

MAGE: THE ASCENSION

NAME:

✓ **Basic Player Stats**

NAT:

What is your character like?
What are their motivations?

TRADIT:

Information about your character's magical affiliations

P:

ESSE:

94 (Essence), 96 (N/D)

CONCE:

29-35

CHRONICLE:

DEM:

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

106-109

Alertness
 Athletics ○○○○○○
 Awareness ○○○○○○

SKILLS

109-113

Crafts ○○○○○○
 Drive
 Etiquette ○○○○○○

KNOWLEDGES

113-117

117 (Specialties)

Academics ○○○○○○
 Computer ○○○○○○
 Cosmology ○○○○○○
 Enigm ○○○○○○
 Invest ○○○○○○
 Law ○○○○○○
 Linguistics ○○○○○○
 Medicine ○○○○○○
 Occult ○○○○○○
 Science ○○○○○○

✓ **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
 88 (Freebie Pts), 131 (Experience Pts), 106-117**

Leadership ○○○○○○
 Streetwise ○○○○○○
 Subterfuge ○○○○○○

Stealth ○○○○○○
 Survival ○○○○○○
 Technology ○○○○○○

SPHERES

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

Corro ○○○○○○
 Entro ○○○○○○
 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**

WILLPOWER

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

QUINTESSENCE

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

BASH LTHL
 Bruised
245-246
 Wounded (-2)
 Mauled (-2)
 Crippled (-5)
 Incapacitated

RESONANCE

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

EXPERIENCE

130-131

PARADOX

Sheet by Rudy Fleminger (r2, 2004)

✓ **Stats to Check
 Chart Page No.
 Information Page No.**