Character:			Cur	rent Year	Magus of I	House:	Saga	a:	Playe	er:			Ars Magi	ca 5 th Ed	dition	(v4.x)
Age					/ Score)	_	Nationality						Height			
Year Born		AD	Decrepitude			7	e of Origin	_					Weight			
Gender						- I luc		_					- 1			
			Warping	1 / 2	0.0.0		Religion						Hair			
Size			Confidence	1/3	000	_	andednes						Eyes			
Book:Page	M/m	Туре	Virtues (10)			— Virtues	and Flaws Book:F		M/m	Туре	Flaws (10)				
ArM5 9, 43	F	Soc	Hermetic Magu	IS												
ArM5 36, 75	F	Herm	The Gift													
Defense = QIK	+ Weapon + Weapon + Weapon	Initative Attack Defense		n type n type	Fresh Winded Weary Tired Dazed Unconcious	Grading Grading Grading		OK Light Medium Heavy Incapac Dead	itated I	nalty Dmg -1 1 -3 6 -5 11	Range X -5 -10 -15 -20 +	- Protection		1 week 1 month 1 season Crisis: *(Roll Su	Cord	10 12 15 9
Personality [*]	Γraits		Score	Personality	y Traits	Score	Reputa	tions:		(Type /	Scope o	of Reputat	ion)	XP /	Score
Equipment:		Total	Load =	Bure	den =		Encumbra	nce (Si	trength ·	– Burdei	n) =					
													Provi	sions: _		
													Days of R	ations		
													Days of	Drink		
														ney:		
												(240)	Libram / P			$\overline{}$
														_		
General Note	·c'											(1)	Denarii / I	rence		
General Note																
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Character:			Magus of House:	Player:		Ars N	Magica 5 th Edition (v4.x)
Intelligence INT	Strength	STR	Size	(75 L+45 Gc) Early L	ife 1	20	
Perception PER	Stamina		Base MR	(15 per year) Later L			
Presence PRE	Dexterity	DEX	Confidence 1 / 3 O O O	(150+150) Apprentices			
Communication COM	Quickness		Faith	XP from Virtu			
	•	`		Total Adventure			Abilities XP
				Total Learning		Herr	netic Arts XP
				Total Exposure			II Mastery XP
				Total XP			I XP Spent =
				Total XI			- XI Spelie –
Martial Abilities	(XP /	Score)	Specialties	Academic Abilities	(XP /	Score)	Specialties
[Gc] Brawl				[Acad] Artes Liberales*			
[M] Single Weapon				Literate in Scripts:			
[M] Great Weapon				[Acad] Art of Memory*			
[M] Bows				[G] Chirurgy*			
[M] Thrown Weapon	<u> </u>			[Acad] Medicine*			
				[Acad] Philosophiae*			
Physical Abilities	(XP /	Score)	Specialties				
[G] Animal Handling				Formulae: Artes Liberales (5XP)			Astrological Inceptions
[Gc] Athletics				Formulae: Medicine (5XP)			Pharmaceutical Theriacs
[Gc] Awareness				Formulae: Philosophiae (5XP)			Alchemical Reagents
[G] Hunt				[Anal Janua Coda - Cillana			_
[G] Legerdemain*	-			[Arc] Law: Code of Hermes*		-	
[G] Ride				[Acad] Law: Civil & Canon*			
[Gc] Stealth	-			[Acad] Law: Common Law*			
[Gc] Survival				[Acad] Law: Islamic*		-	
[Gc] Swim				[Acad] Theology Christian			
Constant Abrillation	()/D /	6	Consider	[Acad] Theology, Christian*			
Social Abilities	(XP /	Score)	Specialties	[Acad] Theology, Jewish*			_
[G] Bargain				[Acad] Theology, Islam*			
[G] Carouse	-			[Acad] Theology: Pagan*			1
[Gc] Charm							_
[G] Etiquette							
[Gc] Folk Ken	-			Companyational Abilities	/VD /	C)	Casaishisa
[Gc] Guile				Supernatural Abilities	(XP /	Score)	Specialties
[G] Intrigue				[Sup]			1
[G] Music				[Sup]			■
[G] Leadership				[Sup]			
[G] Teaching				Augene Abilities	(VD /	C)	Cassislaise
Lanausasa	(VD /	Coore)	Chasialties	Arcane Abilities	(XP /	Score)	Specialties
Languages [Gc] Native:	(XP /	Score)	Specialties	[Arc] Hermetic Magic Theory* [Arc] Parma Magica*			
[G] Living:				[AIC] Parma Magica			
[G] Living:				[G] Concentration			
[G] Living:				[Arc] Finesse			
[G] Living:				[Arc] Penetration			
[G] Living:	-			[AIC] Felletiation			
[G] Living:	-			Supernatural Realms	(XP /	Score)	Specialties
[O] Living.	1			[Arc] Magic Lore*	(///	Jeore)	Specialities
[Acad] Dead: Latin*	1			[Arc] Faerie Lore*			
[Acad] Dead: Classical Greek*	:			[Arc] Dominion Lore*			†
[Acad] Dead: Classical Greek				[Arc] Infernal Lore*			
				oj zmernar zere			
				Area Lores	(XP /	Score)	Specialties
				[G]	\ <i>/</i>	1	
				[G]			
Crafts / Professions	(XP /	Score)	Specialties	[G]			
[G] Profession:				[G]			
[G] Profession:				[G]			
[G] Profession:				[G]			
				[G]			
[G] Craft:				[G]			
[G] Craft:				[G]			
[G] Craft:							
				Organization Lores	(XP /	Score)	Specialties
				[Arc] Order of Hermes			
				[Arc] (Your home covenant)			
				[G] The Church			
				[G]			
				[G]			
				[G]			
				[G]			
				[G]			
				[G]			

Character	:			Magus of Hou		Play	er:		Ar	s Magica 5 ^t	h Edition (v4.x)
			_		Hermetic Arts of	-						
	Technique		Forms	(Living Things)	145	Forms (Elen	,			Forms (Ess		
Creo	XP	Score	Animal	XP Score	MR Aquam	XP	Score	MR T	Imagine	n XP	Score	MR
Create Perdo		+	Animal Herbam		Auram	Vater		1		ages	+	-
Destroy	·	-	Plant			Air		-		lagic		
Muto Change			Corpus Body		Ignem	Fire					_	
Rego Contro			Mentem Mind		Terran	ì ≣arth			Total Arts	XP	Base MR	
Intellego Know									•		_	
Spontaneo	ous Spell (no	fatique)	Casting To		— Spell Casting nique + Form + S) / 5 rou	ınd un				
	ous Spell (fa		Casting To		nique + Form + S							
Formulaic		J J	Casting To	tal: (roll + Techr	nique + Form + S	Stamina + Aura)	•				
Ritual Spe			Casting To		nique + Form + S		•					
	Ritual or Ce	remonial Cas	ting) Ritual Bonı Penetration		<u>tes Liberales + Pl</u> al – Magic Resista					difiers		
			Tenetration		-	,	cion pe	rictiation	i maidplici)			
Lah Tot	als – (Technic	jue + Form) +	- Intel		Laboratory Tot + Magic Theory:	+ Aura in	Lah:		Lab QG:	+ Assista	nts.	
Lab Tota	ais – (Tecilino	ue + roilli) +		tamina:	+ Magic Theory.	+ Aula III	Lab.		Familiar:	+ Ot		
	Anir	nal Hai			Aguam	Auram	Tana					
Creo	Anir	пат пет	rbam Corp	ous Mentem	Aquam	Auram	Igne	2111	Terram	Imaginen	n VIII	<u>'</u>
Perdo												
Muto	-											
Rego												
Intelleg	0											
	— R	aw Vis —			– Spell Desig	n —						
Raw Vis	Carried	Stockpile	Sources Total		Ranges:							
Creo			per	+0 Personal	The casting magus; Ta	rget always Individua	al			ical Senses:		
Perdo			per	+1 Touch	The magus, or a perso	n/thing touched		+0 Taste		is equivalent to <u>I</u>		
Muto			per	+1 Eye	Must make eye contac			+1 Touch		is equivalent to P		
Rego			per	+2 Road	On the same road or p	,		+2 Smell		is equivalent to G		
Intellego			per	+2 Voice	Firm voice ~15 paces,	·		+3 Hearing		is equivalent to S is equivalent to B		
				+3 Sight	Must be seen by the n			++ VISIOII	larget	is equivalent to <u>b</u>	louridar <u>y</u>	_
Animal		-	per	+4 Arcane	Requires an Arcane Co	nnection						
Herbam		-	per									
Corpus			per		Durations:				D T	atta		
Mentem		1	per	+0 Momentary	The magic ends immed			Audin 1		dividual by F	oim:	
Aquam		1	per	+1 Concentration	Up to 15 minutes * Col			Animal	An animal Size	+1 or smaller x 2 paces in size		
Auram		1	per	+1 Diameter	2 minutes / 20 combat			Herbam Corpus	A human Size +			
Ignem		1	per	+2 Sun +2 Ring	Until the next sunrise / Until the circle used is			Mentem	One Individual			
Terram		JL	per	+3 Bargain	2nd Duration after bar			Aquam	Water: 5 x 5 x			
Imaginem			per	+3 Fire	Until fire goes out; Tar			Auram	Weather: 100 p			
Vim		1	per	+3 Moon	Until both full & new m			Ignem	-	a large campfire		
				+4 Until	Until condition, or Twili		t-dispel	Terram	Dirt: 10 x 10 x	10 paces in size		
				+4 Year and a Day (R)	Until 366 days have pa	- :		Imaginem	Sensory impact	of a human of Si	ze +1	
				+4 Year (R)	Until sunrise on the for		(Vim	One Individual	henomenon		
					Targets:							
				+0 Individual	One single discrete thir	ıa						
					Everything within an ur	-						
					A part of a discrete Ind							
					A closely-spaced group							
				+2 Room	Everything within a cha							

Everything within a single structure

Everything within a well-defined boundary

+3 Structure

+4 Boundary (R)

Character:	Magus of House:	Player:	Ars Magica 5 th Edition (v4.x)
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— Associations to the Order of Hermes —

Hermetic House: Domus Magna: Birth Name:

Baptismal Name:

Located	l in:					Year Born:	AD,	on Date		
Current Prin	nus:					Parents:				
Name of Pare	ens:			of House		Location:				
Nume of Fare		_Male, heritage,		01 110030	A	strological Sign:	Sign: NameOfS	ign ()	_
	В	orn: circa AD, Gauntlet:	AD				Symbol:		Quality:	
Parens' Coven	ant:						Element:		Color:	
1st Apprenti	ce:			of House		-	Ruler:		Metal:	
		_Male, heritage					Day:		Stone:	_
	В	orn: AD, Apprenticed:	_ AD		Man	ifested The Gift:	AD,	at Age		
	F	ellow Apprentices of Your Parens:			Арр	renticed in Year:	AD,	at Age		
6th Nar				of House	(Gauntlet in Year:	AD,	at Age	(_th for your Parens)	
	-	_Male, heritage	4.0		Joined covenant in Year:		AD,	at Age		
F.1 N		orn: AD, Apprenticed:	_ AD		Longevit	ty Ritual in Year:	AD,	at Age		
5th Nar	ne:	 _Male, heritage		of House		Current Year:	AD,	Age		=
	В	orn: AD, Apprenticed:	AD			Current Season:	AD,	Age		
4th No.		, ,,,,				Current Season.				_
4th Nar	ne:									_
3rd Nar	ne:			of House		Compar	nions, Shield Gro	gs, and S	ervants:	
	-	_Male, heritage orn: AD, Apprenticed:	4.0		Name:					
		orn: AD, Apprenticed:	_ AD		Name:					٦
2nd Nar		Male, heritage		of House	Name:					\dashv
		orn: AD, Apprenticed : AD						\dashv		
1st Nar				of House	Name:					4
		_Male, heritage			Name:					
		orn: AD, Apprenticed:	_ AD		Name:					
	-									_
		_	– Per	sonal Deta	ils of W	izardry —				
С	ovenant:									
Wizar	d's Sigil:								<u> </u>	
Notable Disc	coveries:									
Initiatory Expe	eriences:									
Deeds as Mys	tagogue:									
Twiligl	nt Scars:									

Character: Magus of House: Player: Ars Magica 5th Edition (v4.x)

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

<	AD
AD	Winter
AD	Spring
	Summer
	Autumn
AD	Winter
AD	
	Summer
	Autumn
	Winter
AD	
	Summer
	Autumn
	Winter
AD	
	Summer
	Autumn
AD	
AD	
AD	Summer
	Autumn
AD	
AD	
AD	Summer
	Autumn
AD	
AD	Spring
AD	Summer
AD	Autumn
AD	Winter
AD	
AD	Summer
AD	Autumn
	Winter
AD	
	Summer
AD	
AD	Winter
AD	Spring
	Summer
	Autumn
AD	
AD	
	Summer
	Autumn
AD	Winter
AD	
	Summer
	Autumn
AD	Winter
AD	Spring
	Summer
AD	Autumn

— Grimoire —

				— Gri		_			
Spell Name	Mastery	SFR	+Cast	[TeFo LL]	+Pen	Range	Duration	Target	Notes
		\vdash							
		\vdash	-						
		\vdash							