Template for ArsMagica Character (Grog)

Descriptive text detailing the character, his appearance, background, motivation and role.

Size: 0
Age: 21
Confidence: 0

Decrepitude: 0
Warping: 0

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Warping: 0

CHARACTERISTICS

Intelligence (Int)	0	Presence (Pre)	0
Perception (Per)	0	Communication (Com)	0
Strength (Str)	0	Dexterity (Dex)	0
Stamina (Sta)	0	Quickness (Qik)	0

VIRTUES & FLAWS

xxx	+/-1
xxx	+/-2

PERSONALITY TRAITS

Angry	+3
Brave	+3
Loyal	+1
Obedient	+1

REPUTATIONS

none

ABILITIES

Ability	*Specialty*	*Score*	*Exp*
yyy	specialty	1	[0]
yyy	specialty	1	[0]

COMBAT

Weapon	*Init*	*Attack*	*Defense*	*Damage*
Pole Axe	+2	+13	+7	+14
Kick	+0	+6	+4	+6

Soak: +9
Fatigue Levels: OK, 0, -1, -3, -5, Unconscious
Wound Penalties:

1-5	*6-10*	*11-15*	*16-20*	*21+*
-1	-3	-5	Incapacitated	Dead

Equipment: Pole axe, full metal scale armor, pack containing gear to care for weapons and armor and establish camps when traveling.
Encumbrance: 3

Magical Arts

Technique	*Score*	*Exp*	*Form*	*Score*	*Exp*	*Form*	*Score*	*Exp*
Creo (Cr)	0	[0]	Animal (An)	0	[0]	Ignem (Ig)	0	[0]
Intellego (In)	0	[0]	Aquam(Aq)	0	[0]	Imaginem (Im)	0	[0]
Muto (Mu)	0	[0]	Auram (Au)	0	[0]	Mentem (Me)	0	[0]
Perdo (Pe)	0	[0]	Corpus (Co)	0	[0]	Terram (Te)	0	[0]
Rego (Re)	0	[0]	Herbam (He)	0	[0]	Vim (Vi)	0	[0]

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