



# Arc Magica

## Personality Traits

	SCORE
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Reputations

	TYPE	SCORE
_____	( _____ )	_____
_____	( _____ )	_____
_____	( _____ )	_____
_____	( _____ )	_____
_____	( _____ )	_____
_____	( _____ )	_____
_____	( _____ )	_____
_____	( _____ )	_____

## Combat

Armor Worn:	SOAK _____
Combat Modifiers:	ARMOR LOAD _____

## Fatigue Levels

<input type="checkbox"/>											
											Fresh
<input type="checkbox"/>	0	2 min.									Winded
<input type="checkbox"/>	-1	10 min.									Weary
<input type="checkbox"/>	-3	30 min.									Tired
<input type="checkbox"/>	-5	1 hr.									Dazed
<input type="checkbox"/>		2 hr.									Unconscious

## Wounds

	RANGE	NUMBER	PENALTY	NOTES
Light Wounds	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
Medium Wounds	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
Heavy Wounds	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
Incapacitated	_____	<input type="checkbox"/>		
Dead	_____	<input type="checkbox"/>		

## Weapons

	Qik + Weap - Enc = INIT			Dex + Ability + Weap = ATK			Qik + Ability + Weap = DFN			Str + Weap = DAM	Load	Range												
_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	+	=	_____	+	=	_____	+	=	_____
_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	+	=	_____	+	=	_____	+	=	_____
_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	+	=	_____	+	=	_____	+	=	_____
_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	+	=	_____	+	=	_____	+	=	_____
_____	+	-	=	_____	+	+	=	_____	+	+	=	_____	+	=	_____	+	=	_____	+	=	_____	+	=	_____

## Equipment

House:  
Covenant:  
Wizard's Sigil:

Domus Magna:  
Primus:  
Parens:  
Covenant of Apprenticeship:

Magical Arts			Magical Arts		
Exp.	TECHNIQUE	SCORE	Exp.	FORM	SCORE
[ ]	Creo	_____	[ ]	Animal	_____
[ ]	Intellego	_____	[ ]	Aquam	_____
[ ]	Muto	_____	[ ]	Auram	_____
[ ]	Perdo	_____	[ ]	Corpus	_____
[ ]	Rego	_____	[ ]	Herbam	_____

## Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + die  
 Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + die  
 Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die)/2  
 Spontaneous (No Fatigue): (Technique + Form + Sta + Aura)/5

**Fast Casting Speed**  
 (+ stress die)

$$Qik + Finesse = \text{TOTAL}$$

**Determining Effect**  
 (+ die, vs. 15-magnitude)

$$Per + Awareness = \text{TOTAL}$$

**Base Targeting**  
 (+ die)

$$Per + Finesse = \text{TOTAL}$$

**Concentration**  
 (+ die)

$$Sta + Concentration = \text{TOTAL}$$

**Magic Resistance**  
 (+ Form)

$$Parma \times 5 = \text{TOTAL}$$

**Multiple Casting**  
 (+ stress die - no. of spells, vs 9)

$$Int + Finesse = \text{TOTAL}$$

## Lab

**Basic Lab Total**  
 (+ Technique + Form)

$$Int + Theory + Aura = \text{TOTAL}$$

## Longevity Ritual

Lab Total: \_\_\_\_\_ Age Roll Modifier: \_\_\_\_\_

Twilight Scars: \_\_\_\_\_

## Raw Vis

Art	Pawns	Physical Form
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## Familiar:

Int/Cun:	Size:	Bronze Cord:	Silver Cord:
Per:	Might:		Gold Cord:
Str:	Soak:	BOND QUALITIES & ABILITIES:	
Sta:	Fat:		
Pre:	Init:		
Com:	Atk:		
Dex:	Dfn:		
Qik:	Dam:		

# Arc Magica

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SPELL: \_\_\_\_\_  
Form: \_\_\_\_\_ Technique: \_\_\_\_\_  
Level: \_\_\_\_\_ Bonus: \_\_\_\_\_  
Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Target: \_\_\_\_\_  
Exp: \_\_\_\_\_ Mastery: \_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_