Name: Aodh of Flambeau
Player: Player Name
Covenant: Northumbria
Saga: Kris Miller's Campagne

Magus ☑ Companion ☐ Grog ☐

4th Edition
Character Record Sheet

Gender: Male Age: 19 Year Born: 1061 A.D. Current Year: 1080 A.D.

Characteristics

	Specialty	Score
Intelligence	Asute	+2
Perception	----------	0
Strength	Scrawny	-3
Stamina	Fit	+2
Presence	Handsome	+2
Communication	Clear	+2
Dexterity	Clumsy	-2
Quickness	Super Fast	+4

Virtues and Flaws

Score	Virtue or Flaw and Description
+1	Read Lips
+1	Tough
+1	Light Sleeper
+2	Great (Quickness)
+3	Wealth
-3	Sense of Doom
-5	Age Quickly

Confidence: 3 Current Score:
Size: 0 Decrepitude: 0

Abilities

Ability	Specialty	Score	Exp.
Magic Theory	Invent Spells	+4	
Herms Lore	History	+2	
Parma Magica	Aquam	+2	
Scribe Latin	Original Comp.	+2	
Speak Latin	Slang	+5	
Speak Gailic	Irish	+5	
Play Lute	Solo	+3	
Sing	Solo	+3	
Storytelling	Improve	+3	
Bargain	Weapons	+3	
Etiquette	Nobility	+3	

Personality Traits

Trait	Score	Trait	Score
Funny	+1		
Friendly	+2		
Trustworthy	+2		

Weapon	Init	Atk	Dfn	Dam	Rng	Spc	Str
Brawling							

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 5
Protection + Stm + Size

Unhurt	✔	NA
Hurt	☐	NA
Light Wounds	☐	-1
Medium Wounds	☐	-3
Heavy Wounds	☐	-5
Incapacitated	☐	NA

Fatigue Levels

Fatigue Total ____
Stm - Enc

Fresh	✔	NA
Winded	☐	NA
Weary	☐	-1
Tired	☐	-3
Dazed	☐	-5
Unconscious	☐	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.

Hermetic Traits

Magic Arts

Technique	Score	Exp	Form	Score	Exp
Creo	2		Animál		
Intéllego			Aquam	1	
Muto			Auram	1	
Perdo	11		Corpus		
Rego			Herbam		
			Ignem	12	
			Imáginem		
			Mentem		
			Terram		
			Vim		

Wizard's Sigil

Red Ash

Wizard's Twilight

Points	Effects of Twilight

Total Twilight Points ____

Important Totals

Casting Spontaneous Spells
Int + Technique + Form + Enc
Divide by 2 if spending Fatigue level
Divide by 5 if not

Casting Formulaic Spells
Stm + Technique + Form + Enc

Casting Ritual Spells
Formulaic Total + Concentration

Magic Resistance 10
Parma Magic x 5 (+ Form and bonuses)

Targeting Roll 0
Per + Finesse

Concentration Roll 2
Int + Concentration

Fast-Cast Speed 4
Qik + Finesse + Enc

Certámen
Int + Certámen + Technique + Form

Basic Lab Total ____
Int + Magic Theory + Technique + Form

Maximum Vis Per Season 4
Magic Theory + Vim

Familiar

Characteristics

Int ___ Str ___ Com ___ Dex ___
Per ___ Stm ___ Pre ___ Qik ___

Abilities and Powers

Cord Scores

Gold Cord ____
Silver Cord ____
Copper Cord ____

Other Scores

Size ____
Magic Might ____

Bond Qualities

Score	Quality