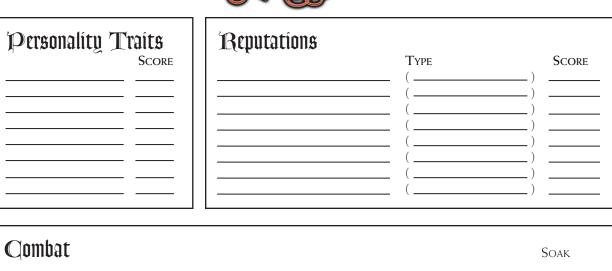




Charact Player:	ter:				
Saga: Setting:	(Current Year:			
Covenant:					
Age:	Size:	Confidence:	Birth Name: Year Born:		
Decrepition Effects of A	ude:	Carping:	Gender: Race/Nationality: _ Place of Origin: _ Religion: Title/Profession: _ Height: Hair:	Weight: Eyes:	
Intelligence Perception Strength Stamina Presence	e Int (_ Per (_ Str (_ Sta (_ Pre (_ cation Com (_ Dex (_	DESCRIPTION SCORE)))))))))))))	Abilities Exp. Ability	SPECIALITY (SCORE
Virtues	3				
Flaws:					
				()





Compat	Soak
Armor Worn:	
Combat Modifiers:	Armor Load

Fatigue Levels	Counds
Fresh O 2 min. Winded -1 10 min. Weary -3 30 min. Tired -5 1 hr. Dazed 2 hr. Unconcious	RANGE Light Wounds Medium Wounds Heavy Wounds Incapacitated Dead RANGE NUMBER PENALTY NOTES -1 -3 -5 Incapacitated

C eapons	Qik + W	eap – E	nc = INI	T	Dex + Al	bility + V	Weap = A	ATK	Qik + Abi	lity +W	eap = DFN	Str	+ We	eap = DAM	Load	Range
	+	_	=		+	+	= _		+	+	=	_	+	=		
	+	_	= _		+	+	= _		+	+	=	_	+	=		
	+	_	=		+	+	= -		+	+	=	_	+	=		
	+	_	= _		+	+	= _		+	+	=	_	+	=		
	+	_	= _		+	+	= _		+	+	=	_	+	=		
	+	_	= _		+	+	= _		+	+	=	_	+	=		

Equipment



House: Covenant: Wizard's Sigil: Domus Magna: Primus:

Parens:

Covenant of Apprenticeship:

Magical Art	5				
Exp. TECHNIQUE	SCORE	Exp. FORM	Score	Exp. FORM	Score
[] Creo		[] Animal		[] Ignem	
[] Intellego		[] Aquam		[] Imaginem	
[] Muto		[] Auram		[] Mentem	
[] Perdo		[] Corpus		[] Terram	
[] Rego		[] Herbam		[] Vim	

Base Casting	Totals
Spontaneous (Fatigue): (Techn	orm + Sta + Aura + die Sta + Aura + Artes Lib. + Philos. + die nique + Form + Sta + Aura + stress die)/2 : (Technique + Form + Sta + Aura)/5
Fast Casting Speed	
(+ stress die)	Qik Finesse TOTAL
Determining Effect	
(+ die, vs. 15-magnitude)	+ = Per Awareness TOTAL
Base Targeting	
(+ die)	+ = Per Finesse TOTAL
Concentration	
(+ die)	Sta + Concentration = TOTAL
Magic Resistance	
(+ Form)	$ \begin{array}{r} x5 = \\ \text{Total} \end{array} $
Multiple Casting	
(+ stress die – no. of spells, vs	(s 9) + = Int Finesse TOTAL

Longevity Lab Total:	Ritual Age Roll Modifier:
Twilight Scars:	Age Kon Modifier:
Twinght Scars:	

Raw Vis	Physical Form

Familiar:				
Int/Cun:	Size:	Bronze Cord:	Silver Cord:	Gold Cord:
Per:	Might:			
Str:	Soak:	BOND QUALTIES	& ABILITIES:	
Sta:	Fat:			
Pre:	Init:			
Com:	Atk:			
Dex:	Dfn:			
Qik:	Dam:			



SPELL:		_ SPELL:	
	Technique:		Technique:
	Bonus:		Bonus:
	Duration: Target:		Duration: Target: _
	Mastery:		Mastery:
Notes:		_ Notes:	
Form: Level: Range: Exp: Notes: SPELL: Form:	Technique: Bonus: Target: Mastery: Technique: Technique:	Form: Level: Range: Exp: Notes: SPELL: Form:	Technique: Bonus: Target: Mastery: Technique:
	Bonus:		Bonus:
	Duration: Target:		Duration: Target: _
	Mastery:		Mastery:
Form: Level: Range: Exp:	Technique: Bonus: Target: Mastery:	Form: _ Level: _ Range: _ Exp:	Technique: Bonus: Target: Duration: Target:
Form: Level:	Technique: Bonus: Target: Duration: Target:	Form: _ Level: _ Range:	Technique:Bonus:Target: _ Mastery:Target: _