

# Character

Player \_\_\_\_\_  
 Saga \_\_\_\_\_  
 Covenant \_\_\_\_\_  
 House \_\_\_\_\_  
 Birth Name \_\_\_\_\_  
 Nationality \_\_\_\_\_  
 Place of Origin \_\_\_\_\_  
 Religion \_\_\_\_\_  
 Title/Profession \_\_\_\_\_

Current Pr. \_\_\_\_\_  
 Year Born \_\_\_\_\_  
 Age \_\_\_\_\_  
 Gender \_\_\_\_\_  
 Size \_\_\_\_\_  
 Height \_\_\_\_\_  
 Weight \_\_\_\_\_  
 Hair \_\_\_\_\_  
 Eyes \_\_\_\_\_  
 Handedness \_\_\_\_\_  
 Confidence \_\_\_\_\_



# Characteristics

Score

Intelligence \_\_\_\_\_  
 Perception \_\_\_\_\_  
 Strength \_\_\_\_\_  
 Stamina \_\_\_\_\_  
 Presence \_\_\_\_\_  
 Communication \_\_\_\_\_  
 Dexterity \_\_\_\_\_  
 Quickness \_\_\_\_\_

# Abilities

Specialty

Score

Exp

		Score	Exp

# Virtues

# Flaws



Personality Traits	Score
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



**Soak**  
 Armor Worn \_\_\_\_\_

Reputations	Type	Score
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Wounds	Range
Light Wounds	_____ -1
Medium Wounds	_____ -3
Heavy Wounds	_____ -5
Incapacitated	_____
Dead	_____

Weapons	Score	Init	Atk	Def	Dam	Range
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Fatigue Levels	Recovery
Fresh	_____
Winded	_____ 0 2 mins.
Wearp	_____ -1 10 mins.
Tired	_____ -3 30 mins.
Dazed	_____ -5 1 hour
Unconscious	_____ 3 hours

Equipment
_____
_____
_____
_____
_____
_____

**Decrepitude**   
 Effects \_\_\_\_\_

**Warping**   
 Effects \_\_\_\_\_

**Notes** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_





# Magical Arts



# Magic Resistance



	Score	Exp	
Creo	_____	_____	Animal
Intellego	_____	_____	Aquam
Muto	_____	_____	Auram
Perdo	_____	_____	Corpus
Rego	_____	_____	Herbam

Score	Exp
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Score	Exp	
_____	_____	Ignem
_____	_____	Imaginem
_____	_____	Mentem
_____	_____	Terram
_____	_____	Vim



Concentration	_____	Fast Casting Speed	_____	Multiple Casting	_____
Determining Effect	_____	Lab Total (base)	_____	Targeting (base)	_____

## Raw Dis

Art      Pawns      Physical Form



## Laboratory

Specializations, Features,  
Virtues & Flaws

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



### Basic Lab Total

- Covenant Aura
- Size
- Refinement
- Gen. Quality
- Upkeep
- Safety
- Warping
- Health
- Aesthetics

### Lab Results/Notes

## Hermetic Upbringing

Covenant	_____
House	_____
Primus	_____
Domus Magna	_____
Parens	_____
Covenant of Apprenticeship	_____

## Enchanted Devices



# Hermetic Grimoire

Spell	Total	Form	Tech Level	Range	Duration	Target
Mastery	Penetration	Notes				
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