Ars Magica

Character:

Player:

Saga:

Setting: Current Year:

Covenant:

Age: **Size:**   **Confidence:**

Birth Name: _____
Year Born: _____
Gender: _____
Race/Nationality: _____
Place of Origin: _____
Religion: _____
Title/Profession: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Handedness: _____

Decrepitude: _____
Effects of Aging:
_____
_____
_____
_____

Warping: _____
Effects of Warping:
_____
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Characteristics

		Description	Score
Intelligence	Int	(_____)	_____
Perception	Per	(_____)	_____
Strength	Str	(_____)	_____
Stamina	Sta	(_____)	_____
Presence	Pre	(_____)	_____
Communication	Com	(_____)	_____
Dexterity	Dex	(_____)	_____
Quickness	Qik	(_____)	_____

Abilities

Exp.	Ability	Speciality	Score
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
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[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____

Virtues: _____

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Flaws: _____

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Ars Magica

Personality Traits

	SCORE
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Reputations

	TYPE	SCORE
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____

Combat

SOAK
_____

Armor Worn:

Combat Modifiers:

ARMOR LOAD
_____

Fatigue Levels

☐			Fresh
☐	0	2 min.	Winded
☐	−1	10 min.	Weary
☐	−3	30 min.	Tired
☐	−5	1 hr.	Dazed
☐		2 hr.	Unconcious

Wounds

	RANGE	NUMBER	PENALTY	NOTES
Light Wounds	_____	☐☐☐☐☐	−1	
Medium Wounds	_____	☐☐☐☐☐	−3	
Heavy Wounds	_____	☐☐☐☐☐	−5	
Incapacitated	_____	☐		
Dead	_____	☐		

Weapons

	Qik + Weap − Enc = **INIT**	Dex + Ability + Weap = **ATK**	Qik + Ability +Weap = **DFN**	Str + Weap = **DAM**	Load	Range
_____	+ − = ____	+ + = ____	+ + = ____	+ = ____	____	____
_____	+ − = ____	+ + = ____	+ + = ____	+ = ____	____	____
_____	+ − = ____	+ + = ____	+ + = ____	+ = ____	____	____
_____	+ − = ____	+ + = ____	+ + = ____	+ = ____	____	____
_____	+ − = ____	+ + = ____	+ + = ____	+ = ____	____	____
_____	+ − = ____	+ + = ____	+ + = ____	+ = ____	____	____

Equipment

House: Domus Magna:
Covenant: Primus:
Wizard's Sigil: 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	____	[ ]	Vim	____

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)
Qik + Finesse = TOTAL

Determining Effect
(+ die, vs. 15–magnitude)
Per + Awareness = TOTAL

Base Targeting
(+ die)
Per + Finesse = TOTAL

Concentration
(+ die)
Sta + Concentration = TOTAL

Magic Resistance
(+ Form)
Parma x5 = TOTAL

Multiple Casting
(+ stress die – no. of spells, vs 9)
Int + Finesse = TOTAL

Lab

Basic Lab Total
(+ Technique + Form)
Int + Theory + Aura = TOTAL

Longevity Ritual
Lab Total: Age Roll Modifier:

Twilight Scars:

Raw Vis

Art	Pawns	Physical Form
____	____	____
____	____	____
____	____	____
____	____	____
____	____	____
____	____	____
____	____	____

Familiar:

Int/Cun:	Size:
Per:	Might:
Str:	Soak:
Sta:	Fat:
Pre:	Init:
Com:	Atk:
Dex:	Dfn:
Qik:	Dam:

Bronze Cord: Silver Cord: Gold Cord:

BOND QUALTIES & ABILITIES:

Ars Magica

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

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