Ars 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:

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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*

Reputations

Reputation	*(Type)*	*Score*
	( )	
	( )	
	( )	
	( )	

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:

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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	

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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:

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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:

Spell:

Technique: Form:

Level: Bonus:

Range: Duration:

Target:

Exp: Mastery:

Notes:

Spell:

Technique: Form:

Level: Bonus:

Range: Duration:

Target:

Exp: Mastery:

Notes:

Spell:

Technique: Form:

Level: Bonus:

Range: Duration:

Target:

Exp: Mastery:

Notes:

Spell:

Technique: Form:

Level: Bonus:

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Range: Duration:

Target:

Exp: Mastery:

Notes:

Spell:

Technique: Form:

Level: Bonus:

Range: Duration:

Target:

Exp: Mastery:

Notes:

Spell:

Technique: Form:

Level: Bonus:

Range: Duration:

Target:

Exp: Mastery:

Notes:

Spell:

Technique: Form:

Level: Bonus:

Range: Duration:

Target:

Exp: Mastery:

Notes:

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Ars 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:

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Abilities

[Exp]	Ability	(Specialty)	Score
[ ]		( )	
[ ]		( )	
[ ]		( )	
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[ ]		( )	
[ ]		( )	
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Personality Traits

Trait	Score

Reputations

Reputation	(Type)	Score
	( )	
	( )	
	( )	
	( )	

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

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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

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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:
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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:

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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:

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

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

Spell:
Technique: Form:
Level: Bonus:
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Target:
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Spell:
Technique: Form:
Level: Bonus:
Range: Duration:
Target:
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Technique: Form:
Level: Bonus:
Range: Duration:
Target:
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Technique: Form:
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Target:
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Ars Magica

Character:
Player:

Saga:
Current Year:
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Age: Size: Confidence:

Birth Name:
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Presence	Pre	( )	
Commun.	Com	( )	
Dexterity	Dex	( )	
Quickness	Qik	( )	

Virtues:

Flaws:

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Abilities

[Exp]	*Ability*	*(Specialty)*	*Score*
[ ]		( )	
[ ]		( )	
[ ]		( )	
[ ]		( )	
[ ]		( )	
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Personality Traits

Trait	*Score*

Reputations

Reputation	*(Type)*	*Score*
	( )	
	( )	
	( )	
	( )	

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Armor Worn:

Combat Modifiers:

Soak:

Armor Load:

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Range:

Weapon:

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Dex + Ability + Weapon = ATK =

Qik + Ability + Weapon = DFN =

Str + Weapon = DAM =

Load:

Range:

Equipment

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House:
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[ ]	Muto	
[ ]	Perdo	
[ ]	Rego	
[ ]	Animal	
[ ]	Aquam	
[ ]	Auram	
[ ]	Corpus	
[ ]	Herbam	
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Sta + Concentration =

Magic Resistance *(+ Form)*

Parma x5 =

Lab

Basic Lab Total *(+ Technique + Form)*

Int + Theory + Aura =

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Exp: Mastery:
Notes:

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