

Blank Template COLOR

Arx Magica

Character:

Player:

Saga:

Current Year:

Setting:

House:

Age: Size: Confidence:

Birth Name:

Year Born:

Race/Nationality:

Place of Origin:

Religion:

Title/Profession:

Height:

Weight:

Hair:

Eyes:

Handedness:

Gender:

Decrepitude:

Effects of Aging:

Warping:

Effects of Warping:

Characteristics

Characteristic	Cha	(Description)	Score
Intelligence	Int	()	
Perception	Per	()	
Strength	Str	()	
Stamina	Sta	()	
Presence	Pre	()	
Commun.	Com	()	
Dexterity	Dex	()	
Quickness	Qik	()	

Virtues:

Flaws:

Abilities

[Exp] Ability	(Specialty)	Score
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Personality Traits

Trait	Score
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Reputations

Reputation	(Type)	Score
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	()	

Combat

Armor Worn:

Combat Modifiers:

Soak:

Armor Load:

Fatigue Levels

☐			Fresh
☐	0	2 min	Winded
☐	-1	10 min	Weary
☐	-3	30 min	Tired
☐	-5	1 hr	Dazed
☐		2 hr	Unconscious

Wounds

Type	Range	Number	Penalty
Light		of 5	-1
Medium		of 5	-3
Heavy		of 5	-5
Incap.		of 1	
Dead		of 1	

Weapons

Weapon:

Qik + Weapon - Enc = INIT =

Dex + Ability + Weapon = ATK =

Qik + Ability + Weapon = DFN =

Str + Weapon = DAM =

Load:

Range:

Weapon:

Qik + Weapon - Enc = INIT =

Dex + Ability + Weapon = ATK =

Qik + Ability + Weapon = DFN =

Str + Weapon = DAM =

Load:

Range:

Equipment

House:
 Covenant:
 Wizard's Sigil:
 Domus Magna:
 Primus:
 Parens:
 Apprenticeship Covenant:

Magical Arts

[Exp]	Technique/Form	Score
[]	Creo	
[]	Intellego	
[]	Muto	
[]	Perdo	
[]	Rego	
[]	Animal	
[]	Aquam	
[]	Auram	
[]	Corpus	
[]	Herbam	
[]	Ignem	
[]	Imaginem	
[]	Mentem	
[]	Terram	
[]	Vim	

Raw Vis

Art Pawns Physical Form

Base Casting Totals

Formulaic:

Technique + Form + Sta + Aura + die

Ritual:

Technique + Form + Sta + Aura
 + Artes Liberales + Philosophy + 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 =

Determining Effect (+ die, vs. 15-mag)

Per + Awareness =

Base Targeting (+ die)

Per + Finesse =

Concentration (+ die)

Sta + Concentration =

Magic Resistance (+ Form)

Parma x5 =

Lab

Basic Lab Total (+ Technique + Form)

Int + Theory + Aura =

Longevity Ritual

Lab Total:

Age Roll Modifier:

Twilight Scars:

Familiar

Int/Cun:	Size:
Per:	Might:
Str:	Soak:
Sta:	Fat:
Pre:	Init:
Com:	Atk:
Dex:	Dfn:
Qik:	Dam:

Bronze Cord:
Silver Cord:
Gold Cord:
Bond Qualities & Abilities:

Spells

Spell:	
Technique:	Form:
Level:	Bonus:
Range:	Duration:
Target:	
Exp:	Mastery:
Notes:	

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Blank Template CONTRAST

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Quickness	Qik	()	

Virtues:

Flaws:

Abilities

[Exp] Ability	(Specialty)	Score
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Trait	Score
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Load:

Range:

Equipment

House:
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Wizard's Sigil:
Domus Magna:
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Parens:
Apprenticeship Covenant:

Magical Arts

[Exp]	Technique/Form	Score
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Raw Vis

Art	Pawns	Physical Form
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Base Casting Totals

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Qik + Finesse =

Determining Effect (+ die, vs. 15-mag)

Per + Awareness =

Base Targeting (+ die)

Per + Finesse =

Concentration (+ die)

Sta + Concentration =

Magic Resistance (+ Form)

Parma x5 =

Lab

Basic Lab Total (+ Technique + Form)

Int + Theory + Aura =

Longevity Ritual

Lab Total:

Age Roll Modifier:

Twilight Scars:

Familiar

Int/Cun:	Size:
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Bronze Cord:
Silver Cord:
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Spells

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Technique:	Form:
Level:	Bonus:
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