Mage:
The Ascension

CHARACTER DOSSIER

Quick Reference Information

Summaries

Combat Summary

Stage 1: Initiative
- Roll initiative. The winner declares her action last (after he has heard everyone else's actions) but performs it first
- Declare Dice Pool division if performing multiple actions
- Declare any magick cast. Only one magick roll may be made per turn.

Stage Two: Attack
- Roll attack to determine successes
- Roll dodge (if desired). Each success scored subtracts one from the opponent's successes. Tie goes to the defender.

Stage Three: Resolution
- Roll damage, determined by weapon or maneuver
- Soak damage. Roll stamina. Each success removes one from the damage roll.

General Complications:
- Changing actions: The difficulty increases by +1
- Immobilization: The difficulty to hit an immobilized target is decreased by -2
- Stunning: When Health Level damage exceeds stamina rating, the target is stunned and cannot act next turn.

Casting Magick
- Character determines what effect he/she wishes to cast
- Storyteller and/or player determine what Spheres are needed, and if the character is capable. ("Creative" use of a sphere is encouraged)
- Storyteller assigns base difficulty and required number of successes (as appropriate)
- Roll Arete against final target number to determine success
- Defender may roll countermagick (difficulty 8) if they are a Mage, and if they possess at least dot in a sphere being used for the effect.
- Compare successes, tie goes to the defender. Number of successes determines length of effect, or in the case of damaging rotes, the amount of damage dealt.

Common Skill Combinations

Roll	Traits	Difficulty
Initiative	Wits+Alertness	4
Dodge	Dexterity+Dodge	6
Shoot a gun	Dexterity+Firearms	Difficulty
Shoot a bow	Dexterity+Archery OR Dexterity+Melee	of weapon
Throw something	Dexterity+Melee	4+
Punch or kick	Dexterity+Brawl OR Dexterity+Do	See combat maneuvers
Bite or claw	Dexterity+Brawl	
Use knife, sword, etc	Dexterity+Melee	Difficulty of weapon
Spot something	Perception+Alertness	4-10
Notice a spirit presence	Perception+Awareness OR Perception+Spirit	6+
Notice Magick being cast	Perception+Awareness OR Perception+Sphere	6
Notice details about an item or action	Perception+Alertness OR Perception+appropriate skill	6 6
Think quickly about something	Wits+Appropriate ability	6
Search for information	Intelligence+Research	6
Convince someone	Charisma+Subterfuge OR Manipulation + Subterfuge	6
"Blend in"	Charisma+Etiquette	
Lead a cabal	Charisma+Leadership	6
Tap a node	Perception+Meditation Then: Arete roll for quintessence	6

Effect duration and damage multiplier

Sucesses	Damage	Duration
One	None	One turn
Two	Successes x 1	One scene
Three	Successes x 2	One day
Four	Successes x 2	One story
Five	Successes x 3	Six months
Six+	Successes x 3	Storyteller's option

Forces effects add one success when used for damage; **Mind** effects subtract one success when inflicting damage; Direct **Entropy** attacks do no damage at all until the fourth level, but incidental attacks (crumbling walls, etc) inflict normal damage.

Combat maneuvers

Maneuver	Difficulty	Damage
Punch	6	Strength
Grapple	6	Strength
Kick	7	Strength+1
Body Slam	7	Special
Bite*	5	Strength+1
Claw*	6	Strength+2
*When applicable		
Do Strikes:		
Punch	6	3 + Successes
Kick	7	4 + Successes
Flying Kick	8	5 + Successes
Throw	8	3 + Successes + 2' per success

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Name: Nature: Tradition:
Player: Essence: Mentor:
Chronicle: Demeanor: Cabal:

Attributes

Physical
Strength_____OOOOO
Dexterity_____OOOOO
Stamina_____OOOOO

Social
Charisma_____OOOOO
Manipulation_____OOOOO
Appearance_____OOOOO

Mental
Perception_____OOOOO
Intelligence_____OOOOO
Wits_____OOOOO

Abilities

Talents
Alertness_____OOOOO
Athletics_____OOOOO
Awareness_____OOOOO
Brawl_____OOOOO
Dodge_____OOOOO
Expression_____OOOOO
Instruction_____OOOOO
Intuition_____OOOOO
Intimidation_____OOOOO
Streetwise_____OOOOO
Subterfuge_____OOOOO
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Skills
Do_____OOOOO
Drive_____OOOOO
Etiquette_____OOOOO
Firearms_____OOOOO
Leadership_____OOOOO
Meditation_____OOOOO
Melee_____OOOOO
Research_____OOOOO
Stealth_____OOOOO
Survival_____OOOOO
Technology_____OOOOO
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Knowledges
Computer_____OOOOO
Cosmology_____OOOOO
Culture_____OOOOO
Enigmas_____OOOOO
Investigation_____OOOOO
Law_____OOOOO
Linguistics_____OOOOO
Lore_____OOOOO
Medicine_____OOOOO
Occult_____OOOOO
Science_____OOOOO
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Spheres

Correspondence____OOOOO
Entropy_____OOOOO
Forces_____OOOOO

Life_____OOOOO
Mind_____OOOOO
Matter_____OOOOO

Prime_____OOOOO
Spirit_____OOOOO
Time_____OOOOO

Advantages

Backgrounds
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Other Traits
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Arete
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Willpower
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☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Quintessence

Paradox

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

Experience

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Paradox Flaws

Type	Description

Preferred Effects

Rote	Effect

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Combat

Primary ranged weapon

Weapon: _____ Type: _____
Conceal: _____ Difficulty: _____ Range: ____
Damage: _____ Rate: _____ Ammo:_____
Accessories and effects:
_____
_____
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_____

Primary Melee Weapon

Weapon: _____ Type: _____
Conceal: _____ Difficulty: _____ Damage:: ____
Description and effects:
_____
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_____

Other Ranged weapons

Weapon	Difficulty	Damage	Range	Rate	Ammo	Conceal

Other Melee Weapons

Weapon	Difficulty	Damage	Conceal

Armor

Armor	Class	Rating	Penalty

Firefight Complications

Complication	Difficulty	Dice
Changing Action	+1	~
Immobilization	-2	~
Long Range	+1	~
Point-Blank	4	~
Lying flat	+1	~
Behind Pole	+2	~
Behind wall	+3	~
Only Head Exposed	+4	~
Movement	+1	~
Aiming	~	+Perception
Scope	~	+2
Specific area of target	+2	~
Multiple shots	+1/Ex. Shot	~
Full-auto	+3	+10
Three round burst	+1	+3
Spray	5+1/yard	+10

Combat Notes:

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Foci

Correspondance:_____

Entropy:_____

Forces:_____

Life:_____

Mind:_____

Matter:_____

Prime:_____

Spirit:_____

Time:_____

Gear

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Talismans

Talisman	Level	Arete	Quintessence
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Description:			
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Description			
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Description			

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Resources

Contacts

Mages

Vampires

Werewolves

Fae

Mundane

Other

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Allies

Mages

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Vampires

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Werewolves

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Fae

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Mundane

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Other

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Mentors

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Enemies

Technocrats

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Mages

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Vampires

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Werewolves

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Fae

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Mundane/Other

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Nemeses

Name	Affiliation	Notes

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Chantry Information

Chantry Name: _____

Deacon Primus: _____   Deacon Tertius: _____

Deacon Secundus: _____   Security: _____

Public Relations: _____

Members

Name	Tradition
_____	_____
_____	_____
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Node information

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Guardians

Name	Type
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Location

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Description

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Chantry Favors

Owed to Others

Name	Favors
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_____	_____

Owed to Chantry

Name	Favors
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_____	_____

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Height:_____   Eyes:_____
Weight:_____   Hair:_____
Skin:_____   Build:_____
Race:_____   Nationality:_____
Languages Spoken:_____
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Father:_____
Mother:_____
Siblings/Other Relatives:_____
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Character Description:_____
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Character Sketch

Phyical traits/quirks: _____
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Personality traits and quirks

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Owed to Others		Owed to You	
Name	Favors	Name	Favors
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Akashic Brotherhood

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Cult of Ecstacy

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Euthanatos

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Order of Hermes

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Verbena

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Celestial Chorus

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Dreamspeakers

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Hollow Ones

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Sons of Ether

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Virtual Adepts

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Technocracy

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Common Rotes

Name	Spheres Needed	Notes
Aim Good/Dodge Good	Correspondence 1, Entropy 2, Forces 1	Each success reduce aiming/dodging difficulty by 1. Difficulty cannot be lowered below 4.
Alter Probability	Entropy 2	Allows you to turn the odds in your favor
Arcane	Correspondence 1, Entropy 2	Each success increases effective arcane by 1.
Avatar Arcane	Correspondence 2, Entropy 2, Mind 2, Prime 3, Spirit 3	Hides your avatar from viewing.
Avatar viewing	Prime 1, Spirit 1 (perception test to view)	Allows you to check someone for an avatar
Awaken an object	Spirit 3	Awakens the spirit of an object, making it semi-sentient, and giving it a Rage rating.
Better body	Life 3	Each success increases a physical attribute by 1 point. Going beyond a total of 5 on any attribute is vulgar.
Clairvoyance	Correspondence 2	Allows you to see and hear a remote location
Create a talisman	Prime 3	Allows you to create a magical item with specific magical effects.
Doom Gun	Prime 3, Forces 3, Spirit 3, Entropy 2, Correspondence 1	Creates a sentient, powerful weapon that is hard to detect, deals insane damage, and hits nearly always.
Heal someone else	Life 3	Each success heals 1 level of damage. Healing aggravated damage is automatically vulgar unless otherwise specified.
Heal yourself	Life 2	Same as above
Mind Shield	Mind 1	Each success gives a measure of protection from mind attacks.
Jedi Mind Trick	Mind 2	Allows you to issue a 1 word command to a person, such as believe.
See through time	Time 2	Allows you to look forwards or backwards in time
Sense Corruption/Check Resonance	Entropy , Prime 1 OR Entropy 1, Mind 1	Senses the level of corruption in a being. Used for finding Nephandi or Technocrats
Ward an area	Correspondence 2	Places a magical protection on an area preventing outside viewing.
What does Fate say?	Entropy 1	Lets you view the threads of entropy, potentially giving you a direction in which you can proceed

Magical Feats

Feat	Successes Requried
Simple Feat	1

(changing the color of your own eyes, lighting a candle, using magic to sense someone nearby, conjuring a business card)

Standard feat	2

(changing your own shape, causing an oil lamp to explode, influencing someone's mood with Mind magick, conjuring a ball of flame)

Difficult feat	3

(transforming into something bigger/smaller than yourself, igniting a gas main, deep reading someone's mind, conjuring a chainsaw)

Impressive Feat	4

(changing someone else's shape, blowing up a house, taking over someone's mind, conjuring a car, making yourself disappear)

Mighty Feat	5-10

(turning someone into sludge, incinerating an armored tank, obliterating someone's mind, conjuring a mythic beast, making all the furniture in a room disappear)

Outlandish feat	10-20

(turning a roomful of people into sludge, igniting a warship's weaponry, mind controlling a horde of madmen, conjuring a demon, making a mansion disappear)

Godlike feat	20 or more

(making a skyscraper disappear, finding one particular person in New York using Mind magick, summoning a horror from the Deep Umbra, levitating a mountain, creating a Horizon Realm)

Experience points cost

Trait	Cost
New Ability	3
New Sphere	10
Willpower	current rating
Knowledges	current rating
Takents and skills	current rating x 2
Attributes	current rating x 4
Tradition Specialty Sphere	current rating x 7
Other Spheres	current rating x 8
Merits	Storyteller discretion