

**Character:**  
 Player:



**Saga:**  
 Setting:                              Current Year:

**House:**

**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:  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Characteristics**

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

**Abilities**

Exp.	ABILITY	SPECIALITY	SCORE
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____
[ ]	_____	(_____)	_____

**Virtues:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Flaws:** \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Personality Traits

SCORE

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

## Reputations

TYPE

SCORE

_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____

## Combat

Armor Worn: \_\_\_\_\_

Combat Modifiers: \_\_\_\_\_

SOAK

ARMOR

LOAD

## Fatigue Levels

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

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

## Wounds

RANGE

NUMBER

PENALTY

NOTES

Light Wounds	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1
Medium Wounds	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3
Heavy Wounds	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5
Incapacitated	_____	<input type="checkbox"/>	
Dead	_____	<input type="checkbox"/>	

## Weapons

Qik + Weap - Enc = INIT

Dex + Ability + Weap = ATK

Qik + Ability + Weap = DFN

Str + Weap = DAM

Load 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	_____	[ ]	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)

$$Qik + Finesse = \text{TOTAL}$$

Determining Effect  
 (+ die, vs. 15-magnitude)

$$Per + Awareness = \text{TOTAL}$$

Base Targeting  
 (+ die)

$$Per + Finesse = \text{TOTAL}$$

Concentration  
 (+ die)

$$Sta + Concentration = \text{TOTAL}$$

Magic Resistance  
 (+ Form)

$$Parma \times 5 = \text{TOTAL}$$

Multiple Casting  
 (+ stress die - no. of spells, vs 9)

$$Int + Finesse = \text{TOTAL}$$

### Lab

Basic Lab Total  
 (+ Technique + Form)

$$Int + Theory + Form = \text{TOTAL}$$

### Longevity Ritual

Lab Total:      Age Roll Modifier:

Twilight Scars:

### Raw Vis

Art	Pawns	Physical Form
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

### Familiar:

Int/Cun:	Size:	Bronze Cord:	Silver Cord:	Gold Cord:
Per:	Might:	BOND QUALITIES & ABILITIES: _____ _____ _____ _____ _____		
Str:	Soak:			
Sta:	Fat:			
Pre:	Init:			
Com:	Atk:			
Dex:	Dfn:			
Qik:	Dam:			

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

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
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Notes: \_\_\_\_\_  
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\_\_\_\_\_  
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\_\_\_\_\_  
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Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
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