

NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

COVENANT \_\_\_\_\_

SAGA \_\_\_\_\_

MAGUS  COMPANION  GROG

Gender \_\_\_\_\_ Age \_\_\_\_\_ Year Born \_\_\_\_\_ Current Year \_\_\_\_\_



### CHARACTERISTICS

	SPECIALTY	SCORE
Intelligence	_____	_____
Perception	_____	_____
Strength	_____	_____
Stamina	_____	_____
Presence	_____	_____
Communication	_____	_____
Dexterity	_____	_____
Quickness	_____	_____

### ABILITIES

ABILITY	SPECIALTY	SCORE	EXP.
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

### VIRTUES AND FLAWS

SCORE	VIRTUE OR FLAW AND DESCRIPTION
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### PERSONALITY TRAITS

TRAIT	SCORE	TRAIT	SCORE
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Confidence \_\_\_\_\_ Current Score \_\_\_\_\_  
Size \_\_\_\_\_ Decreptitude \_\_\_\_\_

WEAPON	INIT	ATK	DFN	DAM	RNG	SPC	STR
Brawling							

INITIATIVE: Qik + Weapon Skill + Weapon Initiative Bonus - Enc  
 ATTACK: (Dex or Per) + Weapon Skill + Weapon Attack Bonus  
 DEFENSE: Qik + Weapon Skill + Weapon Defense Bonus - Size  
 DAMAGE: (Str + Size) or (Nothing) + Weapon Damage Bonus  
 RANGE: Effective range of weapon  
 SPACE: Open paces around you required to properly wield weapon.  
 STRENGTH: Minimum Str to use.

**BODY LEVELS**

SOAK TOTAL \_\_\_\_\_  
 Protection + Stm + Size

Unhurt	<input checked="" type="radio"/>	NA
Hurt	<input type="radio"/>	NA
Light Wounds	<input type="radio"/>	-1
Medium Wounds	<input type="radio"/>	-3
Heavy Wounds	<input type="radio"/>	-5
Incapacitated	<input type="radio"/>	NA

**FATIGUE LEVELS**

FATIGUE TOTAL \_\_\_\_\_  
 Stm - Enc

Fresh	<input checked="" type="radio"/>	NA
Winded	<input type="radio"/>	NA
Weary	<input type="radio"/>	-1
Tired	<input type="radio"/>	-3
Dazed	<input type="radio"/>	-5
Unconscious	<input type="radio"/>	NA

**ARMOR**

Type \_\_\_\_\_  
 Protection \_\_\_\_\_ Load \_\_\_\_\_

**REPUTATIONS**

SCORE	TYPE/TARGET
_____	_____
_____	_____
_____	_____
_____	_____

**EQUIPMENT**

LOAD	ITEM AND NOTES	LOAD	ITEM AND NOTES
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

TOTAL LOAD \_\_\_\_\_ ENCUMBRANCE \_\_\_\_\_

ENC = STR + TOTAL LOAD. NOTE THAT LOAD VALUES ARE NEGATIVE. ENC CANNOT BE GREATER THAN 0.

**NOTES**

Special items and abilities, hinderances, contacts, friends, enemies, places of interest, clues, rumors, troupe members, ailments from aging, etc.

# HERMETIC TRAITS

## MAGIC ARTS

TECHNIQUE	SCORE	EXP	FORM	SCORE	EXP
Creo	___	___	Animál	___	___
Intéllego	___	___	Aquam	___	___
Muto	___	___	Auram	___	___
Perdo	___	___	Corpus	___	___
Rego	___	___	Herbam	___	___
			Ignem	___	___
			Imáginem	___	___
			Mentem	___	___
			Terram	___	___
			Vim	___	___

## IMPORTANT TOTALS

### Casting Spontaneous Spells

Int + Technique + Form + Enc  
Divide by 2 if spending Fatigue level  
Divide by 5 if not

### Casting Formulaic Spells

Stm + Technique + Form + Enc

### Casting Ritual Spells

Formulaic Total + Concentration

### Magic Resistance

Parma Magic x 5 (+ Form and bonuses) \_\_\_\_\_

### Targeting Roll

Per + Finesse \_\_\_\_\_

### Concentration Roll

Int + Concentration \_\_\_\_\_

### Fast-Cast Speed

Qik + Finesse + Enc \_\_\_\_\_

### Certámen

Int + Certámen + Technique + Form

### Basic Lab Total

Int + Magic Theory + Technique + Form \_\_\_\_\_

### Maximum Vis Per Season

Magic Theory + Vim \_\_\_\_\_

## WIZARD'S SIGIL

\_\_\_\_\_

\_\_\_\_\_

## WIZARD'S TWILIGHT

POINTS      EFFECTS OF TWILIGHT

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Total Twilight Points \_\_\_\_\_

## FAMILIAR

### CHARACTERISTICS

Int \_\_\_ Str \_\_\_ Com \_\_\_ Dex \_\_\_  
Per \_\_\_ Stm \_\_\_ Pre \_\_\_ Qik \_\_\_

### ABILITIES AND POWERS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### CORD SCORES

Gold Cord \_\_\_\_\_  
Silver Cord \_\_\_\_\_  
Copper Cord \_\_\_\_\_

### OTHER SCORES

Size \_\_\_\_\_  
Magic Might \_\_\_\_\_

### BOND QUALITIES

SCORE      QUALITY

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Spell** \_\_\_\_\_  
Form/Tech/Level \_\_\_\_ Casting Total\_\_\_\_  
R \_\_\_\_/\_\_\_\_ D \_\_\_\_/\_\_\_\_ T \_\_\_\_  
 Targeted (Bonus \_\_\_\_) ArM Page \_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_

**Spell** \_\_\_\_\_  
Form/Tech/Level \_\_\_\_ Casting Total\_\_\_\_  
R \_\_\_\_/\_\_\_\_ D \_\_\_\_/\_\_\_\_ T \_\_\_\_  
 Targeted (Bonus \_\_\_\_) ArM Page \_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_

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Form/Tech/Level \_\_\_\_ Casting Total\_\_\_\_  
R \_\_\_\_/\_\_\_\_ D \_\_\_\_/\_\_\_\_ T \_\_\_\_  
 Targeted (Bonus \_\_\_\_) ArM Page \_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_

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Form/Tech/Level \_\_\_\_ Casting Total\_\_\_\_  
R \_\_\_\_/\_\_\_\_ D \_\_\_\_/\_\_\_\_ T \_\_\_\_  
 Targeted (Bonus \_\_\_\_) ArM Page \_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_

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Form/Tech/Level \_\_\_\_ Casting Total\_\_\_\_  
R \_\_\_\_/\_\_\_\_ D \_\_\_\_/\_\_\_\_ T \_\_\_\_  
 Targeted (Bonus \_\_\_\_) ArM Page \_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_

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\_\_\_\_\_

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Form/Tech/Level \_\_\_\_ Casting Total\_\_\_\_  
R \_\_\_\_/\_\_\_\_ D \_\_\_\_/\_\_\_\_ T \_\_\_\_  
 Targeted (Bonus \_\_\_\_) ArM Page \_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_

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Form/Tech/Level \_\_\_\_ Casting Total\_\_\_\_  
R \_\_\_\_/\_\_\_\_ D \_\_\_\_/\_\_\_\_ T \_\_\_\_  
 Targeted (Bonus \_\_\_\_) ArM Page \_\_\_\_  
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\_\_\_\_\_

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Form/Tech/Level \_\_\_\_ Casting Total\_\_\_\_  
R \_\_\_\_/\_\_\_\_ D \_\_\_\_/\_\_\_\_ T \_\_\_\_  
 Targeted (Bonus \_\_\_\_) ArM Page \_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_

**Spell** \_\_\_\_\_  
Form/Tech/Level \_\_\_\_ Casting Total\_\_\_\_  
R \_\_\_\_/\_\_\_\_ D \_\_\_\_/\_\_\_\_ T \_\_\_\_  
 Targeted (Bonus \_\_\_\_) ArM Page \_\_\_\_  
Notes \_\_\_\_\_  
\_\_\_\_\_