

NAME _____

PLAYER _____

COVENANT _____

SAGA _____

MAGUS COMPANION GROG

Gender _____ Age _____ Year Born _____ Current Year _____



CHARACTERISTICS

	SPECIALTY	SCORE
Intelligence	_____	_____
Perception	_____	_____
Strength	_____	_____
Stamina	_____	_____
Presence	_____	_____
Communication	_____	_____
Dexterity	_____	_____
Quickness	_____	_____

ABILITIES

ABILITY	SPECIALTY	SCORE	EXP.
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

VIRTUES AND FLAWS

SCORE	VIRTUE OR FLAW AND DESCRIPTION
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

PERSONALITY TRAITS

TRAIT	SCORE	TRAIT	SCORE
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Confidence _____ Current Score _____
Size _____ Decreptitude _____

WEAPON	INIT	ATK	DFN	DAM	RNG	SPC	STR
<i>Brawling</i>							

INITIATIVE: Qik + Weapon Skill + Weapon Initiative Bonus - Enc
 ATTACK: (Dex or Per) + Weapon Skill + Weapon Attack Bonus
 DEFENSE: Qik + Weapon Skill + Weapon Defense Bonus - Size
 DAMAGE: (Str + Size) or (Nothing) + Weapon Damage Bonus
 RANGE: Effective range of weapon
 SPACE: Open paces around you required to properly wield weapon.
 STRENGTH: Minimum Str to use.

BODY LEVELS

SOAK TOTAL _____
 Protection + Stm + Size

Unhurt	<input checked="" type="radio"/>	NA
Hurt	<input type="radio"/>	NA
Light Wounds	<input type="radio"/>	-1
Medium Wounds	<input type="radio"/>	-3
Heavy Wounds	<input type="radio"/>	-5
Incapacitated	<input type="radio"/>	NA

FATIGUE LEVELS

FATIGUE TOTAL _____
 Stm - Enc

Fresh	<input checked="" type="radio"/>	NA
Winded	<input type="radio"/>	NA
Weary	<input type="radio"/>	-1
Tired	<input type="radio"/>	-3
Dazed	<input type="radio"/>	-5
Unconscious	<input type="radio"/>	NA

ARMOR

Type _____
 Protection _____ Load _____

REPUTATIONS

SCORE	TYPE/TARGET
_____	_____
_____	_____
_____	_____
_____	_____

EQUIPMENT

LOAD	ITEM AND NOTES	LOAD	ITEM AND NOTES
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

TOTAL LOAD _____ ENCUMBRANCE _____

ENC = STR + TOTAL LOAD. NOTE THAT LOAD VALUES ARE NEGATIVE. ENC CANNOT BE GREATER THAN 0.

NOTES

Special items and abilities, hinderances, contacts, friends, enemies, places of interest, clues, rumors, troupe members, ailments from aging, etc.

