Ars Magica
Character

Name______________ Age______________ Gender______________
Player______________ Year Born______________ Size______________
Covenant______________ Current Year______________ Confidence______________
Saga______________ Decrepitude______________ Current Cnf.______________

Characteristics

	Specialty	
Intelligence	[ ]	
Perception	[ ]	
Strength	[ ]	
Stamina	[ ]	
Presence	[ ]	
Communication	[ ]	
Dexterity	[ ]	
Quickness	[ ]	

Combat

Weapon	First Rate	Atk	Dam

First = Speed + Skill + Quick - Enc
Soak = Protection + Stm + Size (+ 6 Action)
Atk = Attack Bonus + Skill + Dex
Dam = Damage Bonus + Skill + Str
Fatigue = Stm - Enc

Armor

Type ______________

Protection [ ] Load [ ]

Defense	Action	Dueling
Parry w/		
Parry w/		
Dodge		

Parry = Skill + Parry Bonus - Size (+6 Action)
Dodge = Skill + Quick - Enc - Size (+ 6 Action)

Abilities

	Specialty	Scr	Exp
	[ ]		
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Body Levels			Fatigue Levels		
Dueling Soak Total [ ]	[ ] Action Soak Total		[ ]		Fatigue Total
Unhurt	■			■	Fresh
Hurt		0	0		Winded
Light Wounds		-1	-1		Weary
Medium Wounds		-3	-3		Tired
Heavy Wounds		-5	-5		Dazed
Incapacitated					Unconscious

Magus Grimoire

Spell Title	Level	Tech & Form	Total Bonus	Mastery
Foci & Notes:				
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Hermetic Traits

Magic Arts

Techniques		Forms			
Creo		Animál		Ignem	
Intéllego		Aquam		Imágonem	
Muto		Auram		Mentem	
Perdo		Córporem		Terram	
Rego		Herbam		Vim	

Bond Score

Cord Strengths

Gold

Silver

Bronze

Familiar ______

Intelligence	____	Strength	____	Presence	____	Dexterity	____
Perception	____	Stamina	____	Communication	____	Quickness	____

Familiar Bond Qualities

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Magus Bond Qualities

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Spell Casting Speed

Quickness + Finesse - Encumbrance

Formulaic

Technique + Form + Stamina - Encumbrance

Ritual Magic

Formulaic + Meditation

Spontaneous Magic

Technique + Form + Intelligence - Encumbrance

Basic Lab Total

Technique + Form + Intelligence + Magic Theory

Wizard's Sigil

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Twilight Points

Effects of Twilight

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Virtues & Flaws

Personality Traits

Reputation

[ ]
[ ]
Speciality

Equipment

Item	Load	Item	Load

Total Load - Str = Encumbrance

If strength is Negative, put 0 in the Str box.

Troupe Roster

Character	Player	Notes

Notes