

Player:

Saga:

Setting:

Current Year:

Covenant:

Age:

Size:

Confidence:

Decrepitude:

Effects of Aging:

Warping:

Effects of Warping:



Birth Name: _____

Year Born: _____

Gender: _____

Race/Nationality: _____

Place of Origin: _____

Religion: _____

Title/Profession: _____

Height: _____ Weight: _____

Hair: _____ Eyes: _____

Handedness: _____

Characteristics

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

Virtues:

[illegible]

Flaws:

[illegible]

Abilities

[illegible]

Personality Traits

SCORE

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

Reputations

TYPE

SCORE

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

Combat

SOAK

Armor Worn:

Combat Modifiers:

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"/>	-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	_____	[]	Vis	_____

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)
 $Int + Theory + Aura = TOTAL$

Longevity Ritual

Lab Total: Age Roll Modifier:

Twilight Scars:

Raw Vis

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

Familiar:

Int/Cun:
Per:
Str:
Sta:
Pre:
Com:
Dex:
Qik:

Size:
Might:
Soak:
Fat:
Init:
Atk:
Dfn:
Dam:

Bronze Cord: Silver Cord: Gold Cord:

BOND QUALITIES & ABILITIES:

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

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