

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:

Hair:

Handedness:

Weight:

Eyes:

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

SOAK

Armor Worn:

ARMOR

Combat Modifiers:

LOAD

Fatigue Levels



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

Wounds

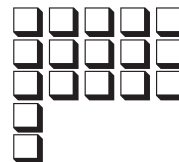
RANGE

NUMBER

PENALTY

NOTES

Light Wounds
Medium Wounds
Heavy Wounds
Incapacitated
Dead



-1
-3
-5

Weapons

Qik + Weap - Enc = INIT

Dex + Ability + Weap = ATK

Qik + Ability + Weap = DFN

Str + Weap = DAM

SPC 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		[]	Vis	

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:

Per:

Str:

Sta:

Pre:

Com:

Dex:

Qik:

Size:

Might:

Soak:

Fat:

Init:

Atk:

Dfn:

Dam:

Bronze Cord:

Silver Cord:

Gold Cord:

BOND QUALITIES & ABILITIES:

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

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

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

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

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

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

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

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

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

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