

Covenant Record Sheet

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Covenant Name:

Storyguide:

Saga:

Aura Type:

Aura Level:

Living Conditions Modifier (Magi):

Season:

Tribunal:

Setting:

Year Founded:

Current Year:

Regio Levels:

Living Conditions Modifier (Mundanes):

Aegis of the Hearth:

Reputations

TYPE _____ SCORE _____

Build Points

Build Points Total:

STARTING POINTS CURRENT POINTS NOTES _____

Library

Lab Texts

Vis

Enchanted Items

Specialists

Laboratories

Money

Boons & Hooks

NAME _____ NOTES _____ NAME _____ NOTES _____

Major Boons

Minor Boons

Free Choices

Minor Hooks

Major Hooks

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Inhabitants

Type of Governance:

Base Loyalty Points (Due to Magi):

Current Loyalty Points:

Prevailing Loyalty Score:

Situational Modifiers for... Living Conditions:

Equipment:

Money:

Specialists:

Magi

YEAR BORN TITLES / RESPONSIBILITIES _____ GIFT TYPE NOTES _____ LOYALTY _____ POINTS

Companions

YEAR BORN JOB DESCRIPTION / ABILITIES _____ NOTES _____ LOYALTY _____ POINTS

Specialists

YEAR BORN JOB DESCRIPTION / ABILITIES _____ NOTES _____ LOYALTY _____ POINTS

Covenfolk

YEAR BORN JOB DESCRIPTION / ABILITIES _____ NOTES _____ LOYALTY _____ POINTS

Horses & Livestock

YEAR BORN QUANTITY _____ NOTES _____ POINTS

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Lands & Possessions LOCATION _____ AREA / DIMENSIONS / FLOORS _____ INHABITANTS _____ NOTES _____

Magic Items CREATOR _____ YEAR _____ EFFECT _____ ARTS _____ LEVEL _____ R/D/T _____ USES _____ DESCRIPTION _____

Mundane Items QUANTITY _____ DESCRIPTION / NOTES _____

Weapons & Armor COST _____ POINTS PER ITEM _____ QUANTITY _____ NOTES _____ POINTS _____

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Wealth

Total Income: Expenditure (Before Cost Savings): Cost Savings: Total Expenditure:
Points of Inhabitants: Points of Laboratories: Points of Weapons and Armor:

Sources of Income

DESCRIPTION TYPE CURRENT INCOME NOTES

Yearly Expenditure

RULE SUMMARY COST SAVING LIMIT EXPENDITURE NOTES

Buildings	1 pound per 10 pts. Inhabitants	50% per craft	
Consumables	2 pounds per 10 pts. Inhabitants	20% per craft	
Inflation	increases yearly		
Laboratories	1 pound per 10 points Laboratories	20% per craft	
Provisions	5 pounds per 10 points Inhabitants	50% + 20% per craft	
Titles	debts and taxes		
Wages	2 points per 10 pts. Inhabitants		
Weapons and Armor	1 pound per 320 points Weapons and Armor	50% per craft	
Writing Materials	1 pound per Magus and book specialist	50% per craft	

Cost Savings

RULE SUMMARY NAME / QUANTITY SAVING NOTES

Laborers	1 pound per person	
Craftsmen (common)	1 + (Ability / 2) pounds per season	
Craftsmen (rare)	Ability pounds per season	
Magic Items	1 pound per magnitude	

Calendar

DATE COUNCIL MEETING DATE VIS. COLLECTION DATE OTHER YEARLY EVENT

Winter
Spring
Summer
Autumn

Library Record Sheet

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Magical Books

AUTHOR / SCRIBE	YEAR	TYPE	ART / ABILITY	LEVEL	QUALITY	NOTES
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AUTHOR / SCRIBE	YEAR	ARTS	LEVEL	R/D/T	NOTES
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Mundane Books

AUTHOR / SCRIBE	YEAR	TYPE	ABILITY	LEVEL	QUALITY	NOTES
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Laboratory Record Sheet



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Owner:

Location / Building:

Floor:

Points:

Names Added to Sanctum Marker:

Size:

General Quality:

Safety:

Health:

Refinement:

Upkeep:

Warping:

Aesthetics:

Virtues & Flaws

Major Virtues:

Minor Virtues:

Free Virtues:

Major Flaws:

Minor Flaws:

Free Flaws:

Specializations

ACTIVITY SPECIALIZATION SCORE _____

TECH. SPECIALIZATION SCORE _____

FORM SPECIALIZATION SCORE _____

Personality Traits

SCORE _____ NOTES _____

Features

FOCUS? _____ SPECIALIZATION BONUS _____ LOCATION _____ DESCRIPTION _____

Magic Items

EFFECT _____ ARTS _____ LEVEL _____ R/D/T _____ USES _____ BENEFIT / DESCRIPTION _____

Sanctum Chambers

FLOOR _____ AREA _____ DESCRIPTION _____

Vis Record Sheet

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Vis Sources

ART(S) _____ PAWNS _____ TIME OF HARVEST _____ DESCRIPTION _____ NOTES _____

Vis Stores

PAWNS _____ PHYSICAL FORM _____ NOTES _____ TOTAL PAWNS _____

Creo

Intellego

Muto

Perdo

Rego

Animal

Aquam

Auram

Corpus

Herbam

Ignem

Imaginem

Mentem

Terram

Vim

Total Pawns:

Yearly Summary Sheet

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Covenant:

Year:

Inhabitants

Loyalty Points (Start of Year):

Loyalty Points (End of Year):

Prevailing Loyalty Score:

Loyalty Points Gained:

Loyalty Points Lost:

Familiarity Gain:

Arrivals / Births:

Departures / Deaths:

Wealth

Income Modifiers Applied:

Total Income:

Fixed Expenditure:

Sundry Expenses Total:

Inflation:

Total Expenditure:

Sundry Expenses:

Treasury (Start of Year):

Treasury (End of Year):

Surplus / Deficit:

Events & Adventures

SEASON / DATE _____ EVENT _____ CHARACTER(S) _____ NOTES _____

Seasonal Activities

CHARACTER _____ WINTER _____ SPRING _____ SUMMER _____ AUTUMN _____