Mage Character Sheet - Victorian

Name _____ Nature _____ Tradition _____

Age _____ Demeanor _____ Concept _____

Player _____ Essence _____ Cabal _____

ATTRIBUTES

Strength	●○○○○	Intelligence	●○○○○	Presence/Looks	●○○○○
Dexterity	●○○○○	Wits	●○○○○	Manipulation	●○○○○
Stamina	●○○○○	Perception	●○○○○	Charisma	●○○○○

SKILLS

Physical		Mental		Social	
Athletics	○○○○○	Alertness	○○○○○	Animal Handling	○○○○○
Brawl	○○○○○	Art	○○○○○	Cultural Awareness	○○○○○
Dodge	○○○○○	City Knowledge	○○○○○	Empathy	○○○○○
Drive	○○○○○	Crafts	○○○○○	Etiquette (Street)	○○○○○
Firearms	○○○○○	Education	○○○○○	Etiquette (Middle)	○○○○○
Larceny	○○○○○	Investigation	○○○○○	Etiquette (Upper)	○○○○○
Melee	○○○○○	Languages	○○○○○	Gambling	○○○○○
Performance	○○○○○	Law	○○○○○	Haggle / Barter	○○○○○
Security	○○○○○	Medicine	○○○○○	Leadership	○○○○○
Stealth	○○○○○	Occult Knowledge	○○○○○	Interrogation	○○○○○
Survival	○○○○○	Politics	○○○○○	Intimidation	○○○○○
Riding	○○○○○	Repair	○○○○○	Persuasion	○○○○○
Running	○○○○○	Science	○○○○○	Socialize	○○○○○
_____	○○○○○	Supernatural Lore	○○○○○	Subterfuge	○○○○○
_____	○○○○○	Technology	○○○○○	_____	○○○○○

Spheres

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

MERITS/FLAWS

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

Arete

●○○○○○○○○○

WILLPOWER

●●●●●○○○○○

□□□□□□□□□□

Quintessence

○○○○○○○○○○

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Paradox

HEALTH LEVELS

□□□□□□□□□□

BACKGROUNDS

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

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Resonance

Dynamic	●○○○○
Entropic	●○○○○
Static	●○○○○

XP

Attributes 7/5/3 • Skills 13/9/5 • Merits 7 dots • Flaws 7 dots • Spheres 9 dots • Backgrounds 7 dots • Virtues 7 dots

XP Cost per dot Attribute – 5XP, Skills – 2XP, Spheres – 7XP, Virtues – 2XP, Willpower – 2XP, Backgrounds – 1XP

Willpower base 5, Arete base 1