

House: *BJORNAER*
 Covenant:
 Wizard's Sigil: *Snow Flurry*

Domus Magna:
 Primus:
 Parens:
 Covenant of Apprenticeship:

| Magical Arts | | | | | |
|--------------|---------------|--------|-------|------------|--------------------|
| Exp. | TECHNIQUE: | SCORE: | Exp. | FORM | SCORE: |
| [0] | Creo - 0 | 0 | [8] | Animal - 8 | [0] Ignem - 0 |
| [1] | Intellego - 1 | 1 | [0] | Aquam - 0 | [0] Imaginem - 0 |
| [10] | Muto - 10 | 10 | [0] | Auram - 0 | [0] Mentem - 0 |
| [3] | Perdo - 3 | 3 | [8] | Corpus - 8 | [0] Terram - 0 |
| [1] | Rego - 1 | 1 | [0] | Herbam - 0 | [0] Vim - 0 |

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + Die
 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

Fast Casting Speed
 (+ stress die)

$$\frac{1}{Qik} + \frac{1}{Finesse} = \frac{2}{TOTAL}$$

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

$$\frac{0}{Per} + \frac{2}{Awareness} = \frac{2}{TOTAL}$$

Base Targeting
 (+ die)

$$\frac{0}{Per} + \frac{2}{Finesse} = \frac{2}{TOTAL}$$

Concentration
 (+ die)

$$\frac{1}{Sta} + \frac{0}{Concentration} = \frac{1}{TOTAL}$$

Magic Resistance
 (+ Form)

$$\frac{1}{Parma} \times 5 = \frac{5(10 \text{ Mentem})}{TOTAL}$$

Multiple Casting
 (+ stress die - no. of spells, vs 9)

$$\frac{3}{Int} + \frac{1}{Finesse} = \frac{4}{TOTAL}$$

Lab

Basic Lab Total
 (+ Technique + Form)

$$\frac{3}{Int} + \frac{3}{Theory} + \frac{X}{Form} = \frac{6}{TOTAL}$$

Longevity Ritual

Lab Total: Age Roll Modifier:
 Twilight Scars:

Raw Vis

Art Pawns Physical Form

Familiar: Not Allowed

| | | | | |
|----------|--------|-----------------------------|--------------|------------|
| Int/Cun: | Size: | Bronze Cord: | Silver Cord: | Gold Cord: |
| Per: | Might: | BOND QUALITIES & ABILITIES: | | |
| Str: | Soak: | | | |
| Sta: | Fat: | | | |
| Pre: | Init: | | | |
| Com: | Atk: | | | |
| Dex: | Dfn: | | | |
| Qik: | Dam: | | | |

SPELL: *The Beast Remade*
 Form: *An* Technique: *Mu MuAn*
 Level: *25* Bonus: *+19*
 Range: _____ Duration: _____ Target: _____
 Exp: _____ Mastery: _____
 Notes: *Turns an animal into human form*
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SPELL: *The Wound that Weeps*
 Form: *Co* Technique: *Pe*
 Level: *15* Bonus: *+12*
 Range: _____ Duration: _____ Target: _____
 Exp: _____ Mastery: _____
 Notes: _____

SPELL: *Cloak of Black Feathers*
 Form: *Co* Technique: *Mu*
 Level: *30* Bonus: *+19*
 Range: _____ Duration: _____ Target: _____
 Exp: _____ Mastery: _____
 Notes: _____
 p. 131

SPELL: *Endurance of the Berserkers*^{p. 134}
 Form: *Co* Technique: *Re*
 Level: *15* Bonus: *+10*
 Range: _____ Duration: *conc.* Target: _____
 Exp: _____ Mastery: _____
 Notes: *Act as Unwounded & unfatigued while concentrating.*

SPELL: *Cloak of Bear Warding*
 Form: *An* Technique: *Re*
 Level: *5* Bonus: *+10*
 Range: _____ Duration: _____ Target: _____
 Exp: _____ Mastery: _____
 Notes: _____

SPELL: _____
 Form: _____ Technique: _____
 Level: _____ Bonus: _____
 Range: _____ Duration: _____ Target: _____
 Exp: _____ Mastery: _____
 Notes: _____

SPELL: *Viper's Gaze*
 Form: *An* Technique: *Re*
 Level: *15* Bonus: *+9*
 Range: _____ Duration: _____ Target: _____
 Exp: _____ Mastery: _____
 Notes: _____

SPELL: _____
 Form: _____ Technique: _____
 Level: _____ Bonus: _____
 Range: _____ Duration: _____ Target: _____
 Exp: _____ Mastery: _____
 Notes: _____

SPELL: *Gift of the Bear's Fortitude*
 Form: *Co* Technique: *Mu*
 Level: *25* Bonus: *+19*
 Range: _____ Duration: _____ Target: _____
 Exp: _____ Mastery: _____
 Notes: *+3 Soak*
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SPELL: _____
 Form: _____ Technique: _____
 Level: _____ Bonus: _____
 Range: _____ Duration: _____ Target: _____
 Exp: _____ Mastery: _____
 Notes: _____

Personality Traits

SCORE

Brave +2
 Individualistic +2
 Patient +1

Reputations

| TYPE | SCORE |
|------|-------|
| () | |
| () | |
| () | |
| () | |
| () | |
| () | |
| () | |

Combat

SOAK +1 (4)

Armor Worn:

Combat Modifiers: Dodging Init +1, Attack n/a Defense +4, Damage: 0

ARMOR LOAD

Fatigue Levels

| | |
|--------------------------|-------------------|
| <input type="checkbox"/> | Fresh |
| <input type="checkbox"/> | 0 2 min. Winded |
| <input type="checkbox"/> | -1 10 min. Weary |
| <input type="checkbox"/> | -3 30 min. Tired |
| <input type="checkbox"/> | -5 1 hr. Dazed |
| <input type="checkbox"/> | 2 hr. Unconscious |

Wounds

| RANGE | NUMBER | PENALTY | NOTES |
|---------------|--|---------|-------|
| Light Wounds | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | -1 | |
| Medium Wounds | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | -3 | |
| Heavy Wounds | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | -5 | |
| Incapacitated | <input type="checkbox"/> | | |
| Dead | <input type="checkbox"/> | | |

Weapons

| Qik + Weap - Enc = INIT | Dex + Ability + Weap = ATK | Qik + Ability + Weap = DFN | Str + Weap = DAM | Load | Range |
|-------------------------|----------------------------|----------------------------|------------------|------|-------|
| + - = | + + = | + + = | + = | | |
| + - = | + + = | + + = | + = | | |
| + - = | + + = | + + = | + = | | |
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| + - = | + + = | + + = | + = | | |
| + - = | + + = | + + = | + = | | |

Equipment

Wizard Robes & Nordic Wool Coat
 6 stoppered bottles

ARS MAGICA: DDC 32 (GM: ERIK DAHL)

Daria Le Greis

Viscount von Ordstat - needs a Wizard to get Claire Beaucomp. has that gift
V. has magical spring.

- Piton mumbles to Claire's room
- Sick cat found
- deVry animosity towards us; suffers convulsions!