Character: Terrance

Player: Linda Freeman

Saga:

Setting: Current Year: 1207

House: Mercere

Age: 25 (25) **Size: 0** **Confidence: 1 (3)**

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:	
Year Born:	1182
Gender:	Male
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height:	5'6"
Weight:	150 lbs
Hair:	
Eyes:	
Handedness:	

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		+2
Perception	Per		+3
Presence	Pre		-1
Communication	Com		+1
Strength	Str		0
Stamina	Sta		+1
Dexterity	Dex		-2
Quickness	Qik		0

Virtues and Flaws

The Gift (Special)
Inoffensive to Animals (Minor, General)
Study Bonus (Study: +2) (Minor, Hermetic)
Secondary Insight (Major, Hermetic)
Free Study (Studying from Raw Vis: +3) (Minor, Hermetic)
Hermetic Magus (Free, Social Status)
Affinity with Animal (Minor, Hermetic)
Puissant Creo (Minor, Hermetic)

Study Requirement (Major, Hermetic)
Disorientating Magic (Minor, Hermetic)
Close Family Ties (Minor, Story)
Compassionate (Minor, Personality)
Noncombatant (Minor, Personality)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	French	5
15	Folk Ken	2
15	German	2
15	Awareness	2
5	Athletics	1
50	Latin	4
5	Medicine	1
5	Concentration	1
5	Ride	1
5	Code of Hermes	1
15	Chirurgy	2
5	Covenant Lore	1
5	Order of Hermes Lore	1
5	Carouse	1
50	Magic Theory	4
5	Parma Magica	1
15	Magic Lore	2
5	Animal Handling	1
30	Artes Liberales	3

Ars Magica is a trademark of Trident, Inc. All Rights Reserved.

Personality Traits

	SCORE
Curious	+3
Kind	+2
Perfectionist	-2

Reputations

	SCORE

Notes

Fatigue Levels

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

Wounds

	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-5	❑❑❑❑❑❑❑	-1	
Medium Wounds	6-10	❑❑❑❑❑❑❑	-3	
Heavy Wounds	11-15	❑❑❑❑❑❑❑	-5	
Incapacitated	16-20	❑		
Dead	21+	❑		

Armor

Soak: +1 = 1 (Sta) + 0 (prot) + 0 (Virtues)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 0 + 0 = +0	--	--	Touch
Fist	0 + 0 + 0 = +0	-2 + 0 + 0 = -2	0 + 0 + 0 = +0	0 + 0 = +0	--	Touch
Kick	0 - 1 + 0 = -1	-2 + 0 + 0 = -2	0 + 0 - 1 = -1	0 + 3 = +3	--	Touch

Equipment

Ars Magica is a trademark of Trident, Inc. All Rights Reserved.

House: Mercere
Covenant:
Wizard's Sigil: A musical note (A#)

Domus Magna:
Primus:
Parens:
Covenant of Apprenticeship:

Gauntlet Age: 25

Magical Arts

Technique	Score	Exp.
Creo	6+3	21
Intellego	4	10
Muto	2	3
Perdo	0	0
Rego	1	1

Form	Score	Exp.	Bonus	MR
Animal	4	7	1	9
Animal	0	0	0	5
Aquam	2	3	1	7
Auram	2	3	1	7
Corpus	5	15	1	10

Form	Score	Exp.	Bonus	MR
Herbam	4	10	1	9
Ignem	0	0	0	5
Imaginem	3	6	1	8
Mentem	4	10	1	9
Terram	3	6	1	8

Laboratory Totals

Lab Total: Int (2) + Magic Theory (4) + Specialty () + Form + Technique + Aura + Lab Bonus + Puissant Art / Deficient Art

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	19	17	17	20	19	15	18	19	18	19
Intellego	14	12	12	15	14	10	13	14	13	14
Muto	12	10	10	13	12	8	11	12	11	12
Perdo	10	8	8	11	10	6	9	10	9	10
Rego	11	9	9	12	11	7	10	11	10	11

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)	0	+	0	=	0	
	Qik		Finesse		TOTAL	
Determining Effect (+ die, vs. 15–magnitude)	3	+	2	=	5	
	Per	+	Awareness	=	TOTAL	
Base Targeting (+ die)	3	+	0	=	3	
	Per	+	Finesse	=	TOTAL	
Concentration (+ die)	1	+	1	=	2	
	Sta	+	Concentration	=	TOTAL	
Magic Resistance (+ Form)			1×5	=	5	
			Parma×5	=	TOTAL	
Multiple Casting (+ stress die – no. of spells vs. 9)	2	+	0	=	2	
	Int	+	Finesse	=	TOTAL	

Longevity Ritual

Lab Total: 0
Age Roll Modifier: 3
Twilight Scars:

Raw Vis

Art	Pawns	Physical Form and Location

Familiar

Name:
Type:

Int	0	Tech	Creo
Per	0	Form	Animal
Str	0	Lab Total	0
Sta	0	Bond Lev	25
Pre	0	**Cords**	
Com	0	Gold	0
Dex	0	Silver	0
Qik	0	Bronze	0
Size	0	Total	0
Might	0		
Soak	0		

POWERS, ABILITIES, ATTACKS

Ars Magica is a trademark of Trident, Inc. All Rights Reserved.

Grimoire of Terrance

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Soothe the Ferocious Bear	+6	ReAn10	Voice	Mom	Ind		-4	
Bind Wound	+15	CrCo10	Touch	Sun	Ind		+5	
The Chirurgeon's Healing Touch	+18	CrCo20	Touch	Mom	Ind		-2	Ritual
Soothe Pains of the Beast	+17	CrAn20	Touch	Mom	Ind		-3	Ritual
Conjure the Sturdy Vine	+14	CrHe5	Voice	Sun	Ind		+9	
Bridge of Wood	+14	CrHe20	Touch	Sun	Ind		-6	
Dance of the Staves	+6	ReHe5	Voice	Mom	Ind		+1	
Curse of the Rotted Wood	+5	PeHe5	Touch	Mom	Ind		+0	
Hunt for the Wild Herb	+9	InHe5	Per	Conc	Smell		+4	
Pass the Unyielding Portal	+7	MuHe5	Touch	Diam	Ind		+2	
Trap of the Entwining Vines	+14	CrHe15	Voice	Sun	Group		-1	

Casting Total: (Technique + Form + Sta + mastery + focus - no hands - mute + spellcasting bonus + [Art. Lib. + Phil. (ritual only)]) / deficiencies
Penetration: CT + Penetration - level + Penetration Specialization

Ars Magica is a trademark of Trident, Inc. All Rights Reserved.