Ars Magica

Character: _____

Player: _____

Saga: _____

Setting: _____ Current Year: _____

House: _____

Age: _____ **Size:** _____ **Confidence:** _____ / _____

Decrepitude: _____

Effects of Aging:

Warping: _____

Effects of Warping:

Characteristics

		Description	Score
Intelligence	Int	(_____)	_____
Perception	Per	(_____)	_____
Strength	Str	(_____)	_____
Stamina	Sta	(_____)	_____
Presence	Pre	(_____)	_____
Communication	Com	(_____)	_____
Dexterity	Dex	(_____)	_____
Quickness	Qik	(_____)	_____

Virtues:

Flaws:

Birth Name: _____
Year Born: _____ Gender: _____
Race/Nationality: _____ Religion: _____
Place of Origin: _____ Title/Profession: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____ Handedness: _____

Abilities

Exp.	Ability	Speciality	Score
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____
[___]	_____	(_____)	_____

Personality Traits

	Score
_____	___
_____	___
_____	___
_____	___
_____	___

Reputations

	Type	Score
_____	(_____)	___
_____	(_____)	___
_____	(_____)	___
_____	(_____)	___
_____	(_____)	___

Combat

Armor Worn:

Soak
___

_____

Combat Modifiers:

Armor
Load
___

_____

Fatigue Levels

☐			Fresh
☐	0	2 min.	Winded
☐	-1	10 min.	Weary
☐	-3	30 min.	Tired
☐	-3	1 hr.	Dazed
☐	-5	2 hr.	Unconscious

Wounds

	Range	Number	Penalty	Notes
Light Wounds	___ - ___	☐ ☐ ☐ ☐ ☐	-1	_____
Medium Wounds	___ - ___	☐ ☐ ☐ ☐	-3	_____
Heavy Wounds	___ - ___	☐ ☐ ☐	-5	_____
Incapacitated	___ - ___	☐		_____
Dead	___ +	☐		_____

Weapons

	Abil	Qik	Weap	Enc	INIT	Dex	Abil	Wpn	ATK	Qik	Abil	Wpn	DFN	Str	Wpn	DAM	Load	Range
_____		___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ = ___				
_____		___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ = ___				
_____		___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ = ___				
_____		___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ = ___				
_____		___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ = ___				
_____		___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ + ___ = ___				___ + ___ = ___				

Equipment

Load: _____   Burden: _____   Encumbrance: _____