Name: Snorri
Player: NPC
Covenant: Northumbria
Saga: Northumbria

Magus ☑ Companion ☐ Grog ☐

Ars Magica
4th Edition
Character Record Sheet

Gender: Male Age: 35 Year Born: 1045 Current Year: 1080 AD

Characteristics

	Specialty	Score
Intelligence	crafty	+3
Perception	cunning	+1
Strength		0
Stamina		0
Presence	diminutive	-3
Communication	abrasive	-3
Dexterity	nimble	+3
Quickness	lightening-fast	+3

Abilities

Ability	Specialty	Score	Exp.
Magic Theory	items	5	
Hermes Lore	politics	1	
Parma Magica	Terram	5	
Scribe Latin	composition	2	
Speak Latin	Hermetic	5	
Speak West. Norse	Norway	4	
Verditius Magic		5	
Finesse	precision	5	
Single Weapon	hammer	1	

Virtues and Flaws

Score	Virtue or Flaw and Description
-1	Follower of Verditius
+1	Inventive Genius (+3 lab, +6 experiment)
-5	Dwarf
-1	Blatant Gift (-6 interactions)
+1	Goblin Blood (see in dark, +1 aging,
	+3 resist Magic)
-2	Deleterious Circumstances: Daylight, -3
-1	Faerie Emnity
+4	Magic Hammer; +1 Tough
+2	Extra Arts; +1 Secret Wis Source (1/sesn)

Confidence: 3 Current Score: 3
Size: -2 Decrepitude: 0

Personality Traits

Trait	Score	Trait	Score
Pleasant	-2		

Weapon	Init	Atk	Dfn	Dam	Rng	Spc	Str
Brawling							
Ltng. Hammer	+7	+7	+10	+3	Reach	1	-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 1
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
	4 pawns Vim vis		
-0.5	Lightning Hammer		

Total Load -0.5 Encumbrance 0
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.

LIGHTNING HAMMER
The Incantation of Lightning, CrAu 35, R: Near, D: Mom, T: Spec
Aimed: -3
Focus: The handle of the hammer is made from an oak tree that was struck thrice by lightning (+3).
+45 damage; Size stress 6+ to remain standing; 24 uses per day.
Weapon stats as mace.

Hermetic Traits

Magic Arts

Technique	Score	Exp	Form	Score	Exp
Creo	8		Animál		
Intéllego	6		Aquam		
Muto			Auram	8	
Perdo			Corpus	6	
Rego	7		Herbam		
			Ignem		
			Imáginem		
			Mentem		
			Terram		
			Vim	7	

Wizard's Sigil

"Sparks" of an appropriate form.

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 +9
Per + Finesse

Concentration Roll +3
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 12
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