

[illegible]**CAMPAIGN NAME**

MENTAL

Perception_____	00000 □□□□□
Intelligence_____	00000 □□□□□
Wits_____	00000 □□□□□

RARE ABILITIES

Alchemy_____	00000
Arcana_____	00000
Disable Device_____	00000
Engineering_____	00000
Escape Artist_____	00000
Lip Reading_____	00000
Spell-craft_____	00000
Spirit Loa_____	00000
Use Magic Device_____	00000
	00000

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Bruised		☐
Bruised		☐
Bruised		☐
Injured	-1	☐
Injured	-1	☐
Wounded	-2	☐
Wounded	-2	☐
Mauled	-3	☐
Crippled	-5	☐
Incapacitated		☐

$$\frac{\text{Dexterity}}{\text{Dexterity}} + \frac{\text{Wits}}{\text{Wits}} = \frac{\text{Initiative}}{\text{Initiative}}$$

Armor:

Lethal/Persistent Soak: _____
 Bashing Soak: _____

Current
Total

[illegible][illegible]

[illegible]

ALLIES/CONTACTS/RIVALS

Cost

LANGUAGES

TREASURE

Copper:

Silver:

Gold:

Reagents:

Other:

CHARACTER SKETCH

Full Name: _____

Race: _____ Sex: _____

Age: _____ Height: _____ Weight: _____

Birthday: _____ Zodiac Year: _____ Zodiac Month: _____

Elemental Ethnicity:

Nation/Tribe: _____

Factional Affiliation:

Titles & Nicknames:

SCARTERRA

THEURGIST

DIVINE SPHERES

☐ Animal	00000	Charisma:	_____	+	Animal Ken:	_____	=	_____	dice
☐ Augmentation	00000	Charisma:	_____	+	Survival:	_____	=	_____	dice
☐ Crafts	00000	Manipulation:	_____	+	Crafts:	_____	=	_____	dice
☐ Divination	00000	Perception:	_____	+	Enigmas/Theology:	_____	=	_____	dice
☐ Healing	00000	Charisma:	_____	+	Medicine:	_____	=	_____	dice
☐ Hexing	00000	Manipulation:	_____	+	Enigmas/Theology:	_____	=	_____	dice
☐ Necromancy	00000	Stamina:	_____	+	Enigmas/Theology:	_____	=	_____	dice
☐ Plant	00000	Charisma:	_____	+	Hearth Wisdom:	_____	=	_____	dice
☐ Protection	00000	Wits:	_____	+	Enigmas/Theology:	_____	=	_____	dice
☐ Purification	00000	Stamina:	_____	+	Hearth Wisdom:	_____	=	_____	dice
☐ Spirit Magic	00000	Charisma:	_____	+	Enigmas/Theology:	_____	=	_____	dice
☐ Weather	00000	Stamina:	_____	+	Survival:	_____	=	_____	dice
☐ Wrath	00000	Strength:	_____	+	Enigmas/Theology:	_____	=	_____	dice
☐ _____	00000	_____:	_____	+	_____:	_____	=	_____	dice
☐ _____	00000	_____:	_____	+	_____:	_____	=	_____	dice

COMBO THEURGY

MANA

(The sum of all spheres plus Willpower rating) x 3

DIVINE MERITS & FLAWS

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CHARACTERISTICS

Patron Deity: _____ Mentor: _____

Holy Order(s): _____

Home Temple: _____

Rank/Title: _____

Apprentices: _____

HOLY SYMBOL

NOTES

ZODIAC



SCARTERRA

MAGE

CASTING ATTRIBUTES

Abjuration _____ 00000
Conjuration _____ 00000
Divination _____ 00000
Enchantment _____ 00000

Illusion _____ 00000
Invocation _____ 00000
Necromancy _____ 00000
Transmutation _____ 00000

QUINTESSENCE

Permanent _____ Temporary _____
(The sum of all casting attributes plus Willpower rating) x 4

FIRST CIRCLE SPELLS

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

FOURTH CIRCLE SPELLS

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

SECOND CIRCLE SPELLS

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

FIFTH CIRCLE SPELLS

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

THIRD CIRCLE SPELLS

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

Casting Pool: _____ Type: _____
School: _____ + Attribute: _____

ARCANE MERITS & FLAWS

Name _____ Cost _____

CHARACTERISTICS

Tradition: _____

Mentor: _____

Arcane Organization(s): _____

Rank/Title: _____

Apprentices: _____
