

NAME _____

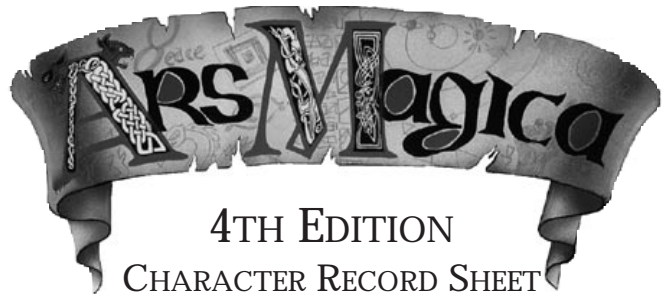
PLAYER _____

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.
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

VIRTUES AND FLAWS

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

PERSONALITY TRAITS

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

Confidence _____ Current Score _____
 Size _____ Decrepidude _____

WEAPON	INIT	ATK	DFN	DAM	RNG	SPC	STR
<i>Brawling</i>							

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

FATIGUE LEVELS

FATIGUE TOTAL _____

Stm - Enc

Fresh	<input checked="" type="checkbox"/>	NA
Winded	<input type="checkbox"/>	NA
Weary	<input type="checkbox"/>	-1
Tired	<input type="checkbox"/>	-3
Dazed	<input type="checkbox"/>	-5
Unconscious	<input type="checkbox"/>	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, hindrances, 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 + Tech + Form + Enc
Divide by 2 if spending Fatigue level
Divide by 5 if not

Casting Formulaic Spells

Stm + Tech + Form + Enc

Casting Ritual Spells

Formulaic Total + Concentration

Magic Resistance Base _____

Parma Magic x 5 (+ Form and bonuses)

Targeting Roll _____

Per + Finesse

Concentration Roll _____

Int + Concentration

Fast-Cast Speed _____

Qik + Finesse + Enc

Certámen Base _____

Int + Certámen (+ Tech + Form)

Basic Lab Total _____

Int + Magic Theory (+ Tech + Form + Aura)

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 ____) Citation _____
Notes _____

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R ___/___ D ___/___ T ____
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Notes _____

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Form/Tech/Level ____ Casting Total____
R ___/___ D ___/___ T ____
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R ___/___ D ___/___ T ____
 Targeted (Bonus ____) Citation _____
Notes _____
