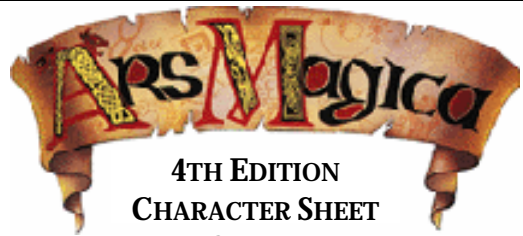


NAME _____
 PLAYER _____
 COVENANT _____
 SAGA _____

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 $30+QIK+ATH+ENC-WND$ _____

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	<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 2 mins
Weary	<input type="checkbox"/>	-1 10 mins
Tired	<input type="checkbox"/>	-3 30 mins
Dazed	<input type="checkbox"/>	-5 1 hour
Unconscious	<input type="checkbox"/>	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.

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 _____ 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 _____ 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 _____ 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 _____ 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 _____ Focus (Bonus ____) _____

Notes _____

Spell _____

Form/Tech/Level _____ Casting Total _____

R ____/____ D ____/____ T ____/____

 Targeted (Bonus ____) Citation _____ Focus (Bonus ____) _____

Notes _____
