

# MAGE

## THE ASCENSION

NAME:

ALIASES:

TRADITION:

### ATTRIBUTES

Choose Either: Focused (d10, d10, d8, d8, d6, d6) OR Versatile (d10, d8, d8, d8, d8, d6)

AGILITY



STRENGTH



ALERTNESS



VITALITY



INTELLIGENCE



WILLPOWER



### SPHERES

Place 1d10, 1d8, 1d6, 1d6, 1d4, 1d4. Must choose a different primary sphere than everyone else.

CORRESPONDENCE



Specialization:

MATTER



Specialization:

FORCES



Specialization:

MIND



Specialization:

LIFE



Specialization:

TIME



Specialization:

Choose two specializations in specific spheres. Write them under the spheres they're associated with, plus d6.

#### FOCI

Start with 1 Focus at d8. Spending 1 Quintessence adds an additional one for the rest of the session.

#### QUINTESSENCE

Start with 1 Quintessence. Gain 1 when you invoke a Distinction to add a d4, or when the Tapestry gives it to you.

Spend a Quintessence to:

- \* Keep an extra die after any roll.
- \* Introduce a new Foci for the session.
- \* Have a flashback.

#### DISTINCTIONS

PARADIGM:

NATURE:

DEMEANOR:

Choose your Paradigm, a statement of how your magic works. Choose your Nature, your inner personality. The other members of your chantry choose your Demeanor based on how they see you.

You can invoke an appropriate Distinction to add a d8 to a roll if it helps, or add a d4 and gain 1 Quintessence if it hinders you.

#### TALENTS

Choose 2 Talents from your Tradition or Generic Talents.

# MAGE

## THE ASCENSION

You are Mages. You change reality to your will. Everything you do fits into your paradigm, to the point that the line between what is “magick” and what is mundane is blurry, at best.

### **To attempt an action, you will roll:**

Relevant Attribute + Relevant Sphere + (any other elements you bring in, including but not limited to Foci, Specialization, and Distinction).

Take the highest two dice and add them together, this is your result. Also note the number of “1s” you roll and tell the Tapestry—these can be used by him to generate Paradoxes.

### **The Tapestry will oppose you by rolling:**

Difficulty die + Magic die + (any other elements brought in, like location, characters, etc.)

The Tapestry will take the two highest dice to oppose your roll, highest total wins. Any “1s” rolled by the Tapestry are called Opportunities, and some of your Talents may work with Opportunities.

Difficulty die represents the difficulty of the action, from d4 (trivially easy) to d12 (insanely complicated.)

Magic die represents the amount that the effect you are trying strains against reality. A d6 is for mundane/barely magical actions. d8 is for “Coincidental” magic that could be easily explained away as normal. d10 is for Vulgar (or blatant) magic that isn’t seen by any normal person. d12 is for Vulgar magic that includes normal witnesses to it.

The spheres are as follows:

**Correspondence:** Understanding of space and relationships. Correspondence can include such skills such as Alertness, Dodge, Drive, Stealth, and Investigation.

**Forces:** Command over the natural elements from fire to radiation. Forces can include such skills such as Brawl, Firearms, Melee, Survival, Occult, and Science.

**Life:** This sphere grants insight into the makeup of living things. Life can include such skills as Brawl, Melee, Dodge, and Medicine.

**Matter:** A grasp of non-living physical structures - and how they might be changed. Matter can include such skills as Technology, Computer, and Thievery.

**Mind:** A backstage pass to the workings of the mind. Mind can include such skills as Expression, Intimidation, Subterfuge, Etiquette, and Leadership.

**Time:** Time is not necessarily linear. This sphere allows a mage to sidestep its flow. Time can include such skills as Intuition, Research, and Law.

The Mages in this game are assumed to possess enough knowledge of Prime to create and Entropy to destroy. Further knowledge of them, plus knowledge of Spirit, are covered by Talents.