

Ars Magica 5<sup>th</sup> Edition (v4.x)

		<b>Current Year</b> <input type="text"/>		<b>AD</b>	<b>Saga:</b>			
Age	<input type="text"/>	(Points / Score)			Nationality	<input type="text"/>	Height	<input type="text"/>
Year Born	<input type="text"/>	AD	Decrepitude	<input type="text"/>	<input type="text"/>	Place of Origin	Weight	<input type="text"/>
Gender	<input type="text"/>		Warping	<input type="text"/>	<input type="text"/>	Religion	Hair	<input type="text"/>
Size	<input type="text"/>		Confidence	<input type="text"/>	<input type="text"/>	Handedness	Eyes	<input type="text"/>

— Virtues and Flaws —

[illegible]

— Combat, Fatigue, Wounds —

Combat:		Init	Atk	Def	Dmg	Fatigue Levels:		Wounds and Penalties:					Recovery:					
[Brawl]	Fist / Dodge					<b>Fresh</b>	Penalty	Recovery	X	OK	Penalty	Dmg	Range	X		Stable	Improve	
[Brawl]	Dagger					<b>Winded</b>	0	2 min		Light	-1	1-5				1 week	4	10
						<b>Wearry</b>	-1	2 min		Medium	-3	6-10				1 month	6	12
						<b>Tired</b>	-3	30 min		Heavy	-5	11-15				1 season	9	15
						<b>Dazed</b>	-5	1 hour		Incapacitated	KO	16-20				Crisis:	1	9
						<b>Unconscious</b>	KO	2 hours		Dead	—	21+				*(Roll Sunrise & Sunset)		

**Damage** = STR + Weapon Damage + **[Combat Advantage]**

Soak  = Stamina  
+ Other

+ Protection  + Bronze Cord   
 + Form Bonus (Form / 5, round up)

\*(Roll Sunrise & Sunset)

Personality Traits	Score	Personality Traits	Score	Reputations:	(Type / Scope of Reputation)	XP / Score

**Equipment:** Total Load =  Burden =  Encumbrance (Strength - Burden) =

[illegible]

**General Notes:**

[illegible]

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<b>Abilities</b> XP	
<b>Hermetic Arts</b> XP	
<b>Spell Mastery</b> XP	
<b>Total XP Spent =</b>	

[illegible]

Techniques

XP

Score

Creo

Create

Perdo

Destroy

Muto

Change

Rego

Control

Intellego

Know

Forms (Living Things)

XP

Score

MR

Animal

Animal

Herbam

Plant

Corpus

Body

Mentem

Mind

Forms (Elements)

XP

Score

MR

Aquam

Water

Auram

Air

Ignem

Fire

Terram

Earth

Forms (Essences)

XP

Score

MR

Imaginem

Images

Vim

Magic

Total Arts XP

Base MR

— Spell Casting —

Spontaneous Spell (no fatigue)	Casting Total:	(Technique + Form + Stamina + Aura) / 5, round up
Spontaneous Spell (fatiguing)	Casting Total:	(roll + Technique + Form + Stamina + Aura) / 2, round up
Formulaic Spell	Casting Total:	(roll + Technique + Form + Stamina + Aura)
Ritual Spell	Casting Total:	(roll + Technique + Form + Stamina + Aura) + Ritual Bonus
(Ritual or Ceremonial Casting)	Ritual Bonus:	<div></div> = (Artes Liberales + Philosophiae) + ceremonial props or other modifiers
	Penetration:	Casting Total – Magic Resistance + (Penetration * penetration multiplier)

— Laboratory Totals —

Lab Totals = (Technique + Form) +  = Intelligence:  + Magic Theory:  + Aura in Lab:  + Lab QG:  + Assistants:

Stamina:  + Familiar:  + Other:

Creo

Perdo

Muto

Rego

Intellego

Animal	Herbam	Corpus	Mentem	Aquam	Auram	Ignem	Terram	Imaginem	Vim

— Raw Vis —

Raw Vis

Carried

Stockpile

Sources Total

Creo				per	
Perdo				per	
Muto				per	
Rego				per	
Intellego				per	
Animal				per	
Herbam				per	
Corpus				per	
Mentem				per	
Aquam				per	
Auram				per	
Ignem				per	
Terram				per	
Imaginem				per	
Vim				per	

— Spell Design —

Ranges:

Durations:

Targets:

Magical Senses:

Base Individual by Form:

— Associations to the Order of Hermes —

Hermetic House:		Birth Name:		
Domus Magna:		Baptismal Name:		
Located in:		Year Born:	AD, on Date	
Current Primus:		Parents:		
		Location:		
Name of Parens:	_____ of House	Astrological Sign:	Sign: NameOfSign (____ - ____)	
	__Male, ____ heritage, <b>Born:</b> circa ____ AD, <b>Gauntlet:</b> ____ AD		Symbol:	Quality:
Parens' Covenant:			Element:	Color:
1st Apprentice:	_____ of House		Ruler:	Metal:
	__Male, ____ heritage <b>Born:</b> ____ AD, <b>Apprenticed:</b> ____ AD		Day:	Stone:
Fellow Apprentices of Your Parens:		Manifested The Gift:	AD, at Age	
6th Name:	_____ of House	Apprenticed in Year:	AD, at Age	
	__Male, ____ heritage <b>Born:</b> ____ AD, <b>Apprenticed:</b> ____ AD	Gauntlet in Year:	AD, at Age (_th for your Parens)	
5th Name:	_____ of House	Joined covenant in Year:	AD, at Age	
	__Male, ____ heritage <b>Born:</b> ____ AD, <b>Apprenticed:</b> ____ AD	Longevity Ritual in Year:	AD, at Age	
4th Name:		Current Year:	AD, Age	
		Current Season:		
3rd Name:	_____ of House	Companions, Shield Grog, and Servants:		
	__Male, ____ heritage <b>Born:</b> ____ AD, <b>Apprenticed:</b> ____ AD	Name:		
2nd Name:	_____ of House	Name:		
	__Male, ____ heritage <b>Born:</b> ____ AD, <b>Apprenticed:</b> ____ AD	Name:		
1st Name:	_____ of House	Name:		
	__Male, ____ heritage <b>Born:</b> ____ AD, <b>Apprenticed:</b> ____ AD	Name:		
		Name:		

— Personal Details of Wizardry —

Covenant:	
Wizard's Sigil:	
Notable Discoveries:	
Initiatory Experiences:	
Deeds as Mystagogue:	
Twilight Scars:	

Character:

Magus of House:

Player:

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Wizard's Journal - Record of Activities, Adventures, and Experiences since Gauntlet:

[illegible]

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[illegible]