

Character:
Player:



Saga:
Setting:

Current Year:

House:

Age:

Size:

Confidence:

Decrepitude:

Effects of Aging:

Warping:

Effects of Warping:

Birth Name: _____
Year Born: _____
Gender: _____
Race/Nationality: _____
Place of Origin: _____
Religion: _____
Title/Profession: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Handedness: _____

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int	(_____)	_____
Perception	Per	(_____)	_____
Strength	Str	(_____)	_____
Stamina	Sta	(_____)	_____
Presence	Pre	(_____)	_____
Communication	Com	(_____)	_____
Dexterity	Dex	(_____)	_____
Quickness	Qik	(_____)	_____

Virtues:

Flaws:

Abilities

Exp.	ABILITY	SPECIALITY	SCORE
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____
[]	_____	(_____)	_____

Personality Traits

SCORE

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Reputations

TYPE

SCORE

_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____

Combat

Armor Worn:

Combat Modifiers:

SOAK

ARMOR

LOAD

Fatigue Levels

☐			Fresh
☐	0	2 min.	Winded
☐	-1	10 min.	Weary
☐	-3	30 min.	Tired
☐	-5	1 hr.	Dazed
☐		2 hr.	Unconscious

Wounds

RANGE

NUMBER

PENALTY

NOTES

Light Wounds	_____	☐ ☐ ☐ ☐ ☐ ☐	-1	
Medium Wounds	_____	☐ ☐ ☐ ☐ ☐ ☐	-3	
Heavy Wounds	_____	☐ ☐ ☐ ☐ ☐ ☐	-5	
Incapacitated	_____	☐		
Dead	_____	☐		

Weapons

Qik + Weap - Enc = INIT

Dex + Ability + Weap = ATK

Qik + Ability + Weap = DFN

Str + Weap = DAM

Load Range

_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	_____	_____
_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	_____	_____
_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	_____	_____
_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	_____	_____
_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	_____	_____

Equipment

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

House:
Covenant:
Wizard's Sigil:

Domus Magna:
Primus:
Parens:
Covenant of Apprenticeship:

Magical Arts

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

Formulaic: Technique + Form + Sta + Aura + Die
Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + die
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die)/2
Spontaneous (No Fatigue): (Technique + Form + Sta + Aura)/5

Fast Casting Speed

(+ stress die)

$$\text{Qik} + \text{Finesse} = \text{TOTAL}$$

Determining Effect

(+ die, vs. 15–magnitude)

$$\text{Per} + \text{Awareness} = \text{TOTAL}$$

Base Targeting

(+ die)

$$\text{Per} + \text{Finesse} = \text{TOTAL}$$

Concentration

(+ die)

$$\text{Sta} + \text{Concentration} = \text{TOTAL}$$

Magic Resistance

(+ Form)

$$\text{Parma} \times 5 = \text{TOTAL}$$

Multiple Casting

(+ stress die – no. of spells, vs 9)

$$\text{Int} + \text{Finesse} = \text{TOTAL}$$

Lab

Basic Lab Total

(+ Technique + Form)

$$\text{Int} + \text{Theory} + \text{Form} = \text{TOTAL}$$

Longevity Ritual

Lab Total:

Age Roll Modifier:

Twilight Scars:

Raw Vis

Art Pawns Physical Form

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Familiar:

Int/Cun:

Size:

Bronze Cord:

Silver Cord:

Gold Cord:

Per:

Might:

Str:

Soak:

Sta:

Fat:

Pre:

Init:

Com:

Atk:

Dex:

Dfn:

Qik:

Dam:

BOND QUALITIES & ABILITIES: _____

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

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