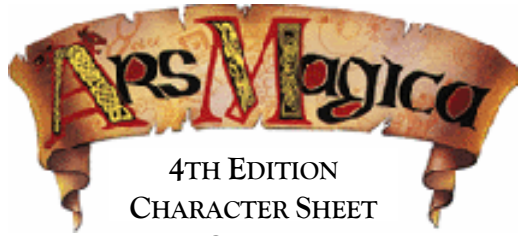


NAME _____
PLAYER _____
COVENANT _____
SAGA _____

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	CHAR
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

VIRTUES AND FLAWS

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

PERSONALITY TRAITS

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

CONFIDENCE _____ CURRENT SCORE _____
SIZE _____ DECREPITUDE _____

HUSTLING 9+QIK+ENC _____
SPRINTING 15+QIK+ENC _____
RUNNING 30+QIK+ATH+ENC-WND _____

Insula Maledictus

WEAPON	INIT	ATK	DFN	DAM	RNG	SPC	STR	SKL	
<i>Brawling</i>									INIT: Qik + Wpn Skl + Wpn Init Bonus - Enc ATK: Dex (or Per) + Wpn Skl + Wpn Atk Bonus DFN: Wpn Skl + Wpn Dfn Bonus (or Qik) - Size - Enc DAM: Str + Size* + Wpn Skl + Wpn Dam Bonus (* Added if positive)
<i>Dodge</i>									

BODY LEVELS

SOAK TOTAL _____
Protection + Stm + Size

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

FATIGUE LEVELS

FATIGUE TOTAL _____
Stm - Enc

Fresh	<input checked="" type="checkbox"/>	NA
Winded	□□□	NA 2 mins
Weary	□	-1 10 mins
Tired	□	-3 30 mins
Dazed	□	-5 1 hour
Unconscious	□	NA 2 hours

ARMOR

ARMOR PROTECTION LOAD

TOTAL PROTECTION		

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.

AGING EFFECTS

AFFLICTION	SCORE	AFFLICTION	SCORE
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

AGING MODIFIERS

AGING MODIFIERS	AGE	_____	SOCIAL	_____
	MAGIC	_____	TOTAL	_____

Spell _____
 Form/Tech/Level _____ Casting Total _____
 R ____/____ D ____/____ T ____/____
 Targeted (Bonus ____) Citation _____
 Focus (Bonus ____) _____
 Notes _____

Spell _____
 Form/Tech/Level _____ Casting Total _____
 R ____/____ D ____/____ T ____/____
 Targeted (Bonus ____) Citation _____
 Focus (Bonus ____) _____
 Notes _____

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

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