Character: Player:

Saga: Setting:

Current Year:

house:

Decrepitude: Carping: Effects of Aging: Effects of Warping:	Age:	Size:	Confidence:	

Virtues:

Flaws:

		Description	Score
Intelligence	Int	())
Perception	Per	())
Strength	Str	())
Stamina	Sta	())
Presence	Pre	())
Communication	Com	())
Dexterity	Dex	())
Quickness	Qik	())

D 1 1 7	
Birth Name:	
Year Born:	
Gender:	
Race/Nationality:	
Place of Origin:	
Religion:	
Title/Profession:	
Height:	Weight:
Hair:	Eyes:
Handedness:	

E Exp. ABILITY SPECIALITY	Score

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Personality Traits SCORE	Reputations Type Score	E
Combat Armor Worn: Combat Modifiers:	 Агмо 	DR
Fatigue Levels 0 2 min. Winded -1 10 min. Weary -3 30 min. Tired -5 1 hr. Dazed 2 hr. Unconcious	Range Number Penaltry Notes Light Wounds -1 -3 -3 Heavy Wounds -5 -5 Incapacitated -1 -5	S
Qik + Weap - Enc = INIT + - = + - = + - = + - = + - = + - = + - = + - = + - = + - = + - = + - = + - =	Dex + Ability + Weap = ATK $Qik + Ability + Weap = DFN$ $Str + Weap = DAM$ $Load$ Ra $+$ $+$ $=$ $+$ $=$ $+$ $=$ $ +$ $+$ $=$ $+$ $=$ $+$ $=$ $ +$ $+$ $=$ $+$ $=$ $+$ $=$ $ +$ $+$ $=$ $+$ $+$ $=$ $ +$ $+$ $=$ $+$ $+$ $=$ $ +$ $+$ $=$ $+$ $+$ $=$ $ +$ $+$ $=$ $+$ $+$ $=$ $ +$ $+$ $=$ $+$ $+$ $=$ $ +$ $+$ $=$ $+$ $+$ $=$ $ -$ <td>inge</td>	inge
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House: Domus Magna: Covenant: Primus: Wizard's Sigil: Parens: Covenant of Apprenticeship: Magical Arts Exp. TECHNIQUE Score Score Score Form Exp. FORM Exp. [] Creo] Animal] Ignem [] Intellego] Aquam] Imaginem Γ] Muto] Mentem Auram] Perdo] Corpus] Terram Γ] Rego [] Herbam] Vim Γ Base Casting Totals Lab Basic Lab Total Formulaic: Technique + Form + Sta + Aura + Die (+ Technique + Form) Int Theory Form TOTAL 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 Longevity Ritual Fast Casting Speed (+ stress die) Lab Total: Age Roll Modifier: + = Qik Finesse TOTAL Twilight Scars: **Determining Effect** (+ die, vs. 15-magnitude) + = Per Awareness TOTAL **Base Targeting** (+ die) + = Per Finesse TOTAL Baw Vis Concentration Art Pawns Physical Form (+ die) Sta Concentration TOTAL Magic Resistance (+ Form) x5 = TOTALMultiple Casting (+ stress die - no. of spells, vs 9) Int Finesse TOTAL Pamiliar.

Int/Cun:	Size:	Bronze Cord:	Silver Cord:	Gold Cord:
Per:	Might:	biolize colu.	Shiver Cora.	Gold Cold.
Str:	Soak:	Bond Qualties &	ABILITIES:	
Sta:	Fat:			
Pre:	Init:			
Com:	Atk:			
Dex:	Dfn:			
Qik:	Dam:			
				C-IN: 5P

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