

Character: Merewen

Player: NPC

Saga: Stranggore

Setting: England

Current Year: 1198

House: Ex Miscellanea

Age: 105 (62) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 4 (20)

Effects of Warping:

Characteristics

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

Virtues and Flaws

The Gift (Special)

True Friend (Familiar) (Bonus: +3 to appropriate Personality Traits)
(Minor, General)

Hermetic Magus (Free, Social Status)

Pharmacopoeians

Mythic Herbalism (Major, Supernatural)

Root-Cutter (Minor, Hermetic)

Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge)
(Minor, General)

Minor Magical Focus (healing) (Minor, Hermetic)

Deficient Technique (Muto) (Major, Hermetic); Technique: Perdo

Close Family Ties (Minor, Story)

Noncombatant (Minor, Personality)



Birth Name:

Year Born: 1090

Gender: Female

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 5'4"

Weight: 130 lbs

Hair:

Eyes:

Handedness:

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
32	Apothecary (finding ingredients) (2)	3
109	Area Lore: Somerset (mystical places) (4)	6
5	Artes Liberales	1
15	Bargain	2
32	Chirurgery (cauterization) (2)	3
19	Code of Hermes (4)	2
30	Concentration (spell concentration)	3
5	Finesse	1
0	English (storytelling)	5
52	Folk Ken (children) (2)	4
30	Intrigue (plotting)	3
77	Latin (hermetic usage) (2)	5
149	Mythic Herbalism (creating potions) (14)	7
247	Magic Theory (making potions) (22)	9
35	Order of Hermes Lore (House Ex Miscellanea) (5)	3
31	Parma Magica (Corpus) (1)	3
12	Philosophiae (7)	1
66	Teaching (Mythic Herbalism) (16)	4
30	Welsh (poetry)	3

Personality Traits	SCORE
Loyal (Familiar)	+3
Protective of Family	+3
Strict	+1
Crafty	+2

Reputations	SCORE

Notes	
History	Winter 1114: Experience: Mentem-6 to 8, Exp: 13
Winter 1113: Aging roll 1113, Exp: 0	Winter 1114: Experience: Mythic Herbalism, Exp: 4
Winter 1113: Experience: Apothecary, Exp: 2	Winter 1114: Winter 1114, Exp: 0
Winter 1113: Experience: Folk Ken, Exp: 5	Winter 1115: Age 25, Exp: 0
Summer 1196: Experience, Exp: 5	Winter 1115: Experience: Apothecary-0 to 1, Exp: 2
Winter 1113: Experience: Mentem-5 to 6, Exp: 8	Winter 1115: Experience: Bargain, Exp: 1
Winter 1113: Experience: Mythic Herbalism, Exp: 5	Winter 1115: Experience: Mythic Herbalism, Exp: 2
Winter 1113: Experience: Rego-0 to 4, Exp: 10	Winter 1116: Age 26, Exp: 0
Winter 1114: Experience: Apothecary, Exp: 2	Winter 1116: Experience: Apothecary, Exp: 1
Winter 1114: Experience: Code of Hermes, Exp: 2	Winter 1116: Experience: Intellego-1 to 4, Exp: 10
Winter 1114: Experience: Creo-6 to 7, Exp: 7	Winter 1116: Experience: Intellego-4 to 5, Exp: 5
Winter 1114: Experience: Magic Theory, Exp: 2	Winter 1116: Experience: Mentem-8 to 9, Exp: 10
	Winter 1116: Experience: Mythic Herbalism, Exp: 4

Fatigue Levels	Wounds	RANGE	NUMBER	PENALTY	Notes
<input type="checkbox"/> Fresh	Light Wounds	1-5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
<input type="checkbox"/> 0 2 min. Winded	Medium Wounds	6-10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
<input type="checkbox"/> -1 10 min. Weary	Heavy Wounds	11-15	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
<input type="checkbox"/> -3 30 min. Tired	Incapacitated	16-20	<input type="checkbox"/>		
<input type="checkbox"/> -5 1 hr. Dazed	Dead	21+	<input type="checkbox"/>		
<input type="checkbox"/> 2 hr. Unconscious					
	Armor	Soak: +3 = +1 (Sta) + 0 (prot) + 0 (Virtues) + 2 (bronze cord)			

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

Equipment	
Merewen's Formulary (Type: Tractatus; Total Quality: 9; Quality: 9; Topic: Mythic Herbalism; Language: Latin; Covenant Cost: 9; Subject: Healing potions; Author: Merewen)	distance; Elder: +4 malicious magic; Wood: +3 affect living wood; Effect Name: The Unseen Porter; Effect Level: 22; Effect Details: R: Voice, D: Conc, T: Ind, Frequency: 50/day, Concentration, Penetration: 2; Arts: ReTe 10; Design: Base 3, +1 Conc, +2 Voice; Effect Name: Invocation of Weariness; Effect Level: 28; Effect Details: R: Voice, D: Mom, T: Ind, Frequency: 6/day, Penetration: 10; Arts: PeCo 20; Design: Base 10, +2 Voice; Effect Name: Spy the Distant Vis; Effect Level: 20; Effect Details: R: Per, D: Conc, T: Vision, Unlimited use; Detect the presence of vis. As concentrated magic, vis is not hard to spot; Arts: InVi 10; Design: Base 1, +1 Conc, +4 Vision; Effect Name: Wall of Thorns; Effect Level: 20; Effect Details: R: Voice, D: Sun, T: Group, Frequency: 1/day; Arts: CrHe 20; Design: Base 2, +2 Sun, +2 Group, +2 Voice; Effect Name: Unravelling the Fabric of Mentem; Effect
Bone Arrows (Creator: Merewen; Created: Spring 1196; Vis Capacity: 6; Total Effect Level: 35; Charges: 4; Effect Name: Lay to Rest the Haunting Spirit; Effect Level: 35; Effect Details: R: Touch, D: Mom, T: Ind, Penetration: 20; Arts: PeMe 25; Design: Base 20, +1 Touch)	
Merewen's Wand (Creator: Merewen; Created: Spring 1141; Vis Capacity: 30; Talisman; Total Pawns Invested: 19; Total Effect Level: 163; Effect Name: Lifting the Dangling Puppet; Effect Level: 23; Effect Details: R: Voice, D: Conc, T: Ind, Frequency: 3/day, Penetration: 12; Arts: ReCo 15; Design: Base 4, +1 Conc, +2 Voice; Attunement Bonus: Wand: +4 control things at a	

Equipment

Level: 25; Effect Details: R: Voice, D: Mom, T: Ind, Frequency: 1/day; Arts: PeVi 25; Design: Base 15, +2 Voice; Effect Name: Panic of the Trembling Heart; Effect Level: 25; Effect Details: R: Eye, D: Sun, T: Ind, Fast Trigger: +3 Initiative, Frequency: 24/day; Arts: CrMe 15; Design: Base 4, +2 Sun, +1 Eye)

Broom of Flying (Creator: Merewen; Created: Winter 1189; Vis Capacity: 8; Total Pawns Invested: 3; Total Effect Level: 23; Lesser Device; Effect Name: Take to the Skies; Effect Level: 23; Effect Details: R: Per, D: Conc, T: Ind, Frequency: 6/day, Concentration; Control an entire plant, moving it around as you direct, and it need not remain rooted; Arts: ReHe 15; Design: Base 10, +1 Conc)

Enchanted Lamp (Creator: Merewen; Created: Autumn 1189; Vis Capacity: 3; Total Pawns Invested: 2; Total Effect Level: 16; Lesser Device; Effect Name: Lamp without Flame; Effect Level: 16; Effect Details: R: Touch, D: Conc, T: Ind, Frequency: 2/day, Concentration; Arts: CrIg 10; Design: Base 4, +1 Conc, +1 Touch)

Pendant of Finding Vis (Creator: Merewen; Created: Spring 1187; Vis Capacity: 12; Total Pawns Invested: 3; Total Effect Level: 22; Lesser Device; Effect Name: Wizard's Eye for Vis; Effect Level: 22; Effect Details: R: Touch, D: Conc, T: Vision, Frequency: 3/day, Concentration; Detect the presence of vis. As concentrated magic, vis is not hard to spot; Arts: InVi 15; Design: Base 1, +1 Conc, +4 Vision, +1 Touch)

Bandages of Binding Wounds (Creator: Merewen; Created: Summer 1187; Vis Capacity: 2; Total Effect Level: 10; Charges: 13; Effect Name: Bind Wound; Effect Level: 10; Effect Details: R: Touch, D: Sun, T: Ind; Arts: CrCo 10; Design: Base 3, +2 Sun, +1 Touch)

Bandage of Binding Wounds (Creator: Merewen; Created: Winter 1195; Vis Capacity: 2; Total Effect Level: 10; Charges: 11; Effect

Name: Bind Wound; Effect Level: 10; Effect Details: R: Touch, D: Sun, T: Ind; Arts: CrCo 10; Design: Base 3, +2 Sun, +1 Touch)

Notes

Winter 1117: Age 27, Exp: 0
 Winter 1117: Experience: Corpus-8 to 9, Exp: 10
 Winter 1117: Experience: Creo-7 to 8, Exp: 10
 Winter 1117: Experience: Mentem-9 to 10, Exp: 10
 Winter 1118: Age 28, Exp: 0
 Winter 1119: Age 29, Exp: 0
 Winter 1120: Age 30, Exp: 0
 Winter 1120: Experience: Area Lore, Exp: 5
 Winter 1120: Experience: Herbam-0 to 5, Exp: 15
 Winter 1120: Experience: Magic Theory, Exp: 5
 Winter 1120: Experience: Mythic Herbalism-3 to 4, Exp: 5
 Spring 1121: Experience: Apothecary, Exp: 3
 Spring 1121: Experience: Ignem-0 to 5, Exp: 15
 Spring 1121: Experience: Magic Theory, Exp: 2
 Spring 1121: Experience: Mythic Herbalism, Exp: 5
 Spring 1121: Experience: Order of Hermes Lore, Exp: 5
 Winter 1121: Age 31, Exp: 0
 Winter 1122: Age 32, Exp: 0
 Winter 1123: Age 33, Exp: 0
 Winter 1123: Experience: Bargain, Exp: 2
 Winter 1123: Experience: Chirurgy, Exp: 1
 Winter 1123: Experience: Code of Hermes, Exp: 2
 Winter 1123: Experience: Corpus-9 to 11, Exp: 21
 Winter 1123: Experience: Folk Ken, Exp: 2
 Winter 1123: Experience: Magic Theory, Exp: 2
 Winter 1124: Age 34, Exp: 0
 Winter 1124: Experience: Creo-8 to 9, Exp: 9
 Winter 1124: Experience: Magic Theory, Exp: 1
 Summer 1125: Experience: Animal-0 to 4, Exp: 10
 Summer 1125: Experience: Creo-9 to 10, Exp: 10
 Autumn 1125: Longevity Ritual for Self, Exp: 0, Lab Total: 32
 Winter 1125: Age 35, Exp: 0
 Winter 1125: Warping Points: ¼, Exp: 0
 Winter 1126: Age 36, Exp: 0
 Winter 1126: Warping Points: ¼, Exp: 0

Winter 1127: Age 37, Exp: 0
 Winter 1127: Warping Points: ¼, Exp: 0
 Winter 1128: Age 38, Exp: 0
 Winter 1128: Warping Points: ¼, Exp: 0
 Winter 1129: Age 39, Exp: 0
 Winter 1129: Experience: Animal-4 to 5, Exp: 5
 Winter 1129: Experience: Bargain-0 to 1, Exp: 2
 Winter 1129: Experience: Chirurgy, Exp: 2
 Winter 1129: Experience: Folk Ken, Exp: 4
 Winter 1129: Experience: Imaginem-0 to 4, Exp: 10
 Winter 1129: Experience: Magic Theory, Exp: 5
 Winter 1129: Experience: Mythic Herbalism, Exp: 4
 Winter 1129: Experience: Mythic Herbalism, Exp: 4
 Winter 1129: Experience: Parma Magica, Exp: 4
 Winter 1129: Experience: Rego-4 to 5, Exp: 5
 Winter 1129: Experience: Teaching, Exp: 4
 Winter 1129: Experience: Terram-0 to 4, Exp: 11
 Winter 1129: Warping Points: ¼, Exp: 0
 Winter 1129: Warping Points: 3, Exp: 0
 Winter 1130: Age 40, Exp: 0
 Winter 1130: Warping Points: ¼, Exp: 0
 Spring 1131: Experience: Intellego-5 to 9, Exp: 30
 Winter 1131: Age 41, Exp: 0
 Winter 1131: Warping Points: ¼, Exp: 0
 Spring 1132: Bind Familiar, Exp: 0
 Spring 1132: Warping Points: ¼, Exp: 0
 Autumn 1132: Exposure: Teaching-0 to 1, Exp: 2
 Winter 1132: Age 42, Exp: 0
 Winter 1132: Experience: Imaginem-4 to 5, Exp: 5
 Winter 1132: Experience: Magic Theory-4 to 5, Exp: 10
 Winter 1132: Warping Points: ¼, Exp: 0
 Spring 1133: Experience: Aquam-0 to 5, Exp: 15
 Spring 1133: Experience: Auram-0 to 4, Exp: 11
 Spring 1133: Experience: Terram-4 to 5, Exp: 4
 Winter 1133: Age 43, Exp: 0

Notes

Winter 1133: Warping Points: ¼, Exp: 0
 Spring 1134: Experience: Apothecary, Exp: 2
 Spring 1134: Experience: Auram-4 to 5, Exp: 6
 Spring 1134: Experience: Code of Hermes-0 to 1, Exp: 1
 Spring 1134: Experience: Magic Theory, Exp: 4
 Spring 1134: Experience: Muto-1 to 5, Exp: 14
 Spring 1134: Experience: Mythic Herbalism, Exp: 3
 Winter 1134: Age 44, Exp: 0
 Winter 1134: Warping Points: ¼, Exp: 0
 Winter 1135: Age 45, Exp: 0
 Winter 1135: Warping Points: ¼, Exp: 0
 Winter 1136: Age 46, Exp: 0
 Winter 1136: Experience: Apothecary, Exp: 2
 Winter 1136: Experience: Area Lore-0 to 2, Exp: 15
 Winter 1136: Experience: Concentration, Exp: 2
 Winter 1136: Experience: Folk Ken, Exp: 1
 Winter 1136: Experience: Mythic Herbalism, Exp: 2
 Winter 1136: Experience: Order of Hermes Lore, Exp: 2
 Winter 1136: Experience: Parma Magica, Exp: 4
 Winter 1136: Experience: Teaching, Exp: 2
 Winter 1136: Warping Points: ¼, Exp: 0
 Winter 1137: Age 48, Exp: 0
 Winter 1137: Experience: Apothecary-1 to 2, Exp: 2
 Winter 1137: Experience: Concentration, Exp: 2
 Winter 1137: Experience: Creo-10 to 11, Exp: 11
 Winter 1137: Experience: Folk Ken, Exp: 3
 Winter 1137: Experience: Magic Theory, Exp: 6
 Winter 1137: Experience: Mythic Herbalism, Exp: 2
 Winter 1137: Experience: Order of Hermes Lore, Exp: 2
 Winter 1137: Experience: Teaching, Exp: 2
 Winter 1137: Warping Points: ¼, Exp: 0
 Winter 1138: Age 49, Exp: 0
 Winter 1138: Warping Points: ¼, Exp: 0
 Spring 1139: Experience: Concentration-0 to 1, Exp: 2
 Spring 1139: Experience: Corpus-11 to 12, Exp: 11
 Spring 1139: Experience: Folk Ken, Exp: 1
 Spring 1139: Experience: Magic Theory, Exp: 4
 Spring 1139: Experience: Teaching, Exp: 2
 Spring 1139: Longevity Ritual for Self, Exp: 0, Lab Total: 41
 Winter 1139: Age 50, Exp: 0
 Winter 1139: Warping Points: ¼, Exp: 0
 Spring 1140: Experience: Area Lore, Exp: 2
 Spring 1140: Experience: Folk Ken, Exp: 2
 Spring 1140: Experience: Magic Theory, Exp: 4
 Spring 1140: Experience: Muto-5 to 7, Exp: 13
 Spring 1140: Experience: Mythic Herbalism-4 to 5, Exp: 5
 Spring 1140: Experience: Order of Hermes Lore-1 to 2, Exp: 2
 Spring 1140: Experience: Teaching, Exp: 2
 Winter 1140: Age 51, Exp: 0
 Winter 1140: Warping Points: ¼, Exp: 0
 Spring 1141: Exposure: Magic Theory, Exp: 2
 Spring 1141: Prepare Wand for Enchantment, Exp: 0
 Spring 1141: Warping Points: ¼, Exp: 0
 Summer 1141: Attune Wand, Exp: 0
 Summer 1141: Exposure: Magic Theory, Exp: 2
 Summer 1141: Warping Points: ¼, Exp: 0
 Autumn 1141: Experience: Area Lore, Exp: 4
 Autumn 1141: Experience: Folk Ken-3 to 4, Exp: 2
 Autumn 1141: Experience: Mythic Herbalism, Exp: 2
 Autumn 1141: Experience: Teaching-1 to 2, Exp: 2
 Winter 1141: Age 51, Exp: 0
 Winter 1141: Warping Points: ¼, Exp: 0
 Spring 1142: Experience: Area Lore, Exp: 3
 Spring 1142: Experience: Chirurgy, Exp: 2
 Spring 1142: Experience: Magic Theory, Exp: 5
 Spring 1142: Experience: Mythic Herbalism, Exp: 3
 Spring 1142: Experience: Parma Magica-1 to 2, Exp: 2

Spring 1142: Experience: Rego-5 to 7, Exp: 13
 Spring 1142: Experience: Teaching, Exp: 2
 Winter 1142: Age 52, Exp: 0
 Winter 1142: Warping Points: ¼, Exp: 0
 Winter 1143: Age 53, Exp: 0
 Winter 1143: Warping Points: ¼, Exp: 0
 Spring 1144: Add Attunement to Merewen's Wand (Wand: +4 control things at a distance), Exp: 0
 Spring 1144: Invest device Merewen's Wand with Lifting the Dangling Puppet, Exp: 0, Lab Total: 46
 Spring 1144: Warping Points: ¼, Exp: 0
 Summer 1144: Exposure: Area Lore, Exp: 2
 Summer 1144: Exposure: Magic Theory-5 to 6, Exp: 2
 Autumn 1144: Exposure: Magic Theory, Exp: 2
 Autumn 1144: Exposure: Teaching, Exp: 2
 Winter 1144: Invest device Merewen's Wand with The Unseen Porter, Exp: 0, Lab Total: 44
 Winter 1144: Warping Points: ¼, Exp: 0
 Spring 1145: Experience: Corpus-12 to 13, Exp: 13
 Spring 1145: Experience: Perdo-6 to 7, Exp: 7
 Spring 1145: Experience: Perdo-7 to 9, Exp: 17
 Spring 1145: Experience: Teaching, Exp: 2
 Spring 1145: Experience: Vim-5 to 7, Exp: 13
 Winter 1145: Age 55, Exp: 0
 Winter 1145: Warping Points: ¼, Exp: 0
 Spring 1146: Experience: Apothecary, Exp: 2
 Spring 1146: Experience: Area Lore, Exp: 4
 Spring 1146: Experience: Concentration, Exp: 2
 Spring 1146: Experience: Magic Theory, Exp: 4
 Spring 1146: Experience: Mythic Herbalism, Exp: 2
 Spring 1146: Experience: Order of Hermes Lore, Exp: 2
 Spring 1146: Experience: Teaching, Exp: 4
 Autumn 1146: Invest device Merewen's Wand with Invocation of Weariness, Exp: 0, Lab Total: 57
 Autumn 1146: Warping Points: ¼, Exp: 0
 Winter 1146: Add Attunement to Merewen's Wand (Elder: +4 malicious magic), Exp: 0
 Winter 1146: Age 56, Exp: 0
 Winter 1146: Warping Points: ¼, Exp: 0
 Spring 1147: Experience: Concentration, Exp: 2
 Spring 1147: Experience: Magic Theory, Exp: 4
 Spring 1147: Experience: Muto-7 to 9, Exp: 17
 Spring 1147: Experience: Mythic Herbalism, Exp: 3
 Spring 1147: Experience: Teaching-2 to 3, Exp: 4
 Winter 1147: Age 57, Exp: 0
 Winter 1147: Warping Points: ¼, Exp: 0
 Spring 1148: Experience: Intellego-9 to 10, Exp: 10
 Spring 1148: Experience: Muto-9 to 10, Exp: 10
 Spring 1148: Experience: Perdo-9 to 10, Exp: 10
 Winter 1148: Age 58, Exp: 0
 Winter 1148: Warping Points: ¼, Exp: 0
 Winter 1149: Age 59, Exp: 0
 Winter 1149: Experience: Area Lore, Exp: 4
 Winter 1149: Experience: Corpus-13 to 14, Exp: 14
 Winter 1149: Experience: Herbam, Exp: 4
 Winter 1149: Experience: Magic Theory, Exp: 4
 Winter 1149: Experience: Mythic Herbalism, Exp: 4
 Winter 1149: Warping Points: ¼, Exp: 0
 Spring 1150: Experience: Area Lore-2 to 3, Exp: 3
 Spring 1150: Experience: Creo-11 to 12, Exp: 10
 Spring 1150: Experience: Herbam-5 to 6, Exp: 2
 Spring 1150: Experience: Imaginem-5 to 7, Exp: 13
 Spring 1150: Experience: Mythic Herbalism, Exp: 2
 Winter 1150: Age 60, Exp: 0
 Winter 1150: Warping Points: ¼, Exp: 0
 Winter 1151: Age 61, Exp: 0
 Winter 1151: Warping Points: ¼, Exp: 0

Notes

Spring 1152: Age 62, Exp: 0
Spring 1152: Experience: Creo-12 to 13, Exp: 13
Spring 1152: Experience: Herbam-6 to 7, Exp: 13
Spring 1152: Experience: Magic Theory, Exp: 4
Spring 1152: Warping Points: ¼, Exp: 0
Summer 1152: Experience: Apothecary, Exp: 2
Summer 1152: Experience: Area Lore, Exp: 2
Summer 1152: Experience: Bargain, Exp: 2
Summer 1152: Experience: Chirurgy, Exp: 2
Summer 1152: Experience: Corpus, Exp: 3
Summer 1152: Experience: Herbam-7 to 9, Exp: 11
Summer 1152: Experience: Magic Theory, Exp: 4
Summer 1152: Experience: Mythic Herbalism, Exp: 4
Winter 1152: Age 62, Exp: 0
Winter 1152: Warping Points: ¼, Exp: 0
Winter 1153: Age 63, Exp: 0
Winter 1153: Experience: Corpus-14 to 15, Exp: 27
Winter 1153: Experience: Corpus-15 to 16, Exp: 1
Winter 1153: Experience: Magic Theory, Exp: 2
Winter 1153: Warping Points: ¼, Exp: 0
Winter 1154: Age 64, Exp: 0
Winter 1154: Experience: Apothecary, Exp: 2
Winter 1154: Experience: Artes Liberales-0 to 1, Exp: 5
Winter 1154: Experience: Concentration, Exp: 2
Winter 1154: Experience: Creo, Exp: 13
Winter 1154: Experience: Magic Theory, Exp: 4
Winter 1154: Experience: Mythic Herbalism, Exp: 4
Winter 1154: Warping Points: ¼, Exp: 0
Winter 1155: Age 65, Exp: 0
Winter 1155: Experience: Area Lore, Exp: 2
Winter 1155: Experience: Creo-13 to 15, Exp: 16
Winter 1155: Experience: Magic Theory, Exp: 2
Winter 1155: Experience: Mythic Herbalism, Exp: 2
Winter 1155: Experience: Philosophiae-0 to 1, Exp: 5
Winter 1155: Experience: Vim, Exp: 3
Winter 1155: Warping Points: ¼, Exp: 0
Spring 1156: Warping Points: ¼, Exp: 0
Summer 1156: Invest device Merewen's Wand with Spy the Distant
Vis, Exp: 0, Lab Total: 38
Summer 1156: Warping Points: ¼, Exp: 0
Winter 1156: Age 66, Exp: 0
Winter 1156: Warping Points: ¼, Exp: 0
Spring 1157: Experience: Apothecary, Exp: 2
Spring 1157: Experience: Area Lore, Exp: 4
Spring 1157: Experience: Bargain, Exp: 2
Spring 1157: Experience: Chirurgy, Exp: 2
Spring 1157: Experience: Herbam-9 to 10, Exp: 10
Spring 1157: Experience: Mythic Herbalism-5 to 6, Exp: 4
Spring 1157: Experience: Order of Hermes Lore, Exp: 2
Spring 1157: Experience: Teaching, Exp: 4
Winter 1157: Age 67, Exp: 0
Winter 1157: Warping Points: ¼, Exp: 0
Winter 1158: Age 68, Exp: 0
Winter 1158: Warping Points: ¼, Exp: 0
Winter 1159: Age 69, Exp: 0
Winter 1159: Warping Points: ¼, Exp: 0
Winter 1160: Age 70, Exp: 0
Winter 1160: Warping Points: ¼, Exp: 0
Spring 1161: Age 71, Exp: 0
Spring 1161: Experience: Apothecary, Exp: 2
Spring 1161: Experience: Chirurgy, Exp: 2
Spring 1161: Experience: Magic Theory-6 to 7, Exp: 4
Spring 1161: Experience: Mentem-10 to 11, Exp: 16
Spring 1161: Experience: Mythic Herbalism, Exp: 2
Spring 1161: Experience: Teaching, Exp: 4
Spring 1161: Warping Points: ¼, Exp: 0
Summer 1161: Warping Points: 1, Exp: 0

Summer 1161: Warping Points: 1, Exp: 0
Summer 1161: Warping Points: 25, Exp: 0
Winter 1161: Age 72, Exp: 0
Winter 1161: Experience: Corpus-16 to 17, Exp: 17
Winter 1161: Experience: Magic Theory, Exp: 4
Winter 1161: Experience: Mentem, Exp: 3
Winter 1161: Experience: Mythic Herbalism, Exp: 4
Winter 1161: Experience: Teaching, Exp: 2
Winter 1161: Warping Points: ¼, Exp: 0
Spring 1162: Experience: Area Lore-2 to 3, Exp: 3
Spring 1162: Experience: Magic Theory, Exp: 4
Spring 1162: Experience: Mentem-11 to 13, Exp: 16
Spring 1162: Experience: Mythic Herbalism, Exp: 5
Spring 1162: Experience: Order of Hermes Lore, Exp: 2
Winter 1162: Age 73, Exp: 0
Winter 1162: Warping Points: ¼, Exp: 0
Winter 1163: Age 74, Exp: 0
Winter 1163: Experience: Magic Theory, Exp: 4
Winter 1163: Experience: Rego-7 to 9, Exp: 22
Winter 1163: Experience: Teaching, Exp: 4
Winter 1163: Warping Points: ¼, Exp: 0
Spring 1164: Experience: Corpus-17 to 18, Exp: 18
Spring 1164: Experience: Magic Theory, Exp: 2
Spring 1164: Experience: Rego-9 to 10, Exp: 10
Winter 1164: Age 75, Exp: 0
Winter 1164: Warping Points: ¼, Exp: 0
Spring 1165: Experience: Area Lore, Exp: 2
Spring 1165: Experience: Concentration, Exp: 2
Spring 1165: Experience: Magic Theory, Exp: 15
Spring 1165: Experience: Mythic Herbalism, Exp: 4
Spring 1165: Experience: Teaching, Exp: 2
Spring 1165: Experience: Vim-7 to 8, Exp: 5
Winter 1165: Age 76, Exp: 0
Winter 1165: Warping Points: ¼, Exp: 0
Winter 1166: Age 77, Exp: 0
Winter 1166: Warping Points: ¼, Exp: 0
Winter 1167: Age 78, Exp: 0
Winter 1167: Warping Points: ¼, Exp: 0
Spring 1168: Experience: Area Lore, Exp: 4
Spring 1168: Experience: Concentration-1 to 2, Exp: 2
Spring 1168: Experience: Magic Theory, Exp: 8
Spring 1168: Experience: Mythic Herbalism, Exp: 4
Spring 1168: Experience: Order of Hermes Lore, Exp: 3
Spring 1168: Experience: Rego, Exp: 5
Spring 1168: Experience: Teaching-3 to 4, Exp: 4
Winter 1168: Age 79, Exp: 0
Winter 1168: Warping Points: ¼, Exp: 0
Winter 1169: Age 79, Exp: 0
Winter 1169: Warping Points: ¼, Exp: 0
Spring 1170: Experience: Area Lore, Exp: 2
Spring 1170: Experience: Bargain, Exp: 1
Spring 1170: Experience: Magic Theory-7 to 8, Exp: 5
Spring 1170: Experience: Mentem-13 to 14, Exp: 14
Spring 1170: Experience: Mythic Herbalism, Exp: 5
Spring 1170: Experience: Order of Hermes Lore, Exp: 3
Winter 1170: Age 80, Exp: 0
Winter 1170: Warping Points: ¼, Exp: 0
Spring 1171: Age 81, Exp: 0
Spring 1171: Warping Points: ¼, Exp: 0
Winter 1171: Age 81, Exp: 0
Winter 1171: Experience: Animal-5 to 6, Exp: 10
Winter 1171: Experience: Apothecary-2 to 3, Exp: 4
Winter 1171: Experience: Concentration, Exp: 4
Winter 1171: Experience: Magic Theory, Exp: 4
Winter 1171: Experience: Mythic Herbalism, Exp: 4
Winter 1171: Experience: Parma Magica, Exp: 4
Winter 1171: Warping Points: ¼, Exp: 0

Notes

Spring 1172: Experience: Animal-6 to 9, Exp: 28
Spring 1172: Experience: Magic Theory, Exp: 2
Winter 1172: Age 83, Exp: 0
Winter 1172: Warping Points: ¼, Exp: 0
Spring 1173: Experience: Animal-9 to 10, Exp: 12
Spring 1173: Experience: Bargain, Exp: 2
Spring 1173: Experience: Chirurgy-2 to 3, Exp: 4
Spring 1173: Experience: Concentration, Exp: 2
Spring 1173: Experience: Magic Theory, Exp: 4
Spring 1173: Experience: Mythic Herbalism, Exp: 4
Spring 1173: Experience: Order of Hermes Lore-2 to 3, Exp: 2
Winter 1173: Age 83, Exp: 0
Winter 1173: Warping Points: ¼, Exp: 0
Spring 1174: Warping Points: ¼, Exp: 0
Summer 1174: Invest device Merewen's Wand with Wall of Thorns, Exp: 0, Lab Total: 53
Summer 1174: Warping Points: ¼, Exp: 0
Autumn 1174: Add Attunement to Merewen's Wand (Wood: +3 affect living wood), Exp: 0
Autumn 1174: Increased vis capacity of Merewen's Wand to 30, Exp: 0
Autumn 1174: Warping Points: ¼, Exp: 0
Winter 1174: Age 85, Exp: 0
Winter 1174: Warping Points: ¼, Exp: 0
Winter 1175: Age 86, Exp: 0
Winter 1175: Warping Points: ¼, Exp: 0
Spring 1176: Experience: Welsh-0 to 3, Exp: 30
Spring 1176: Warping Points: ¼, Exp: 0
Winter 1176: Age 87, Exp: 0
Spring 1177: Experience: Magic Theory, Exp: 4
Spring 1177: Experience: Rego-10 to 12, Exp: 13
Spring 1177: Experience: Rego-12 to 13, Exp: 13
Spring 1177: Warping Points: ¼, Exp: 0
Winter 1177: Age 87, Exp: 0
Winter 1178: Age 89, Exp: 0
Winter 1178: Experience: Concentration-2 to 3, Exp: 8
Winter 1178: Experience: Intellego-10 to 11, Exp: 21
Winter 1178: Experience: Intellego-11 to 12, Exp: 1
Winter 1178: Warping Points: ¼, Exp: 0
Winter 1179: Bind Familiar, Exp: 0
Winter 1179: Warping Points: ¼, Exp: 0
Spring 1180: Empower Bond with Mental Communication (Complex), Exp: 0, Lab Total: 53
Winter 1180: Age 90, Exp: 0
Winter 1180: Warping Points: ¼, Exp: 0
Winter 1181: Age 91, Exp: 0
Winter 1181: Experience: Intellego-12 to 13, Exp: 13
Winter 1181: Experience: Magic Theory, Exp: 4
Winter 1181: Experience: Mythic Herbalism-6 to 7, Exp: 4
Winter 1181: Experience: Vim-8 to 9, Exp: 9
Winter 1181: Warping Points: ¼, Exp: 0
Spring 1182: Experience: Bargain, Exp: 1
Spring 1182: Experience: Imaginem-7 to 8, Exp: 8
Spring 1182: Experience: Vim-9 to 11, Exp: 21
Winter 1182: Age 92, Exp: 0
Winter 1182: Warping Points: ¼, Exp: 0
Spring 1183: Experience: Ignem-5 to 7, Exp: 13
Spring 1183: Experience: Imaginem-8 to 9, Exp: 9
Spring 1183: Experience: Magic Theory, Exp: 4
Spring 1183: Experience: Parma Magica, Exp: 4
Winter 1183: Age 94, Exp: 0
Winter 1183: Warping Points: ¼, Exp: 0
Spring 1184: Warping Points: ¼, Exp: 0
Winter 1184: Age 95, Exp: 0
Winter 1184: Experience: Aquam-5 to 7, Exp: 13
Winter 1184: Experience: Auram-5 to 6, Exp: 10
Winter 1184: Experience: Auram-6 to 7, Exp: 1

Winter 1184: Experience: Magic Theory, Exp: 2
Winter 1184: Experience: Parma Magica, Exp: 4
Winter 1184: Warping Points: ¼, Exp: 0
Winter 1185: Age 96, Exp: 0
Winter 1185: Experience: Magic Theory, Exp: 3
Winter 1185: Experience: Mythic Herbalism, Exp: 3
Winter 1185: Experience: Parma Magica-2 to 3, Exp: 4
Winter 1185: Experience: Philosophiae, Exp: 7
Winter 1185: Experience: Terram-5 to 7, Exp: 13
Winter 1185: Warping Points: ¼, Exp: 0
Winter 1186: Age 97, Exp: 0
Winter 1186: Experience: Intrigue-0 to 3, Exp: 30
Winter 1186: Warping Points: ¼, Exp: 0
Spring 1187: Exposure: Bargain-1 to 2, Exp: 2
Spring 1187: Exposure: Magic Theory, Exp: 2
Spring 1187: Exposure: Vim, Exp: 2
Spring 1187: Invest device Pendant of Finding Vis with Wizard's Eye for Vis, Exp: 0, Lab Total: 44
Spring 1187: Warping Points: ¼, Exp: 0
Summer 1187: Exposure: Magic Theory, Exp: 2
Summer 1187: Invest device Bandages of Binding Wounds with Bind Wound, Exp: 0, Lab Total: 74
Summer 1187: Warping Points: ¼, Exp: 0
Autumn 1187: Exposure: Magic Theory, Exp: 2
Autumn 1187: Invent Enchantment of Detachment, Exp: 0, Lab Total: 43
Autumn 1187: Warping Points: ¼, Exp: 0
Winter 1187: Empower Bond with Reveal the Linger Spirit, Exp: 0, Lab Total: 56
Winter 1187: Exposure: Magic Theory, Exp: 2
Winter 1187: Warping Points: ¼, Exp: 0
Spring 1188: Exposure: Magic Theory, Exp: 2
Spring 1188: Warping Points: ¼, Exp: 0
Summer 1188: Exposure: Magic Theory, Exp: 2
Summer 1188: Invent Maintaining the Demanding Spell, Exp: 0, Lab Total: 43
Summer 1188: Warping Points: ¼, Exp: 0
Autumn 1188: Exposure: Magic Theory, Exp: 2
Autumn 1188: Invent Aegis of the Hearth, Exp: 0, Lab Total: 43
Autumn 1188: Warping Points: ¼, Exp: 0
Winter 1188: Exposure: Magic Theory (8 to 9), Exp: 2
Winter 1188: Set Up Laboratory: Season 1, Exp: 0
Winter 1188: Warping Points: ¼, Exp: 0
Spring 1189: Exposure: Magic Theory, Exp: 2
Spring 1189: Set Up Laboratory: Season 2, Exp: 0
Spring 1189: Warping Points: ¼, Exp: 0
Summer 1189: Exposure: Ignem, Exp: 2
Summer 1189: Improve Laboratory: Add Magical Lighting, Exp: 0
Summer 1189: Warping Points: ¼, Exp: 0
Autumn 1189: Exposure: Ignem, Exp: 2
Autumn 1189: Invest device Enchanted Lamp with Lamp without Flame, Exp: 0, Lab Total: 52
Autumn 1189: Warping Points: ¼, Exp: 0
Winter 1189: Exposure: Magic Theory, Exp: 2
Winter 1189: Invest device Broom of Flying with Take to the Skies, Exp: 0, Lab Total: 48
Winter 1189: Warping Points: ¼, Exp: 0
Spring 1190: Exposure: Magic Theory, Exp: 2
Spring 1190: Invent Veil of Invisibility, Exp: 0, Lab Total: 43
Spring 1190: Warping Points: ¼, Exp: 0
Summer 1190: Exposure: Area Lore, Exp: 2
Summer 1190: Exposure: Mythic Herbalism, Exp: 2
Summer 1190: Study Vis: Animal-10 to 12, Exp: 18
Summer 1190: Warping Points: ¼, Exp: 0
Summer 1190: Warping Points: 15, Exp: 0
Autumn 1190: Study Tribunal of Stonehenge 1054, Vol. 2: Code of Hermes, Exp: 9

Notes

Autumn 1190: Warping Points: ¼, Exp: 0

Winter 1190: Age 101, Exp: 0

Winter 1190: Warping Points: ¼, Exp: 0

Spring 1191: Practice: Finesse-0 to 1, Exp: 5

Spring 1191: Warping Points: ¼, Exp: 0

Summer 1191: Exposure: Magic Theory, Exp: 1

Summer 1191: Exposure: Vim, Exp: 1

Summer 1191: Prepare Ring of the Magus's Modesty for Enchantment, Exp: 0

Summer 1191: Warping Points: ¼, Exp: 0

Autumn 1191: Exposure: Magic Theory, Exp: 2

Winter 1191: Age 102, Exp: 0

Winter 1191: Exposure: Teaching, Exp: 2

Winter 1191: Warping Points: ¼, Exp: 0

Spring 1192: Exposure: Magic Theory, Exp: 2

Summer 1192: Exposure: Magic Theory, Exp: 2

Summer 1192: Improve Laboratory: Add Specimens, Exp: 10

Summer 1192: Warping Points: ¼, Exp: 0

Autumn 1192: Exposure: Vim, Exp: 2

Autumn 1192: Vis Extraction: 5 Pawns, Exp: 0

Autumn 1192: Warping Points: ¼, Exp: 0

Winter 1192: Exposure: Perdo, Exp: 1

Winter 1192: Exposure: Vim, Exp: 1

Winter 1192: Invest device Merewen's Wand with Unravelling the Fabric of Mentem, Exp: 0, Lab Total: 53

Winter 1192: Warping Points: ¼, Exp: 0

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 60

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 5

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 20

Summer 1196: Experience, Exp: 15

Summer 1196: Experience, Exp: 10

Summer 1196: Experience, Exp: 10

Summer 1196: Experience, Exp: 20

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 10

Summer 1196: Experience, Exp: 22

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 20

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 30

Summer 1196: Experience, Exp: 20

Summer 1196: Experience, Exp: 30

Spring 1193: Exposure: Area Lore, Exp: 2

Summer 1193: Exposure: Teaching, Exp: 2

Autumn 1193: Exposure: Apothecary, Exp: 2

Winter 1193: Exposure: Magic Theory, Exp: 2

Spring 1194: Exposure: Magic Theory, Exp: 2

Summer 1194: Exposure: Mythic Herbalism, Exp: 2

Autumn 1194: Exposure: Code of Hermes-1 to 2, Exp: 2

Autumn 1194: Exposure: Order of Hermes Lore, Exp: 3

Autumn 1194: Exposure: Teaching, Exp: 2

Autumn 1194: Experience: Code of Hermes, Exp: 3

Autumn 1194: Experience: Order of Hermes Lore, Exp: 2

Winter 1194: Exposure: Mythic Herbalism, Exp: 2

Spring 1195: Exposure: Teaching, Exp: 2

Summer 1195: Warping Points: ¼, Exp: 0

Summer 1195: Invest device Merewen's Wand with Panic of the Trembling Heart, Exp: 0, Lab Total: 60

Autumn 1195: Exposure: Teaching, Exp: 2

Winter 1195: Warping Points: ¼, Exp: 0

Winter 1195: Exposure: Magic Theory, Exp: 2

Winter 1195: Invest device Bandage of Binding Wounds with Bind Wound, Exp: 0, Lab Total: 65

Spring 1196: Warping Points: ¼, Exp: 0

Spring 1196: Exposure: Magic Theory, Exp: 1

Spring 1196: Exposure: Perdo, Exp: 1

Spring 1196: Invest device Bone Arrows with Lay to Rest the Haunting Spirit, Exp: 0, Lab Total: 53

Summer 1196: Exposure: Mythic Herbalism, Exp: 2

Autumn 1196: Exposure: Teaching, Exp: 2

Winter 1196: Exposure: Folk Ken, Exp: 2

Spring 1197: Exposure: Chirurgy, Exp: 2

Summer 1197: Exposure: Mythic Herbalism, Exp: 2

Autumn 1197: Exposure: Teaching, Exp: 2

Winter 1197: Warping Points: ¼, Exp: 0

Winter 1197: Write Tractatus on Mythic Herbalism (Quality: 8), Exp: 0

Winter 1197: Exposure: Latin, Exp: 2

Spring 1198: Exposure: Magic Theory, Exp: 2

Summer 1198: Warping Points: ¼, Exp: 0

Summer 1198: Botched Study Vis: 1 botches, Exp: 0

Autumn 1198: Exposure: Teaching, Exp: 2

Magical Arts												
Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	15	120	Animal (5)	12	83	3	27	Ignem (4)	7	32	2	22
Intellego	13	91	Aquam	7	28	2	22	Imaginem	9	45	2	24
Muto	10	55	Auram	7	28	2	22	Mentem	14	105	3	29
Perdo (2)	10	57	Corpus	18	171	4	38	Terram	7	28	2	22
Rego	13	91	Herbam	10	55	2	25	Vim (6)	11	72	3	26

Laboratory Totals										
Lab Total: Int (3) + Magic Theory (9) + Specialty (making potions) + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art										
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	43	38	38	49	41	38	40	45	38	42
Intellego	41	36	36	47	39	36	38	43	36	40
Muto	19	17	17	22	18	17	18	20	17	19
Perdo	38	33	33	44	36	33	35	40	33	37
Rego	41	36	36	47	39	36	38	43	36	40

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)	-1	+	1	= 0
	Qik		Finesse	TOTAL
Determining Effect (+ die, vs. 15-magnitude)	1	+	0	= 1
	Per	+	Awareness	= TOTAL
Base Targeting (+ die)	1	+	1	= 2
	Per	+	Finesse	= TOTAL
Concentration (+ die)	1	+	4	= 5
	Sta	+	Concentration	= TOTAL
Magic Resistance (+ Form)			3×5	= 15
			Parma×5	= TOTAL

Longevity Ritual	
Lab Total: 9	Age Roll Modifier: 11
Twilight Scars: Black animals gather when outside	

Raw Vis		
Art	Pawns	Physical Form and Location
Rego	8	
Corpus	8	
Vim	2	Lab Extraction
Vim	0	

Familiar				POWERS, ABILITIES, ATTACKS	
Name: Maggie				Cat Like a Shadow (Points: 2; Initiative: 0; Form: Imaginem; Allows the cat to turn invisible)	Magic Theory 4 (enchanting items)
Type: Cat, Tortoiseshell				Master of the Undergrowth (Points: 2; Initiative: 0; Form: Herbam)	Awareness 4 (at night)
Int	0	Tech Intellego		Whispers Through the Black Gate (Points: 3; Initiative: 0; Form: Mentem)	Stealth 4 (stalking)
Per	+1	Form Mentem		Claws (Initiative: +4; Attack: +3; Defense: +4; Damage: -7)	Locate Master (at will)
Str	-7	Lab Total	45	Brawl 2 (Claws)	Mental Communication (Complex) (Effect Name: Mental Communication (Complex); Effect Level: 15; Effect Details: R: Touch, D: Mom, T: Ind, Unlimited use; Arts: CrMe 5; Design: Base 4, +1 Touch; Total Effect Level: 15)
Sta	0	Bond Lev	23	Shared Senses (Points: 1; Initiative: 0; Form: Imaginem)	
Pre	-2	Cords		Reveal the Lingering Spirit (Effect Name: Reveal the Lingering Spirit; Effect Level: 23; Effect Details: R: Per, D: Conc, T: Vision, Frequency: 6/day; Arts: InMe 20; Design: Base 3, +1 Conc, +4 Vision; Total Effect Level: 23)	
Com	-4	Gold	+2		
Dex	+3	Silver	+2		
Qik	+4	Bronze	+2		
Size	-3	Total	45		
Might	13				
Soak	1				

Grimoire of Merewen

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Chamber of Spring Breezes	+23	CrAu5	Touch	Sun	Ind		+18	
Bind Wound	+34	CrCo10	Touch	Sun	Ind		+24	
Charm Against Putrefaction	+34	CrCo10	Touch	Moon	Ind		+24	
Purification of the Festering Wounds	+49	CrCo20	Touch	Moon	Ind		+29	Focus: healing
Effect: Bonus: Recovery	+9							
Cheating the Reaper	+51	CrCo30	Touch	Mom	Ind		+21	Ritual; Focus: healing
Gentle Caress of Aesclepius	+51	CrCo30	Touch	Mom	Ind		+21	Ritual; Focus: healing
Incantation of the Body Made Whole	+51	CrCo40	Touch	Mom	Ind		+11	Ritual; Focus: healing
Effect: Heal: All								
The Bountiful Feast	+28	CrHe35	Touch	Year	Bound		-7	Ritual
Lamp without Flame	+23	CrIg10	Touch	Conc	Ind		+13	
By His Works	+30	CrMe5	Per	Conc	Ind		+25	
The Far-Speaking Voice	+30	CrMe20	Arc	Diam	Ind		+10	
Words of the Unbroken Silence	+31	CrMe10	Sight	Mom	Ind	1 (5)	+21	
Special Abilities: quiet casting								
Unravelling the Fabric of Corpus	+22	PeVi20	Voice	Mom	Ind		+2	
Maintaining the Demanding Spell	+25	ReVi15	Touch	Diam	Ind		+10	
Maintaining the Demanding Spell	+25	ReVi25	Touch	Diam	Ind		+0	
Aegis of the Hearth	+27	ReVi30	Touch	Year	Bound		-3	Ritual
Revealed Flaws of Mortal Flesh	+32	InCo10	Touch	Mom	Ind		+22	
Whispers Through the Black Gate	+28	InCo15	Touch	Conc	Ind		+13	
The Whole from the Part	+32	InCo20	Touch	Conc	Ind		+12	
Hunt for the Wild Herb	+24	InHe5	Per	Conc	Smell		+19	
Betraying Whispers of the Jealous ...	+28	InMe30	Per	Conc	Hearing		-2	
Ear of Truth	+28	InMe30	Per	Conc	Hearing		-2	
Posing the Silent Question	+28	InMe20	Eye	Mom	Ind		+8	
Sight of the Transparent Motive	+28	InMe10	Eye	Mom	Ind		+18	
The Severed Limb Made Whole	+51	CrCo25	Touch	Mom	Ind		+26	Ritual; Focus: healing
Ring of Warding Against Spirits	+28	ReMe20	Touch	Ring	Circle		+8	
Eyes of the Eons	+21	InTe10	Voice	Mom	Ind		+11	
Disguise of the New Visage	+15	MuCo15	Touch	Sun	Part		+0	
Dead Man's Eyes	+23	InCo15	Eye	Mom	Ind		+8	
Eyes of the Cat	+12	MuCo5	Touch	Sun	Ind		+7	
The Many-Hued Conflagration	+9	MuIg5	Voice	Mom	Ind		+4	
Disguise of the Transformed Image	+10	MuIm15	Touch	Sun	Ind		-5	
Grip of the Choking Hand	+29	PeCo25	Voice	Conc	Ind		+4	
Invocation of Weariness	+29	PeCo20	Voice	Mom	Ind		+9	
Winter's Icy Touch	+18	PeIg10	Voice	Mom	Ind		+8	
Invisibility of the Standing Wizard	+20	PeIm15	Touch	Sun	Ind		+5	
Veil of Invisibility	+20	PeIm20	Touch	Sun	Ind		+0	
Calm the Motion of the Heart	+25	PeMe15	Voice	Mom	Ind		+10	
Enchantment of Detachment	+25	PeMe15	Eye	Sun	Ind		+10	
Loss of But a Moment's Memory	+25	PeMe15	Eye	Mom	Ind		+10	
Trust of Childlike Faith	+25	PeMe10	Eye	Diam	Ind		+15	
Fist of Shattering	+18	PeTe10	Voice	Mom	Ind		+8	
Ward Against Rain	+21	ReAu10	Per	Sun	Ind		+11	
Curse of the Unruly Tongue	+32	ReCo5	Voice	Conc	Ind		+27	
The Gift of Vigor	+32	ReCo20	Touch	Mom	Ind		+12	
Lifting the Dangling Puppet	+32	ReCo15	Voice	Conc	Ind		+17	
Spasms of the Uncontrolled Hand	+32	ReCo5	Voice	Conc	Ind		+27	
Aura of Rightful Authority	+28	ReMe20	Eye	Sun	Ind		+8	
The Call to Slumber	+28	ReMe10	Voice	Mom	Ind		+18	
Confusion of the Numbed Will	+28	ReMe15	Eye	Sun	Ind		+13	
Snap of Awakening	+28	ReMe10	Voice	Mom	Ind		+18	
Trust Me	+28	ReMe20	Eye	Sun	Ind		+8	
Trackless Step	+21	ReTe10	Touch	Conc	Ind		+11	
Unseen Arm	+21	ReTe5	Voice	Conc	Ind		+16	
The Unseen Porter	+21	ReTe10	Voice	Conc	Ind		+11	

Penetration: CT + Penetration - level + Penetration Specialization