

Name: Ariel  
 Player: \_\_\_\_\_  
 Type: Maga, House: Flambeau  
 Covenant: \_\_\_\_\_  
 Saga: Nigrasaxa  
 Description: Tall, lithe, shoulder-length black hair.  
 \_\_\_\_\_  
 \_\_\_\_\_



Height: 5'9"    Weight: 125 lbs    Gender: Female    Age: 30    Year Born: 1190    Current Year: Winter 1220

### CHARACTERISTICS

	SCORE	SPECIALTY
Intelligence	+3	Brilliant
Perception	+2	Sharp-eyed
Presence	-2	Shy
Communication	-1	Quiet
Strength	+1	Tall
Stamina	+1	Tough
Dexterity	0	
Quickness	0	

### ABILITIES

ABILITY (SPECIALTY)	SCORE	EXP.
Affinity with Ignem	1	0
Awareness	3	6
Concentration	1	1
Finesse	5	15
Magic Theory	4	0
Organization Lore (Order of Hermes)	1	0
Parma Magica	2	0
Penetration	6	21
Scribe Latin	2	0
Speak Latin	5	0
Speak English	4	0

### VIRTUES AND FLAWS

SCORE	VIRTUE OR FLAW AND DESCRIPTION
+3	Affinity with Ignem
+2	Lightning Reflexes (Initiative: +9)
-1	Creative Block (Lab Total: -3)
-2	Clumsy (Ungraceful: -3)
-2	Short-Lived Magic

Confidence    3                      Current Score  
 Size            0                      Decrepitude    0

#### BODY LEVELS

SOAK TOTAL: +1

Unhurt	O	NA
Hurt	O	NA
Lt Wounds	O	-1
Med Wounds	O	-3
Hvy Wounds	O	-5
Incapacitated	O	NA

#### FATIGUE LEVELS

FATIGUE TOTAL: +1

Fresh	O	NA
Winded	O	NA
Weary	O	-1
Tired	O	-3
Dazed	O	-5
Unconscious	O	NA

#### PERSONALITY TRAITS

TRAIT	SCORE	TRAIT	SCORE
Quick-Tempered	+1		
Wrathful	+2		
Charming	+3		

WEAPON	INIT	ATK	DFN	DAM	FAT	RNG	SPC	STR
Dagger	+8	-2	-1	+4	-2	Touch	0	--
Fist/Kick	+7	-3	-3	+1	-2	Touch	0	--

Initiative: Qik+Weapon Skill+Weapon Initiative Bonus + Enc  
Attack: (Dex or Per) + Weapon Skill +Weapon Attack Bonus +Enc  
Defense: Qik + Weapon Skill + Weapon Defense Bonus - Size + Enc  
Damage: (Str + Size) or (Nothing) + Weapon Damage Bonus  
Range: Effective Range of Weapon  
Space: Open paces rond you required to properly wield weapon.  
Strength: Minimum Str to use.

## ARMOR

Type: \_\_\_\_\_  
Protection: \_\_\_\_\_ Load: \_\_\_\_\_

## REPUTATIONS

SCORE TYPE/TARGET  
+2 Hot-Headed (Coven)

## EQUIPMENT

LOAD ITEM AND NOTES LOAD ITEM AND NOTES

- 0 Dagger (Initiative: +8; Attack: -2; Defense: -1; Damage: +4; Fatigue: -2; Skill: Brawling; Space: 0; Range: Touch; Cost: Inexpensive)
- 0 Fist/Kick (Initiative: +7; Attack: -3; Defense: -3; Damage: +1; Fatigue: -2; Skill: Brawling; Space: 0; Range: Touch)
- 0 Yellow Diamond
- 0 Ruby
- 0 Blood of Fire Drake
- 0 Garnet
- 0 Agate
- 0 Small Iron Cage
- 0 Legs of Frog
- 0 Lantern Oil
- 0 Branch of Holly

## NOTES

Walk:  $9+Qik+Enc = 9$   
Hustle:  $15+Qik+Enc = 15$   
Sprint:  $30+Qik+Ath+Enc-Wnd-Fat = 30+$   
Horseback:  $50+Ride = 50$

You are a member of House Flambeau, and particularly skilled with fire magic. You are particularly good at creating and controlling fire, but changing and destroying it are also easy. The only thing that you are not very good at is finding things out about it.

You also have some ability with human (or human-like) bodies, and with air. Your skills also mean that you have good Magic Resistance, and are good at affecting other magical crea-tures with your spells.



# HERMETIC TRAITS

## MAGIC ARTS

TECHNIQUE	TOTAL	SCORE	EXP	FORM	TOTAL	SCORE	EXP
Creo	6	6	21	Animal	0	0	0
Intellego	0	0	0	Aquam	0	0	0
Muto	7	7	28	Auram	4	4	10
Perdo	3	3	6	Corpus	8	8	36
Rego	6	6	21	Herbam	0	0	0
				Ignem	8	7	28
				Imaginem	0	0	0
				Mentem	0	0	0
				Terram	0	0	0
				Vim	0	0	0

## 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 Magica x 5 (+ Form and bonuses)

Targeting Roll 7  
Per + Finesse

Concentration Roll 4  
Int + Concentration

Fast-Cast Speed 5  
Qik + Finesse + Enc

Certamen 3+  
Int + Certamen + Technique + Form

Basic Lab Total 7+  
Int + Magic Theory + Technique + Form

Maximum Vis per Season 4  
Magic Theory + Vim

## WIZARD'S SIGIL

Ghostly sparks and flames surround the subject of the spell.

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## WIZARD'S TWILIGHT

POINTS EFFECTS OF TWILIGHT

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0 Total Twilight Points

Twilight Control: +3

### CHARACTERISTICS

Int 0    Str 0    Com 0    Dex 0  
Per 0    Sta 0    Pre 0    Qik 0

### ABILITIES AND POWERS

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### FAMILIAR

#### CORD SCORES

Gold 0  
Silver 0  
Bronze 0

#### OTHER SCORES

Size 0  
Magic Might 0

#### TOTALS

Cord Score 0  
Cords Total 0  
Bonds Total 0

### BOND QUALITIES

SCORE    QUALITY

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