Name: Magnus Hakonsson
Player: NPC
Covenant: Northumbria
Saga: Northumbria

Magus ☐ Companion ☑ Grog ☐

Ars Magica
4th Edition
Character Record Sheet

Gender: Male | Age: 30 | Year Born: 1050 | Current Year: 1080 A.D.

Characteristics

	Specialty	Score
Intelligence	dull	-1
Perception	head-in-cloud	-1
Strength	massive	+3
Stamina	rugged	+3
Presence	large	+2
Communication	garbled	-2
Dexterity		0
Quickness	lumbering	-2

Abilities

Ability	Specialty	Score	Exp.
Hermes Lore	personalities	3	
Scribe Latin	composition	3	
Speak Latin	Hermetic use	5	
Speak W. Norse	vocabulary	4	
Survival	Scandinavia	4	
Great Weapon	battleaxe	5	
Thrown Weapon	axes	5	
Swim	distance	1	
Boating	storms	2	
Scandinavian Lore	politics	1	
Faerie Lore	forests	1	
Brawl	dodge	1	
Hunt	boar	1	

Virtues and Flaws

Score	Virtue or Flaw and Description
+1	Redcap (non Gifted)
+1	Magic Item: Staterae Vis
+5	Giant Blood
+1	Tough
+2	Superior Armaments
-3	Fury (insulted)
-2	Curse of Venus
-2	Overconfident
-3	Outsider (giant)

Personality Traits

Trait	Score	Trait	Score
Overconfident	+3		

Confidence: 3 | Current Score: 3
Size: +2 | Decrepitude: 0

Weapon	Init	Atk	Dfn	Dam	Rng	Spc	Str
Brawling	-4	+1	-3	+5	Touch	0	n/a
Battleaxe	+5	+9	+5	+15	Reach	2	+1
Throwing Axe	+1	+7	+2	+9	Near	1	-1
Javelin	-1	+7	+1	+11	Near	2	-1

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 16
Protection + Stm + Size +3

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

Fatigue Levels

Fatigue Total -1
Stm - Enc

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

Armor

Type Half Mail
Protection 8 Load -4.0

Reputations

Score	Type/Target
-3	Outsider to Normans (giant)

Equipment

Load	Item and Notes	Load	Item and Notes
-1.5	Battleaxe		
-0.5	Throwing Axe		
-1.0	Javelin		

Total Load -7.0 Encumbrance -4
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.

Magnus wears a shiny red helmet.

Staterae Vis
A small pair of scales that can measure the amount of and show the type of vis placed in them. The effect can be used once per day and has the effect of the spells:

Scales of the Magical, InVi5, p. 156
Sense the Nature of Vis, InVi5, p.156

Magnus uses these scales when he is involved in carrying vis for trade in his duties as a Redcap.

Hermetic Traits

Magic Arts

Technique	Score	Exp	Form	Score	Exp
Creo	____	____	Animál	____	____
Intéllego	____	____	Aquam	____	____
Muto	____	____	Auram	____	____
Perdo	____	____	Corpus	____	____
Rego	____	____	Herbam	____	____
			Ignem	____	____
			Imáginem	____	____
			Mentem	____	____
			Terram	____	____
			Vim	____	____

Wizard's Sigil

_____

_____

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 ____
Parma Magic x 5 (+ Form and bonuses)

Targeting Roll ____
Per + Finesse

Concentration Roll ____
Int + Concentration

Fast-Cast Speed ____
Qik + Finesse + Enc

Certámen
Int + Certámen + Technique + Form

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

Maximum Vis Per Season ____
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
____	_____
____	_____
____	_____
____	_____
____	_____
____	_____
____	_____