

Name: Ashoum ^{Paul} Khanavi
 Player: Francois ^{coupal}
 Chronicle:

Nature: Holy seeker
 Essence: Sussuro
 Demeanor: Calm & serene

Concept: Assassin
 Affiliation: Orphan
 Cabal:

Attributes

Physical ⁽¹⁾

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

Social ⁽³⁾

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

Mental ⁽²⁾

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

Abilities

Talents ⁽⁴⁾

Alertness ●●●●●
 Artist ○○○○○
 Athletics ●●●●●
 Awareness ○○○○○
 Brawl ○○○○○
 Dodge ●●●●●
 Expression ○○○○○
 Instruction ○○○○○
 Intimidation ●●●●●
 Larceny ●●●●●
 Subterfuge ●●●●●

Skills ⁽⁴⁾

Animal Ken ○○○○○
 Archery ○○○○○
 Crafts ○○○○○
 Etiquette ○○○○○
 Leadership ○○○○○
 Meditation ○○○○○
 Melee ○○○○○
 Research ○○○○○
 Riding ○○○○○
 Stealth ●●●●●
 Survival ○○○○○

Knowledges ⁽³⁾

Academics ○○○○○
 Culture ○○○○○
 Enigmas ●●●●●
 Investigation ●●●●●
 Law ●●●●●
 Linguistics ○○○○○
 Lore ○○○○○
 Medicine ●●●●●
 Metaphysics ○○○○○
 Occult ○○○○○
 Science ○○○○○

Spheres

Connection ●●●●●
 Entropy ●●●●●
 Forces ○○○○○

Life ●●●●●
 Matter ●●●●●
 Mind ○○○○○

Prime ●●●●●
 Spirit ○○○○○
 Time ○○○○○

Advantages

Backgrounds

Arcane ●●●●●
 Daemon ●●●●●
 Spy ●●●●●
 ○○○○○
 ○○○○○

Arete

● ● ● ● ● ● ● ● ● ●

Willpower

● ● ● ● ● ● ● ● ● ●
 □ □ □ □ □ □ □ □ □ □

Quintessence



Scourge

Health

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

Other Abilities

Torture ●●●●●
 Thrown Weapons ●●●●●
 ○○○○○
 ○○○○○
 ○○○○○

Experience

0



Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
<i>Graceful</i>		<i>2</i>	<i>repulsive practice</i>		<i>-3</i>

Preferred Enchantments

Weaveries

Magickal Treasures

Name	Level	Arete	Quintessence	Appearance

Combat

Weapon	Difficulty	Damage	Range	Rate	Conceal
<i>Dagger</i>	<i>4</i>	<i>Str +1</i>	<i>X</i>	<i>1</i>	<i>C</i>
<i>Sycle</i>	<i>7</i>	<i>Str +3</i>	<i>X</i>	<i>1</i>	<i>C</i>

Brawling Table

Maneuver	Difficulty	Damage
Body-check	7	(Special) Str. +2
Disarm	8	0
Grapple	6	Str.+Spec.
Kick	7	Str. +1
Parry	6	0
Punch	6	Strength
Shield Parry	6	0
Throw	(Var.)	(Weapon)

Special Maneuvers	Roll	Difficulty	Effect	Notes

Type	Armor Protection	Penalty
<i>Life. ar.</i>	<i>2</i>	<i>-1</i>

Connection : Black bile

(X) Entropy : Pus

(X) Life : Sang

Matter : chair

Prime : bile

consume



Weapon	Difficulty	Damage
Katana	7	10
	6	

MAGE

The Ascension™

Name: *MADIK KRYSTAL*
 Player: *Eric Petrovsky*
 Chronicle:

Nature: *Power eager*
 Essence: *dynamic*
 Demeanor: *Caregiver*

Concept: *Librarian*
 Tradition: *Order of Hermes*
 Mentor: _____
 Cabal:

Attributes

Physical₅

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

Social₃

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

Mental₇

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

Abilities

Talents₇

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

Skills₉

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

Knowledges₁₃

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

Spheres

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

Life _____ ○○○○○
 Mind _____ ○○○○○
 Matter _____ ●○○○○

Prime _____ ○○○○○
 Spirit _____ ○○○○○
 Time _____ ○○○○○

Advantages

Backgrounds

arcane _____ ●●○○○
avatar _____ ●○○○○
librarian _____ ●●●○○
 _____ ○○○○○
 _____ ○○○○○

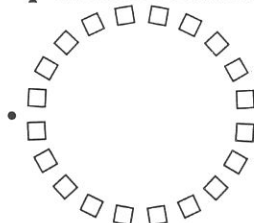
Arete

● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○

Willpower

● ● ● ● ● ● ● ● ○ ○ ○
 ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒

Quintessence



Paradox

Health

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

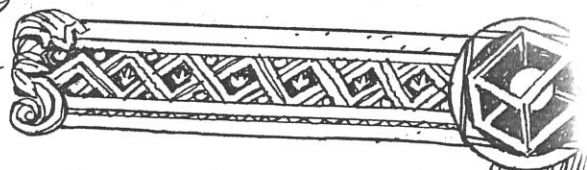
Combat

Weapon	Difficulty	Damage
<i>Blade</i>	6	5TH

Foci: Book & magical formulas

Experience

2



Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
Beast Affinity		4 pts	Religious Aversion		2 pt
			Family Enemy		1 pt
			Criminal Mark		1 pt

Preferred Enchantments

Weaveries

Magickal Treasures

Name	Level	Arete	Quintessence	Appearance

Combat

Weapon	Difficulty	Damage	Range	Rate	Conceal
Dagger	4	Str+1			C
Staff	4	Str+2			N

Brawling Table

Maneuver	Difficulty	Damage
Body-check	7	(Special) Str. +2
Disarm	8	0
Grapple	6	Str.+Spec.
Kick	7	Str. +1
Parry	6	0
Punch	6	Strength
Shield Parry	6	0
Throw	(Var.)	(Weapon)

Special Maneuvers	Roll	Difficulty	Effect	Notes

Armor		
Type	Protection	Penalty

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
HONEYED TONGUE	MERIT	2	RELIGIOUS ADHERENT	FLAW	2

Preferred Enchantments

Weaveries

Magickal Treasures

Name	Level	Arete	Quintessence	Appearance

Combat

Weapon	Difficulty	Damage	Range	Rate	Conceal
RADLER	5	STR+3			C

Special Maneuvers	Roll	Difficulty	Effect	Notes

Brawling Table

Maneuver	Difficulty	Damage
Body-check	7	(Special) Str. +2
Disarm	8	0
Grapple	6	Str. + Spec.
Kick	7	Str. +1
Parry	6	0
Punch	6	Strength
Shield Parry	6	0
Throw	(Var.)	(Weapon)

Armor

Type	Protection	Penalty

Name: *Ricardo De Gracia*
Player: *Ziad*
Chronicle: *Eric*

Nature: *Manipulator*
Essence:
Demeanor: *Supplicant*

Concept: *Aristocrate*
Affiliation: *Cabal of Pure Thought*
Cabal: *Game to Eric*

Attributes

Physical 3

Strength 00000
Dexterity 00000
Stamina 00000

Social 7

Charisma 00000
Manipulation 00000
Appearance 00000

Mental 5

Perception 00000
Intelligence 00000
Wits 00000

Abilities

Talents 13

Alertness 00000
Artist 00000
Athletics 00000
Awareness 00000
Brawl 00000
Dodge 00000
Expression 00000
Instruction 00000
Intimidation 00000
Larceny 00000
Subterfuge 00000

Skills 9

Animal Ken 00000
Archery 00000
Crafts 00000
Etiquette 00000
Leadership 00000
Meditation 00000
Melee 00000
Research 00000
Riding 00000
Stealth 00000
Survival 00000

Knowledges 7

Academics 00000
Culture 00000
Enigmas 00000
Investigation 00000
Law 00000
Linguistics 00000
Lore 00000
Medicine 00000
Metaphysics 00000
Occult 00000
Science 00000

Spheres

Connection 00000
Entropy 00000
Forces 00000

Life 00000
Matter 00000
Mind 00000

Prime *Live Bible* 00000
Spirit 00000
Time 00000

Advantages

Backgrounds

Influence 00000
Resources 00000
00000
00000
00000

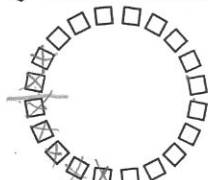
Arete

0000000000

Willpower

0000000000
0000000000

Quintessence



Scourge

Health

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

Experience

1

Other Abilities

Intrigue 00000
Politics 00000
00000
00000
00000

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
<i>Title</i>	<i>royal / confident</i>	<i>5</i>	<i>Ennemi's</i>		<i>3</i>
<i>Noble Blood</i>		<i>1</i>	<i>family enmity</i>		<i>6</i>
			<i>Dark secret</i>		<i>2</i>
			<i>Age</i>		<i>1</i>

Preferred Enchantments

Weaveries

Magickal Treasures

Name	Level	Arete	Quintessence	Appearance

Combat

Weapon	Difficulty	Damage	Range	Rate	Conceal
<i>Dagger</i>	<i>4</i>	<i>st+1</i>		<i>1</i>	<i>C</i>
<i>Rapier</i>	<i>5</i>	<i>st+3</i>			<i>C</i>

Brawling Table

Maneuver	Difficulty	Damage
Body-check	7	(Special) Str. +2
Disarm	8	0
Grapple	6	Str. + Spec.
Kick	7	Str. +1
Parry	6	0
Punch	6	Strength
Shield Parry	6	0
Throw	(Var.)	(Weapon)

Special Maneuvers	Roll	Difficulty	Effect	Notes

Armor		
Type	Protection	Penalty

Objet:

- Biblio italien (conserver esprit)
- Braclet magique du gouron du temple Marocain
(pour mission Cabal)

PROJECT TWILIGHT

Name: Karl
 Player: ERIC Pietracola
 Chronicle

Nature:
 Demeanor:
 Agency: None

Rank: none
 Codename:
 Concept: Librarian

Attributes

Physical
 Strength _____ ●●●●●●
 Dexterity _____ ●●●●●●
 Stamina _____ ●●●●●●

Social
 Charisma _____ ●●●●●●
 Manipulation _____ ●●●●●●
 Appearance _____ ●●●●●●

Mental
 Perception _____ ●●●●●●
 Intelligence _____ ●●●●●●
 Wits _____ ●●●●●●

Abilities

Talents
 Alertness _____ ●●●●●●
 Athletics _____ ●●●●●●
 Brawl _____ ●●●●●●
 Dodge _____ ●●●●●●
 Empathy _____ ●●●●●●
 Expression _____ ●●●●●●
 Intimidation _____ ●●●●●●
 Leadership _____ ●●●●●●
 Streetwise _____ ●●●●●●
 Subterfuge _____ ●●●●●●

Skills
 Animal Ken _____ ●●●●●●
 Drive _____ ●●●●●●
 Etiquette _____ ●●●●●●
 Firearms _____ ●●●●●●
 Melee blade _____ ●●●●●●
 Performance _____ ●●●●●●
 Repair _____ ●●●●●●
 Security _____ ●●●●●●
 Stealth _____ ●●●●●●
 Survival _____ ●●●●●●

Knowledge
 Bureaucracy _____ ●●●●●●
 Computer _____ ●●●●●●
 Covert Culture _____ ●●●●●●
 Investigation _____ ●●●●●●
 Law _____ ●●●●●●
 Linguistics _____ ●●●●●●
 Medicine _____ ●●●●●●
 Occult Vampires _____ ●●●●●●
 Politics _____ ●●●●●●
 Science _____ ●●●●●●

Advantages

Numina
Pyrokinesis _____ ●●●●●●
 _____ ●●●●●●
 _____ ●●●●●●
 _____ ●●●●●●
 _____ ●●●●●●

Background
 Allies _____ ●●●●●●
 Influence _____ ●●●●●●
 Resources _____ ●●●●●●
artifact _____ ●●●●●●
 _____ ●●●●●●

Merits & Flaws

True Faith

● ● ● ● ● ● ● ● ● ● ● ●
 □ □ □ □ □ □ □ □ □ □ □ □

Willpower

● ● ● ● ● ● ● ● ● ● ● ●
 □ □ □ □ □ □ □ □ □ □ □ □

Health

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

Experience

4

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip	Conceal	Rank
Blade	8	6	4 4 fine	close	—	—	+	
hand x-bow	5	7	3		1	1	J	

P - Pocket J - Jacket T - Trenchcoat N - No concealment

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 3 Freebie Points: 21 (7/5/2/2)

PROJECT TWILIGHT

Other Traits

History

Prelude

Roumanien

●00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

Description

Age 35 years Height 5'8"

Hair long brown Weight 180 lb

Eyes blue Race human

Sex male Nationality english

Equipment

First Case

Cases solved

Service Record

Awards received (promotions, citations, etc.):

Black marks (disciplinary demerits, rank decrease, etc.):

Distinguishing features:

Brawling Chart

Maneuver	Roll	Diff	Damage
Body Slam	Dex + Brawl	7	Special
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength + 1
Punch	Dex + Brawl	6	Strength

Gear (carried)

hand arrows x 15 , Dagger x 2 , Round glasses , Shake x 2
holy water tubes x 5 , overcoat , necklace
cross x 1 , normal clothes , lanterns

Possessions (owned)

Name: Syphax Belnades
Player: Eric Lethbridge
Chronicle:

Nature: Sage
Essence: Mare (Primordial)
Demeanor: Theorist

house: Terbitov
Concept: elemental master
Affiliation: order of hermes
Cabal:

Attributes

Physical 5

Social 3

Mental 7

Strength 5
Dexterity 5
Stamina 5

Strength 3
Dexterity 3
Stamina 3
Charisma
manipulation
appearance

Strength 7
Dexterity 7
Stamina 7
Perception
Intelligence
Creativity
Willpower
VIT

Abilities

Alertness 5
Artist 5
Athletics 5
Awareness 5
Brawl 5
Dodge 5
Expression 5
Instruction 5
Intimidation 5
Larceny 5
Subterfuge 5

Animal Ken 3
Archery 3
Crafts 3
Etiquette 3
Leadership 3
Meditation 3
Melee 3
Research 3
Riding 3
Stealth 3
Survival 3

Academics 13
Culture 13
Enigmas 13
Investigation 13
Law 13
Linguistics 13
Lore 13
Medicine 13
Metaphysics 13
Occult 13
Science 13
GASOL
fairies

Spheres

Connection 5
Entropy 5
Forces 5
circles
runes

Life 5
Matter 5
Mind 5
element

Prime 5
Spirit 5
Time 5

Advantages

Backgrounds

ancient
arcane
magical artifact
libraries
sanctum

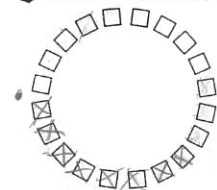
Arete

5

Willpower

5

Quintessence



Scourge

Health

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

Experience

2 4

Phasal power
+1 auto success through roll (potance 1)
+155 i c i t u d e 1

blood Pool Powers

FLUSH 1 blood FOR HEALTH

FLUSH 2 blood +1 mil FOR 1 ARMED HEALTH

FLUSH 1 blood +1 NO ANY ACTION PHYSIC

CAN FLUSH 1 blood per Round

Pluto reba Areturus fundatore Belnades spiritum...

To Belnades of the grand order,

I am, Fernando don Esterez, the Mercere of Saragosse. We have learned from Sh'zar that you and a cabal of awakened may soon depart for the Slavic lands.

If that is the case we have a little task that needs to be done. Its nothing difficult but it is rather important. If you will please, try to get some news from the House of Tremere of either Moldavia or Transilvania. They might be in need of assistance and may not be abble to respond.

I'm sure that with this you can understand our worries. Well, make sure you have a safe and enjoyabble journey.

Thanks

Fernando Don Esterex

Sypha Belnades

Preferred Enchantment

name

Spheres

- Teleport connection 3
- Correspondance runing connection 2
- apparition connection 2
- Dark Sight force 1
- transmute element matter 2
- Flame Tongue force 2
- deflect blow connection 3
- invulnerability force 2

Language

Japanese

latin

Vampire disciplines

- Potence 1 (+1 success strength roll)
- Vicitude 1

Weavens

Close Lamentinal rift (connect 3, prime 2, spirit)

Equipment

- Da prima Elementum
- Free book
- infernalist quarter staff
- 2 Torch
- 1 holy water
- 2 stake

bane list

???



Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
baric affinity		2	echoes		1
ghost	Mythic		family enmity		

Preferred Enchantments

teleport (connection 3)
correspondence running (connection 2)
apportation (connection 2)
darknight (force 1)
walking on water (force 2)
analyse substance (matter 1)
transmute element (matter 2)
flame tongue (force 2)
deflect blood (connection 3)

Weaveries

Magickal Treasures

Name	Level	Arete	Quintessence	Appearance
Astral amulet (spirit/sight)	1	1	5 (5)	medallion

Combat

Weapon	Difficulty	Damage	Range	Rate	Conceal
Quarter staff	4	str +1 to +3			N

Brawling Table

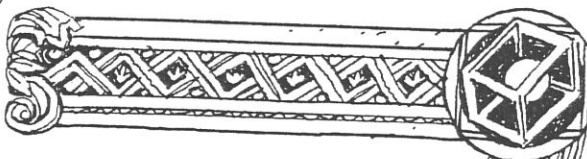
Maneuver	Difficulty	Damage
Body-check	7	(Special) Str. +2
Disarm	8	0
Grapple	6	Str. + Spec.
Kick	7	Str. +1
Parry	6	0
Punch	6	Strength
Shield Parry	6	0
Throw	(Var.)	(Weapon)

Special Maneuvers	Roll	Difficulty	Effect	Notes

Type	Protection	Penalty
buckler	DIF +1	0

Dad Primary Elements	Health		Prima Day Removal	
	3 days		2 day	1
	4	5	3 days	8
Free Bobic	4	5	4	5
STAFF avec des petites priorisation qui sont toute différentes une de l'autre	5	6	5	6
2 touch	6		6	7
1 Holy water			7	
2 stake				1
				2
				3

-1 with 4 game



Name: *Xing*
 Player: *Fred*
 Chronicle:

Nature: *Sensualist*
 Essence: *Questing*
 Demeanor: *Guardian*

Concept: *Weapon-master*
 Affiliation: *Akashic Brotherhood*
 Cabal:

Attributes

Physical <i>7</i>			Social <i>3</i>			Mental <i>5</i>		
Strength	●●●●●		<i>Charisma</i> Strength	●●●●●		<i>Intelligence</i> Strength	●●●●●	
Dexterity	●●●●●		<i>Manipulation</i> Dexterity	●●●●●		<i>Perception</i> Dexterity	●●●●●	
Stamina	●●●●●		<i>Appearance</i> Stamina	●●●●●		<i>Will</i> Stamina	●●●●●	

Abilities

Alertness	●●●●●	<i>9</i>	Animal Ken	●●●●●	<i>13</i>	Academics	●●●●●	<i>5</i>
Artist	●●●●●		Archery	●●●●●		Culture	●●●●●	
Athletics	●●●●●		Crafts	●●●●●		Enigmas	●●●●●	
Awareness	●●●●●		Etiquette	●●●●●		Investigation	●●●●●	
Brawl	●●●●●		Leadership	●●●●●		Law	●●●●●	
Dodge	●●●●●		Meditation	●●●●●		Linguistics	●●●●●	
Expression	●●●●●		Melee	●●●●●		Lore	●●●●●	
Instruction	●●●●●		Research	●●●●●		Medicine	●●●●●	
Intimidation	●●●●●		Riding	●●●●●		Metaphysics	●●●●●	
Larceny	●●●●●		Stealth	●●●●●		Occult	●●●●●	
Subterfuge	●●●●●		Survival	●●●●●		Science	●●●●●	

Spheres

Connection	●●●●●		Life	●●●●●		Prime	●●●●●	
Entropy	●●●●●		Matter	●●●●●		Spirit	●●●●●	
Forces	●●●●●		Mind	●●●●●		Time	●●●●●	

Advantages

Backgrounds			Arete			Health		
<i>Arcane</i>	●●●●●		● ● ● ● ● ● ● ● ● ●			Bruised	-0	☐
<i>Library</i>	●●●●●					Hurt	-1	☐
<i>Covenant</i>	●●●●●		● ● ● ● ● ● ● ● ● ●			Injured	-1	☐
	●●●●●		□ □ □ □ □ □ □ □ □ □			Wounded	-2	☐
	●●●●●					Mauled	-2	☐
Other Abilities			Quintessence			Crippled	-5	☐
<i>Doa</i>	●●●●●					Incapacitated		☐
	●●●●●							
	●●●●●							
	●●●●●							
	●●●●●		Scourge			Experience		
	●●●●●					<i>2</i>		



Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Preferred Enchantments

Haste self
stop opponent

Stop Sphere

Weaveries

Magickal Treasures

Name	Level	Arete	Quintessence	Appearance

Combat

Weapon	Difficulty	Damage	Range	Rate	Conceal

Brawling Table

Maneuver	Difficulty	Damage
Body-check	7	(Special) Str. +2
Disarm	8	0
Grapple	6	Str. + Spec.
Kick	7	Str. +1
Parry	6	0
Punch	6	Strength
Shield Parry	6	0
Throw	(Var.)	(Weapon)

Special Maneuvers	Roll	Difficulty	Effect	Notes
Redirection	D0	8	D0 + success	
Iron Short	Str + D0 mag + D0	7/special	50% A rig then	
Flying Leap	Dex + 00	6	Success = Air	

Type	Armor Protection	Penalty

TECHNOCRACY

MAGE: The Ascension®

Name: *Liedel*
 Player: *Eric Behnke*
 Concept:

Nature: *Rebel*
 Eidolon: *Quoting*
 Demeanor: *Loner*

Convention: *Void Engineers*
 Mentor: *none*
 Amalgam:

Physical	Social	Mental
Strength <u> </u> ●●●●●	Charisma <u> </u> ●●●●●	Perception <u> </u> ●●●●●
Dexterity <u> </u> ●●●●●	Manipulation <u> </u> ●●●●●	Intelligence <u> </u> ●●●●●
Stamina <u> </u> ●●●●●	Appearance <u> </u> ●●●●●	Wits <u> </u> ●●●●●

Talents	Skills	Knowledges
Alertness <u> </u> ●●●●●	Drive <u> </u> ○○○○○	Academics <u> </u> ○○○○○
Athletics <u> </u> ●●●●●	Energy Weapons <u> </u> ●●●●●	Computer <u> </u> ●●●●●
Awareness <u> </u> ●●●●●	Etiquette <u> </u> ○○○○○	Enigmas <u> </u> ○○○○○
Brawl <u> </u> ●●●●●	Firearms <u> </u> ○○○○○	Finance <u> </u> ○○○○○
Dodge <u> </u> ●●●●●	Hypertech <u> </u> ●●●●●	Investigation <u> </u> ○○○○○
Expression <u> </u> ○○○○○	Melee <u> </u> ○○○○○	Law <u> </u> ○○○○○
Intimidation <u> </u> ○○○○○	Research <u> </u> ○○○○○	Linguistics <u> </u> ●●●●●
Leadership <u> </u> ○○○○○	Stealth <u> </u> ●●●●●	Medicine <u> </u> ●●●●●
Streetwise <u> </u> ○○○○○	Survival <u> </u> ○○○○○	Politics <u> </u> ○○○○○
Subterfuge <u> </u> ○○○○○	Technology <u> </u> ○○○○○	Science <u> </u> ○○○○○

Spheres		
Correspondence <u> </u> ●●●●●	Forces <u> </u> ●●●●●	Mind <u> </u> ○○○○○
Dimensional Science <u> </u> ●●●●●	Life <u> </u> ●●●●●	Prime <u> </u> ●●●●●
Entropy <u> </u> ○○○○○	Matter <u> </u> ●●●●●	Time <u> </u> ●●●●●

Backgrounds	Enlightenment	Health
<i>Space Ship</i> x20 <u> </u> ○○○○○	● ● ● ● ● ● ● ● ● ●	Bruised -0 ☐
<i>Energy pistol</i> x2 <u> </u> ○○○○○		Hurt -1 ☐
<u> </u> ○○○○○		Injured -1 ☐
<u> </u> ○○○○○		Wounded -2 ☐
<u> </u> ○○○○○		Mauled -2 ☐
		Crippled -5 ☐
		Incapacitated ☐

Other Traits

knave ●●●●●

Engineering ●●●●●

Pilot (skl) ●●●●●

Submergence ●●●●●

paraphysic ●●●●●

Irony-Reg ●●●

Willpower

● ● ● ● ● ● ● ● ● ●

□ □ □ □ □ □ □ □ □ □

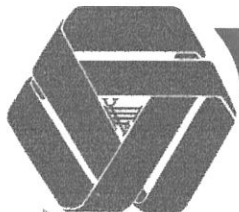
Primal Energy

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Paradox

Experience

 4



TECHNOCRACY



MAGE: The Ascension®

Name: *Favis Daye*
Player: *Olivier D.*
Concept: *Mission Comm.*

Nature: *Bravo*
Eidolon:
Demeanor: *Manager*

Convention: *NWD*
Mentor: *Rustoff*
Amalgam:

Attributes

Physical	Social	Mental
Strength ☐ ☐ ☐ ☐ ☐	Charisma ☐ ☐ ☐ ☐ ☐	Perception ☐ ☐ ☐ ☐ ☐
Dexterity ☐ ☐ ☐ ☐ ☐	Manipulation ☐ ☐ ☐ ☐ ☐	Intelligence ☐ ☐ ☐ ☐ ☐
Stamina ☐ ☐ ☐ ☐ ☐	Appearance ☐ ☐ ☐ ☐ ☐	Wits ☐ ☐ ☐ ☐ ☐

Abilities

Talents	Skills	Knowledges
Alertness ☐ ☐ ☐ ☐ ☐	Drive ☐ ☐ ☐ ☐ ☐	Academics ☐ ☐ ☐ ☐ ☐
Athletics ☐ ☐ ☐ ☐ ☐	Energy Weapons ☐ ☐ ☐ ☐ ☐	Computer ☐ ☐ ☐ ☐ ☐
Awareness ☐ ☐ ☐ ☐ ☐	Etiquette ☐ ☐ ☐ ☐ ☐	Enigmas ☐ ☐ ☐ ☐ ☐
Brawl ☐ ☐ ☐ ☐ ☐	Firearms ☐ ☐ ☐ ☐ ☐	Finance ☐ ☐ ☐ ☐ ☐
Dodge ☐ ☐ ☐ ☐ ☐	Hypertech ☐ ☐ ☐ ☐ ☐	Investigation ☐ ☐ ☐ ☐ ☐
Expression ☐ ☐ ☐ ☐ ☐	Melee ☐ ☐ ☐ ☐ ☐	Law ☐ ☐ ☐ ☐ ☐
Intimidation ☐ ☐ ☐ ☐ ☐	Research ☐ ☐ ☐ ☐ ☐	Linguistics ☐ ☐ ☐ ☐ ☐
Leadership ☐ ☐ ☐ ☐ ☐	Stealth ☐ ☐ ☐ ☐ ☐	Medicine ☐ ☐ ☐ ☐ ☐
Streetwise ☐ ☐ ☐ ☐ ☐	Survival ☐ ☐ ☐ ☐ ☐	Politics ☐ ☐ ☐ ☐ ☐
Subterfuge ☐ ☐ ☐ ☐ ☐	Technology ☐ ☐ ☐ ☐ ☐	Science ☐ ☐ ☐ ☐ ☐

Spheres

Correspondence ☐ ☐ ☐ ☐ ☐	Forces ☐ ☐ ☐ ☐ ☐	Mind ☐ ☐ ☐ ☐ ☐
Dimensional Science ☐ ☐ ☐ ☐ ☐	Life ☐ ☐ ☐ ☐ ☐	Prime ☐ ☐ ☐ ☐ ☐
Entropy ☐ ☐ ☐ ☐ ☐	Matter ☐ ☐ ☐ ☐ ☐	Time ☐ ☐ ☐ ☐ ☐

Advantages

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

Other Traits	Primal Energy	Experience
<i>Xenobiology</i> ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	
<i>Phylogeny</i> ☐ ☐ ☐ ☐ ☐		
<i>Psychology</i> ☐ ☐ ☐ ☐ ☐		
☐ ☐ ☐ ☐ ☐		
☐ ☐ ☐ ☐ ☐		

Paradox

TECHNOCRACY

MAGE: The Ascension®

Name: *G. Laforgue*
 Player: *Philippe Corneau*
 Concept:

Nature: *Innovator*
 Eidolon: *Dynamic*
 Demeanor: *Mud Scientist*

Convention:
 Mentor:
 Amalgam:

Physical <i>5</i>			Social <i>53</i>			Mental <i>7</i>		
Strength	●●●●●		Charisma	●●●●●		Perception	●●●●●	
Dexterity	●●●●●		Manipulation	●●●●●		Intelligence	●●●●●	
Stamina	●●●●●		Appearance	●●●●●		Wits	●●●●●	

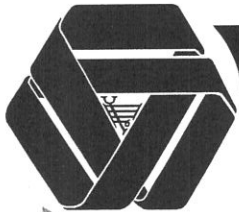
Talents <i>5</i>			Skills <i>13</i>			Knowledges <i>9</i>		
Alertness	●●●●●		Drive	●●●●●		Academics	●●●●●	
Athletics	●●●●●		Energy Weapons	●●●●●		Computer	●●●●●	
Awareness	●●●●●		Etiquette	●●●●●		Enigmas	●●●●●	
Brawl	●●●●●		Firearms	●●●●●		Finance	●●●●●	
Dodge	●●●●●		Hypertech	●●●●●		Investigation	●●●●●	
Expression	●●●●●		Melee	●●●●●		Law	●●●●●	
Intimidation	●●●●●		Research	●●●●●		Linguistics	●●●●●	
Leadership	●●●●●		Stealth	●●●●●		Medicine	●●●●●	
Streetwise	●●●●●		Survival	●●●●●		Politics	●●●●●	
Subterfuge	●●●●●		Technology	●●●●●		Science	●●●●●	

Correspondence	●●●●●		Forces	●●●●●		Mind	●●●●●	
Dimensional Science	●●●●●		Life	●●●●●		Prime	●●●●●	
Entropy	●●●●●		Matter	●●●●●		Time	●●●●●	

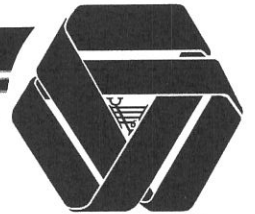
Backgrounds			Enlightenment <i>4</i>			Health		
<i>Enhancements</i>	●●●●●		●●●●●●●●●●●●			Bruised	-0	☒
<i>Patron</i>	●●●●●					Hurt	-1	☒
<i>Passion</i>	●●●●●					Injured	-1	☒
<i>Love</i>	●●●●●					Wounded	-2	☒
	●●●●●					Mauled	-2	☒
	●●●●●					Crippled	-5	☒
	●●●●●					Incapacitated		☒

Other Traits			Willpower			Experience		
<i>Personal</i>	●●●●●		●●●●●●●●●●●●					
<i>Electron</i>	●●●●●		●●●●●●●●●●●●					
<i>Engineering</i>	●●●●●		●●●●●●●●●●●●					
<i>Astronomy</i>	●●●●●		●●●●●●●●●●●●					
<i>Micro genetic</i>	●●●●●		●●●●●●●●●●●●					
<i>Long life</i>	●●●●●		●●●●●●●●●●●●					





TECHNOCRACY



MAGE: The Ascension®

~~Expanded Backgrounds~~

Allies

Companion

Enhancements

Extra sensory access.
control/predator.

Laboratory

Mentor

Patron

Secret Weapons

Backup

Construct

Influence

Library

Node(s)

Resources

Spies

~~Possessions~~

Gear (Carried)

Equipment (Owned)

Foci

multi tool prim.
cell access/predator.

Style

TECHNOCRACY

MAGE: The Ascension®

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

Preferred Effects

This image shows a blank sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

| Name | Level | Arete | Quintessence | Appearance |
|------|-------|-------|--------------|------------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

[illegible]

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

Armor: _____



TECHNOCRACY



MAGE: The Ascension®

~~History~~ Empowerment

Goals/Destiny

| | |
|----------|--------|
| Seekings | Quiets |
| <hr/> | <hr/> |
| <hr/> | <hr/> |

~~Description~~

| | |
|--------------------|------------------------------|
| Age | <hr/> |
| Apparent Age | <hr/> |
| Date of Birth | <hr/> |
| Age of Empowerment | <hr/> |
| Hair | <hr/> |
| Eyes | <hr/> |
| Race | <hr/> |
| Nationality | Appearance/Nature of Eidolon |
| Height | <hr/> |
| Weight | Common Resonance |
| Sex | <hr/> |

~~Notes~~

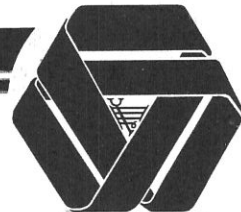
Amalgam Chart

Character Sketch





TECHNOCRACY



MAGE: The Ascension®

Name: *Matiou Bellavance*
Player: *Alex Renard*
Concept: *field commander*

Nature: *Conformist*
Eidolon: *Questing*
Demeanor: *Investigator*

Convention: *New world old*
Mentor:
Amalgam:

Attributes

| Physical | Social | Mental |
|---|--|--|
| Strength ☐ ☐ ☐ ☐ ☐ | Charisma ☐ ☐ ☐ ☐ ☐ | Perception ☐ ☐ ☐ ☐ ☐ |
| Dexterity ☐ ☐ ☐ ☐ ☐ | Manipulation ☐ ☐ ☐ ☐ ☐ | Intelligence ☐ ☐ ☐ ☐ ☐ |
| Stamina ☐ ☐ ☐ ☐ ☐ | Appearance ☐ ☐ ☐ ☐ ☐ | Wits ☐ ☐ ☐ ☐ ☐ |

Abilities

| Talents | Skills | Knowledge |
|--|--|---|
| Alertness ☐ ☐ ☐ ☐ ☐ | Drive ☐ ☐ ☐ ☐ ☐ | Academics ☐ ☐ ☐ ☐ ☐ |
| Athletics ☐ ☐ ☐ ☐ ☐ | Energy Weapons ☐ ☐ ☐ ☐ ☐ | Computer ☐ ☐ ☐ ☐ ☐ |
| Awareness ☐ ☐ ☐ ☐ ☐ | Etiquette ☐ ☐ ☐ ☐ ☐ | Enigmas ☐ ☐ ☐ ☐ ☐ |
| Brawl ☐ ☐ ☐ ☐ ☐ | Firearms ☐ ☐ ☐ ☐ ☐ | Finance ☐ ☐ ☐ ☐ ☐ |
| Dodge ☐ ☐ ☐ ☐ ☐ | Hypertech ☐ ☐ ☐ ☐ ☐ | Investigation ☐ ☐ ☐ ☐ ☐ |
| Expression ☐ ☐ ☐ ☐ ☐ | Melee ☐ ☐ ☐ ☐ ☐ | Law ☐ ☐ ☐ ☐ ☐ |
| Intimidation ☐ ☐ ☐ ☐ ☐ | Research ☐ ☐ ☐ ☐ ☐ | Linguistics ☐ ☐ ☐ ☐ ☐ |
| Leadership ☐ ☐ ☐ ☐ ☐ | Stealth ☐ ☐ ☐ ☐ ☐ | Medicine ☐ ☐ ☐ ☐ ☐ |
| Streetwise ☐ ☐ ☐ ☐ ☐ | Survival ☐ ☐ ☐ ☐ ☐ | Politics ☐ ☐ ☐ ☐ ☐ |
| Subterfuge ☐ ☐ ☐ ☐ ☐ | Technology ☐ ☐ ☐ ☐ ☐ | Science ☐ ☐ ☐ ☐ ☐ |

Spells

| | | |
|---|--|---|
| Correspondence ☐ ☐ ☐ ☐ ☐ | Forces ☐ ☐ ☐ ☐ ☐ | Mind ☐ ☐ ☐ ☐ ☐ |
| Dimensional Science ☐ ☐ ☐ ☐ ☐ | Life ☐ ☐ ☐ ☐ ☐ | Prime ☐ ☐ ☐ ☐ ☐ |
| Entropy ☐ ☐ ☐ ☐ ☐ | Matter ☐ ☐ ☐ ☐ ☐ | Time ☐ ☐ ☐ ☐ ☐ |

Advantages

| Backgrounds | Enlightenment | Health |
|--|---|--|
| <i>Arcane</i> ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ | Bruised -0 ☐ |
| <i>water</i> ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ | Hurt -1 ☐ |
| <i>Library</i> ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ | Injured -1 ☐ |
| ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ | Wounded -2 ☐ |
| ☐ ☐ ☐ ☐ ☐ | | Mauled -2 ☐ |
| | | Crippled -5 ☐ |
| | | Incapacitated ☐ |

| Other Traits |
|---|
| ☐ ☐ ☐ ☐ ☐ |
| ☐ ☐ ☐ ☐ ☐ |
| ☐ ☐ ☐ ☐ ☐ |
| ☐ ☐ ☐ ☐ ☐ |
| ☐ ☐ ☐ ☐ ☐ |

Primal Energy



Experience



antropologie
ethnologie
fine art
History
logic
philosophie

réalty devient data
psy
sécurité

astronomie

bio

biopsy

chym

cyb

elec

engineering → génie civil

pato

gen

geo

H mat

mat

mat

para phy

phylogénie

phy

psy dynamix

sociopsy bio

TECHNOCRACY

**MAGE: The Ascension®**

~~NOTES ON THE~~

| Merit | Type | Cost | Flaw | Type | Bonus |
|---------------|----------|------|--------------|--------|-------|
| Concentration | Mental | 1 | Deep Sleeper | Mental | 1 |
| Time sense | Mental | 1 | Vengeful | Mental | 2 |
| Ambidextrous | Physical | 1 | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Preferred Effects

This image shows a blank sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page.

| Name | Level | Arete | Quintessence | Appearance |
|------|-------|-------|--------------|------------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

[illegible]

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

Armor: _____



TECHNOCRACY



MAGE: The Ascension®

~~Expanded Backgrounds~~

Allies

Companion

Enhancements

Laboratory

Mentor

Patron

Secret Weapons

Backup

Construct

Influence

Library

Node(s)

Resources

Spies

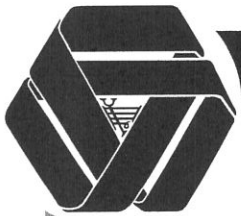
~~Possessions~~

Gear (Carried)

Foci

Equipment (Owned)

Style



TECHNOCRACY



MAGE: The Ascension®

~~History~~ Empowerment

Goals/Destiny

| | |
|----------|--------|
| Seekings | Quiets |
| <hr/> | <hr/> |
| <hr/> | <hr/> |

~~Description~~

| | |
|--------------------|------------------------------|
| Age | <hr/> |
| Apparent Age | <hr/> |
| Date of Birth | <hr/> |
| Age of Empowerment | <hr/> |
| Hair | <hr/> |
| Eyes | <hr/> |
| Race | <hr/> |
| Nationality | Appearance/Nature of Eidolon |
| Height | <hr/> |
| Weight | Common Resonance |
| Sex | <hr/> |

~~Visuals~~

Amalgam Chart

Character Sketch



TECHNOCRACY

MAGE: The Ascension®

Name: Joachim Basset
 Player: JF Basset
 Concept:

Nature: Conformist
 Eidolon:
 Demeanor: Devil's Advocate

Convention: Progenitor
 Mentor:
 Amalgam: 2d. XP

Physical
 Strength 00000
 Dexterity 00000
 Stamina 00000

Social
 Charisma 00000
 Manipulation 00000
 Appearance 00000

Mental
 Perception 00000
 Intelligence 00000
 Wits 00000

Talents
 Alertness 00000
 Athletics 00000
 Awareness 00000
 Brawl 00000
 Dodge 00000
 Expression 00000
 Intimidation 00000
 Leadership 00000
 Streetwise 00000
 Subterfuge 00000

Skills
 Drive 00000
 Energy Weapons 00000
 Etiquette 00000
 Firearms 00000
 Hypertech 00000
 Melee 00000
 Research 00000
 Stealth 00000
 Survival 00000
 Technology 00000
Surv-Ric 00000

Knowledges
 Academics 00000
 Computer 00000
 Enigmas 00000
 Finance 00000
 Investigation 00000
 Law 00000
 Linguistics 00000
 Medicine 00000
 Politics 00000
 Science 00000

~~Correspondence 00000~~
~~Dimensional Science 00000~~
~~Entropy 00000~~

~~Forces 00000~~
~~Life 00000~~
~~Matter 00000~~

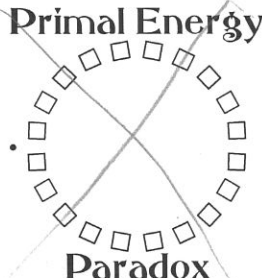
~~Mind 00000~~
~~Prime 00000~~
~~Time 00000~~

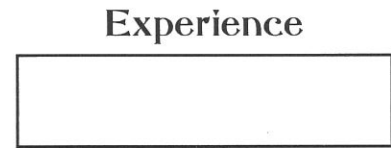
Backgrounds
Laboratory 00000
Library 00000
Patron 00000
00000
00000

Enlightenment
~~0 0 0 0 0 0 0 0 0 0~~
Willpower
~~0 0 0 0 0 0 0 0 0 0~~
~~☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒~~

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

Other Traits
Biotech 00000
Cyber 00000
Electronic 00000
Engineering 00000
00000

Primal Energy

Paradox

Experience


04/20/04

Anthropology
Ethnology
Fine Arts
History
Logic
Philosophy

Astro
Bio
Biopsych
Chem
Engl
Elect
Engi (Building)
Forensic
Gene
Geo
Hyper math
Maths
Met
Paraphysic
Phelogeny
Physic
Psychodynamic
Sociobiology



TECHNOCRACY



MAGE: The Ascension®

~~Expanded Backgrounds~~

Allies

Companion

Enhancements

Laboratory

Space Colony point Cyber

Mentor

Patron

Secret Weapons

Backup

Construct

Influence

Library

Node(s)

Resources

Spies

~~Possessions~~

Gear (Carried)

Equipment (Owned)

Foci

Style



TECHNOCRACY



MAGE: The Ascension®

~~History~~ Empowerment

Goals/Destiny

| | |
|----------|--------|
| Seekings | Quiets |
| <hr/> | <hr/> |
| <hr/> | <hr/> |

~~Description~~

| | |
|--------------------|------------------------------|
| Age | <hr/> |
| Apparent Age | <hr/> |
| Date of Birth | <hr/> |
| Age of Empowerment | <hr/> |
| Hair | <hr/> |
| Eyes | <hr/> |
| Race | <hr/> |
| Nationality | Appearance/Nature of Eidolon |
| Height | <hr/> |
| Weight | Common Resonance |
| Sex | <hr/> |

~~Visuals~~

Amalgam Chart

Character Sketch



TECHNOCRACY

MAGE: The Ascension®

Name: Hermès Sidal
 Player: François Coupal
 Concept: Xenopsychologist

Nature: Director
 Eidolon: Dynamic
 Demeanor: Pedagogue

Convention: Facade
 Mentor:
 Amalgam:

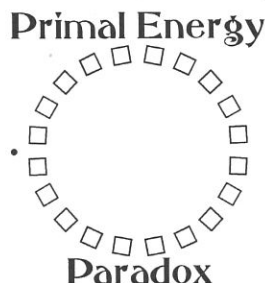
| Attributes | | |
|------------------------|---------------------------|---------------------------|
| Physical | Social | Mental |
| Strength <u>●●●●●</u> | Charisma <u>●●●●●</u> | Perception <u>●●●●●</u> |
| Dexterity <u>●●●●●</u> | Manipulation <u>●●●●●</u> | Intelligence <u>●●●●●</u> |
| Stamina <u>●●●●●</u> | Appearance <u>●●●●●</u> | Wits <u>●●●●●</u> |

| Abilities | | |
|---------------------------|-----------------------------|----------------------------|
| Talents | Skills | Knowledges |
| Alertness <u>○○○○○</u> | Drive <u>○○○○○</u> | Academics <u>○○○○○</u> |
| Athletics <u>○○○○○</u> | Energy Weapons <u>●●●●●</u> | Computer <u>●●●●●</u> |
| Awareness <u>●●●●●</u> | Etiquette <u>●●●●●</u> | Enigmas <u>●●●●●</u> |
| Brawl <u>○○○○○</u> | Firearms <u>●●●●●</u> | Finance <u>○○○○○</u> |
| Dodge <u>●●●●●</u> | Hypertech <u>●●●●●</u> | Investigation <u>○○○○○</u> |
| Expression <u>●●●●●</u> | Melee <u>○○○○○</u> | Law <u>○○○○○</u> |
| Intimidation <u>○○○○○</u> | Research <u>●●●●●</u> | Linguistics <u>●●●●●</u> |
| Leadership <u>●●●●●</u> | Stealth <u>○○○○○</u> | Medicine <u>●●●●●</u> |
| Streetwise <u>○○○○○</u> | Survival <u>○○○○○</u> | Politics <u>○○○○○</u> |
| Subterfuge <u>●●●●●</u> | Technology <u>○○○○○</u> | Science <u>○○○○○</u> |

| Spheres | | |
|----------------------------------|---------------------|--------------------|
| Correspondence <u>○○○○○</u> | Forces <u>○○○○○</u> | Mind <u>*○○○○○</u> |
| Dimensional Science <u>○○○○○</u> | Life <u>●●●●●</u> | Prime <u>○○○○○</u> |
| Entropy <u>○○○○○</u> | Matter <u>○○○○○</u> | Time <u>○○○○○</u> |

| Advantages | | |
|--|----------------|---|
| Backgrounds | Enlightenment | Health |
| <u>Library</u> <u>●●●●●</u> | ○○○○○○○○○○○○○○ | Bruised -0 ☒ |
| <u>Prison</u> <u>●●●●●</u> | | Hurt -1 ☒ |
| <u>Conduct</u> <u>●●●●●</u> | | Injured -1 ☒ |
| <u>Adaptability</u> <u>○○○○○</u> | | Wounded -2 ☒ |
| <u> </u> <u>○○○○○</u> | | Mauled -2 ☒ |
| | | Crippled -5 ☒ |
| | | Incapacitated ☒ |

| Other Traits | | Experience | |
|--|--|--|--|
| <u>philosophy (cha)</u> <u>●●●●●</u> | | <div style="border: 1px solid black; padding: 10px; display: inline-block;"> <u>13</u> <u>13</u> <u>2</u> </div> | |
| <u>pharmacology</u> <u>●●●●●</u> | | | |
| <u>bio psychology</u> <u>●●●●●</u> | | | |
| <u>psychology</u> <u>●●●●●</u> | | | |
| <u> </u> <u>○○○○○</u> | | | |



Paradox

Anthropology

ethnology

Fine arts

History

logique

philo

Astro

bio

→ biopsico

chemi

cyber

elect

engin baliment

patho

gene

geo

(h-math

math

metal

paraphisic

→ philogenie

psy dynamics

Socio bio

pharmacology

**MAGE: The Ascension®**



TECHNOCRACY



MAGE: The Ascension®

~~Expanded Background~~

Allies

Companion

Enhancements

Laboratory

Mentor

Patron

Secret Weapons

Backup

Construct

Influence

Library

Node(s)

Resources

Spies

~~Possessions~~

Gear (Carried)

Equipment (Owned)

Foci

Life = bio-scanner
Mind = Flashpen

Style

Lieutenant



TECHNOCRACY



MAGE: The Ascension®

~~History~~

~~Empowerment~~

derangement

Pyromancy, Compulsive, Psycho Multiple

Goals/Destiny

Seekings

Quiets

~~Description~~

Age

Apparent Age

Date of Birth

Age of Empowerment

Hair

Eyes

Race

Nationality

Height

Weight

Sex

Appearance/Nature of Eidolon

Common Resonance

~~Visuals~~

Amalgam Chart

Character Sketch