

Personality Traits

SCORE

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

Reputations

TYPE

SCORE

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

Combat

Armor Worn:

Combat Modifiers:

SOAK

ARMOR

LOAD

Fatigue Levels

<input type="checkbox"/>			Fresh
<input type="checkbox"/>	0	2 min.	Winded
<input type="checkbox"/>	-1	10 min.	Weary
<input type="checkbox"/>	-3	30 min.	Tired
<input type="checkbox"/>	-5	1 hr.	Dazed
<input type="checkbox"/>		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"/> <input type="checkbox"/>	-1	
Medium Wounds	_____	<input type="checkbox"/> <input type="checkbox"/> <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"/> <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)

$$Qik + Finesse = TOTAL$$

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

$$Per + Awareness = TOTAL$$

Base Targeting
 (+ die)

$$Per + Finesse = TOTAL$$

Concentration
 (+ die)

$$Sta + Concentration = TOTAL$$

Magic Resistance
 (+ Form)

$$Parma \times 5 = TOTAL$$

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

$$Int + Finesse = TOTAL$$

Lab

Basic Lab Total
 (+ Technique + Form)

$$Int + Theory + Form = TOTAL$$

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: _____
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: _____

