



Name _____
Player _____
Covenant _____
House _____

| | |
|-------------|-------|
| Age | _____ |
| Year Born | _____ |
| Year | _____ |
| Decrepitude | _____ |

Gender _____
Size _____
Confidence _____
Current Cnf _____

Characteristics

| | | | |
|---------------|-------|-----------|-------|
| Intelligence | _____ | Strength | _____ |
| Perception | _____ | Stamina | _____ |
| Presence | _____ | Dexterity | _____ |
| Communication | _____ | Quickness | _____ |

Combat

| Weapon | Init | Atk | Dfn | Dmg |
|----------|------|-----|-----|-----|
| Brawling | | | | |
| | | | | |
| | | | | |
| | | | | |

Init = qik + weapon skill + weapon initiative bonus + enc
Atk = (dex or per) + weapon skill + weapon attack bonus + enc
Dfn = qik + weapon skill + weapon defence bonus + enc
Dmg = str + size + weapon skill + weapon damage bonus
Combat Fatigue = sta + weapon skill + enc

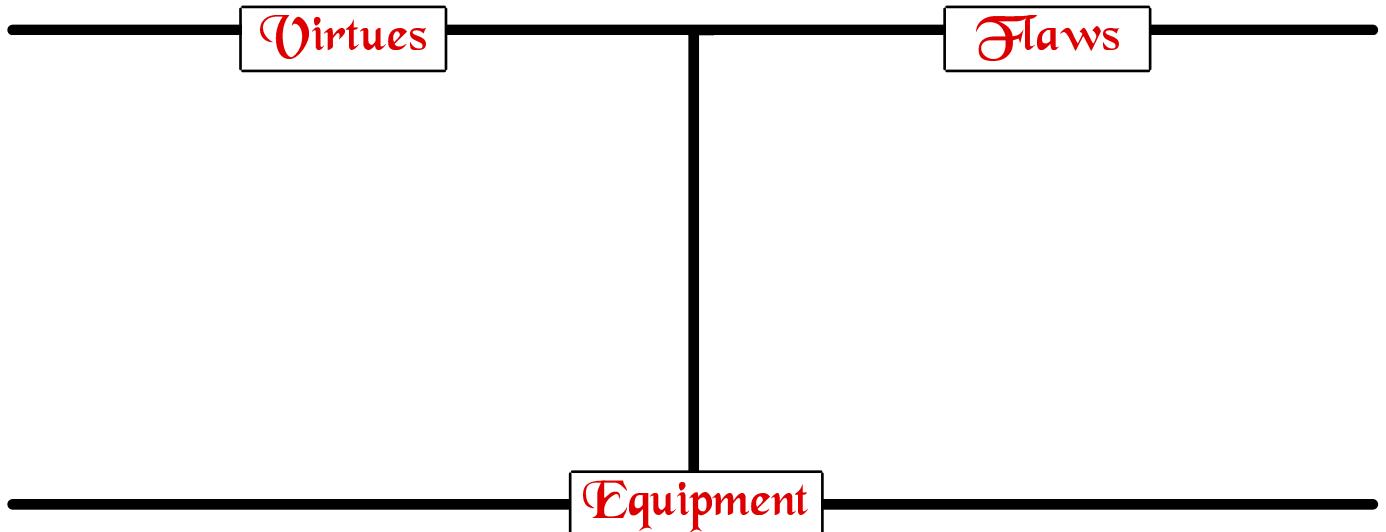
Armour

| | |
|------------------|--------------|
| Type _____ | Load _____ |
| Protection _____ | Animal _____ |
| Soak Total _____ | Aquam _____ |
| Corpus _____ | Herbam _____ |
| Ignem | Terram _____ |

full half full half
Soak = sta + size + armour protection (+ form)
Versus crafted weapons, only get half soak from form and spells

Injury & Fatigue

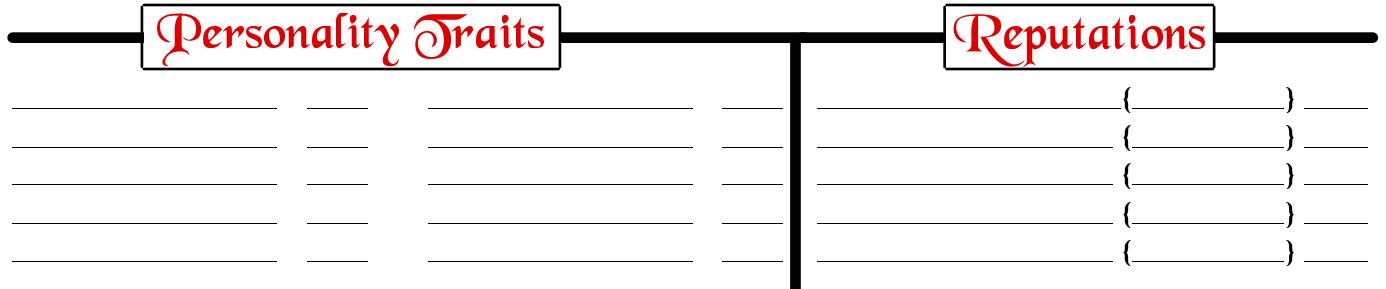
| | | |
|----------------------|---|----------------------|
| <u>Body</u> | | <u>Fatigue</u> |
| <u>Unhurt</u> | ● | ● <u>Fresh</u> |
| <u>Hurt</u> | ○ | ○ <u>Winded</u> |
| <u>Light</u> | ○ | -1 ○ <u>Weary</u> |
| <u>Medium</u> | ○ | -3 ○ <u>Tired</u> |
| <u>Heavy</u> | ○ | -5 ○ <u>Dazed</u> |
| <u>Incapacitated</u> | ○ | ○ <u>Unconscious</u> |



Total Load _____ - Str _____ = _____ Encumbrance

If Strength is 0 or negative then Total Load = Enc

Special Notes



Hermetic Traits

Character _____

Magic Arts

Sigil

Techniques

| | | |
|-----------|-------|-------|
| Creo | _____ | _____ |
| Intellego | _____ | _____ |
| Muto | _____ | _____ |
| Perdo | _____ | _____ |
| Rego | _____ | _____ |

Score Exp

Forms

| | | |
|--------|-------|-------|
| Animál | _____ | _____ |
| Aquam | _____ | _____ |
| Auram | _____ | _____ |
| Corpus | _____ | _____ |
| Herbam | _____ | _____ |

Score Exp

| | | |
|----------|-------|-------|
| Ignem | _____ | _____ |
| Imáginem | _____ | _____ |
| Mentem | _____ | _____ |
| Terram | _____ | _____ |
| Vim | _____ | _____ |

Score Exp

Personal Vis Stores

Techniques

| | |
|-----------|-------|
| Creo | _____ |
| Intellego | _____ |
| Muto | _____ |
| Perdo | _____ |
| Rego | _____ |

Forms

| | | | |
|--------|-------|----------|-------|
| Animál | _____ | Ignem | _____ |
| Aquam | _____ | Imáginem | _____ |
| Auram | _____ | Mentem | _____ |
| Corpus | _____ | Terram | _____ |
| Herbam | _____ | Vim | _____ |

Familiar

| | | | | |
|-----|-----|-----|-----|-------------|
| Int | Str | Com | Dex | Size |
| Per | Sta | Pre | Qik | Magic Might |

Description _____

Cords

Gold Cord _____

Bond Qualities

Bond Score _____

Score Quality _____

Silver Cord _____

Copper Cord _____

Abilities and Powers _____

Magus Grimoire 1