Allies, Awakened

Resources

Mentor

Familiar

Chantry

Acolytes

Node(s)

Possessions

Gear (Carried)

Equipment (Owned)

Foci

Computer Gear



History

Awakening

Goals/Destiny

Seekings.

Quiets

Description

Age.

Apparent Age.

Date of Birth

Age of Awakening

Hair

Eyes_

Race

Nationality_

Height

Weight

Sex

Shadow Name

Appearance/Nature of Avatar

Visuals

Cabal Chart

Character Sketch