

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

Reputations	SCORE

Notes	
History	Winter 1114: Experience: Mythic Herbalism, Exp: 4
Spring 1193: Experience, Exp: 30	Winter 1114: Experience: Code of Hermes, Exp: 2
Spring 1193: Experience, Exp: 30	Winter 1114: Experience: Apothecary, Exp: 2
Winter 1113: Experience: Mentem-5 to 6, Exp: 8	Winter 1114: Experience: Magic Theory, Exp: 2
Winter 1113: Experience: Rego-0 to 4, Exp: 10	Winter 1114: Winter 1114, Exp: 0
Winter 1113: Experience: Mythic Herbalism, Exp: 5	Spring 1193: Experience, Exp: 5
Winter 1113: Experience: Apothecary, Exp: 2	Winter 1115: Experience: Mythic Herbalism, Exp: 2
Winter 1113: Experience: Folk Ken, Exp: 5	Winter 1115: Experience: Apothecary-0 to 1, Exp: 2
Winter 1113: Aging roll 1113, Exp: 0	Winter 1115: Experience: Bargain, Exp: 1
Spring 1193: Experience, Exp: 30	Winter 1115: Age 25, Exp: 0
Winter 1114: Experience: Mentem-6 to 8, Exp: 13	Spring 1193: Experience, Exp: 30
Winter 1114: Experience: Creo-6 to 7, Exp: 7	Spring 1193: Experience, Exp: 10
	Winter 1116: Experience: Intellego-1 to 4, Exp: 10

Fatigue Levels	
<input type="checkbox"/>	Fresh
<input type="checkbox"/> 0 2 min.	Winded
<input type="checkbox"/> -1 10 min.	Weary
<input type="checkbox"/> -3 30 min.	Tired
<input type="checkbox"/> -5 1 hr.	Dazed
<input type="checkbox"/> 2 hr.	Unconscious

Wounds	RANGE	NUMBER	PENALTY	Notes
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"/>	-1	
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	
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"/> <input type="checkbox"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

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 Wand (Creator: Merewen; Created: Spring 1141; Vis Capacity: 30; Talisman; Total Pawns Invested: 16; Total Effect Level: 138; 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 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 Level: 25; Effect Details: R: Voice, D: Mom, T: Ind, Frequency: 1/day; Arts: PeVi 25; Design: Base 15, +2 Voice)
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

Equipment

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)

Notes

Winter 1116: Experience: Mentem-8 to 9, Exp: 10
Winter 1116: Experience: Mythic Herbalism, Exp: 4
Winter 1116: Experience: Intellego-4 to 5, Exp: 5
Winter 1116: Experience: Apothecary, Exp: 1
Winter 1116: Age 26, Exp: 0
Spring 1193: Experience, Exp: 20
Winter 1117: Experience: Creo-7 to 8, Exp: 10
Winter 1117: Experience: Corpus-8 to 9, Exp: 10
Winter 1117: Experience: Mentem-9 to 10, Exp: 10
Winter 1117: Age 27, Exp: 0
Winter 1118: Age 28, Exp: 0
Winter 1119: Age 29, Exp: 0
Spring 1193: Experience, Exp: 30
Winter 1120: Experience: Herbam-0 to 5, Exp: 15
Winter 1120: Experience: Mythic Herbalism-3 to 4, Exp: 5
Winter 1120: Experience: Area Lore, Exp: 5
Winter 1120: Experience: Magic Theory, Exp: 5
Winter 1120: Age 30, Exp: 0
Spring 1193: Experience, Exp: 30
Spring 1121: Experience: Ignem-0 to 5, Exp: 15
Spring 1121: Experience: Mythic Herbalism, Exp: 5
Spring 1121: Experience: Order of Hermes Lore, Exp: 2
Spring 1121: Experience: Apothecary, Exp: 3
Spring 1121: Experience: Magic Theory, Exp: 2
Winter 1121: Age 31, Exp: 0
Winter 1122: Age 32, Exp: 0
Spring 1193: Experience, Exp: 30
Winter 1123: Experience: Corpus-9 to 11, Exp: 21
Winter 1123: Experience: Magic Theory, Exp: 2
Winter 1123: Experience: Folk Ken, Exp: 2
Winter 1123: Experience: Code of Hermes, Exp: 2
Winter 1123: Experience: Bargain, Exp: 2
Winter 1123: Experience: Chirurgy, Exp: 1
Winter 1123: Age 33, Exp: 0
Spring 1193: Experience, Exp: 10
Winter 1124: Experience: Creo-8 to 9, Exp: 9
Winter 1124: Experience: Magic Theory, Exp: 1
Winter 1124: Age 34, Exp: 0
Spring 1193: Experience, Exp: 20
Summer 1125: Experience: Creo-9 to 10, Exp: 10
Summer 1125: Experience: Animal-0 to 4, Exp: 10
Autumn 1125: Longevity Ritual for Self, Exp: 0, Lab Total: 32
Winter 1125: Warping Points: ¼, Exp: 0
Winter 1125: Age 35, Exp: 0
Winter 1126: Warping Points: ¼, Exp: 0
Winter 1126: Age 36, Exp: 0
Winter 1127: Warping Points: ¼, Exp: 0
Winter 1127: Age 37, Exp: 0
Winter 1128: Warping Points: ¼, Exp: 0
Winter 1128: Age 38, Exp: 0
Winter 1129: Warping Points: ¼, Exp: 0
Winter 1129: Age 39, Exp: 0
Winter 1129: Warping Points: 3, Exp: 0
Spring 1193: Experience, Exp: 60
Winter 1129: Experience: Rego-4 to 5, Exp: 5
Winter 1129: Experience: Animal-4 to 5, Exp: 5
Winter 1129: Experience: Magic Theory, Exp: 5
Winter 1129: Experience: Mythic Herbalism, Exp: 4
Winter 1129: Experience: Mythic Herbalism, Exp: 4
Winter 1129: Experience: Folk Ken, Exp: 4
Winter 1129: Experience: Chirurgy, Exp: 2
Winter 1129: Experience: Teaching, Exp: 4
Winter 1129: Experience: Bargain-0 to 1, Exp: 2
Winter 1129: Experience: Parma Magica, Exp: 4
Winter 1129: Experience: Imaginem-0 to 4, Exp: 10
Winter 1129: Experience: Terram-0 to 4, Exp: 11
Spring 1193: Experience, Exp: 30
Winter 1130: Warping Points: ¼, Exp: 0
Winter 1130: Age 40, Exp: 0
Spring 1131: Experience: Intellego-5 to 9, Exp: 30

Notes

Winter 1131: Warping Points: ¼, Exp: 0	Spring 1140: Experience: Teaching, Exp: 2
Winter 1131: Age 41, Exp: 0	Winter 1140: Warping Points: ¼, Exp: 0
Spring 1132: Warping Points: ¼, Exp: 0	Winter 1140: Age 51, Exp: 0
Spring 1132: Bind Familiar, Exp: 0	Spring 1141: Warping Points: ¼, Exp: 0
Spring 1193: Experience, Exp: 15	Spring 1141: Exposure: Magic Theory, Exp: 2
Winter 1132: Experience: Imaginem-4 to 5, Exp: 5	Spring 1141: Prepare Wand for Enchantment, Exp: 0
Winter 1132: Experience: Magic Theory-4 to 5, Exp: 10	Summer 1141: Warping Points: ¼, Exp: 0
Autumn 1132: Exposure: Teaching-0 to 1, Exp: 2	Summer 1141: Exposure: Magic Theory, Exp: 2
Winter 1132: Warping Points: ¼, Exp: 0	Summer 1141: Attune Wand, Exp: 0
Winter 1132: Age 42, Exp: 0	Spring 1193: Experience, Exp: 10
Spring 1193: Experience, Exp: 30	Autumn 1141: Experience: Teaching-1 to 2, Exp: 2
Spring 1133: Experience: Aquam-0 to 5, Exp: 15	Autumn 1141: Experience: Folk Ken-3 to 4, Exp: 2
Spring 1133: Experience: Terram-4 to 5, Exp: 4	Autumn 1141: Experience: Area Lore, Exp: 4
Spring 1133: Experience: Auram-0 to 4, Exp: 11	Autumn 1141: Experience: Mythic Herbalism, Exp: 2
Winter 1133: Warping Points: ¼, Exp: 0	Winter 1141: Warping Points: ¼, Exp: 0
Winter 1133: Age 43, Exp: 0	Winter 1141: Age 51, Exp: 0
Spring 1193: Experience, Exp: 30	Spring 1142: Experience: Rego-5 to 7, Exp: 13
Spring 1134: Experience: Muto-1 to 5, Exp: 14	Spring 1142: Experience: Magic Theory, Exp: 5
Spring 1134: Experience: Auram-4 to 5, Exp: 6	Spring 1142: Experience: Teaching, Exp: 2
Spring 1134: Experience: Code of Hermes-0 to 1, Exp: 1	Spring 1142: Experience: Parma Magica-1 to 2, Exp: 2
Spring 1134: Experience: Magic Theory, Exp: 4	Spring 1142: Experience: Mythic Herbalism, Exp: 3
Spring 1134: Experience: Mythic Herbalism, Exp: 3	Spring 1142: Experience: Chirurgy, Exp: 2
Spring 1134: Experience: Apothecary, Exp: 2	Spring 1142: Experience: Area Lore, Exp: 3
Winter 1134: Warping Points: ¼, Exp: 0	Winter 1142: Warping Points: ¼, Exp: 0
Winter 1134: Age 44, Exp: 0	Winter 1142: Age 52, Exp: 0
Winter 1135: Warping Points: ¼, Exp: 0	Winter 1143: Warping Points: ¼, Exp: 0
Winter 1135: Age 45, Exp: 0	Winter 1143: Age 53, Exp: 0
Spring 1193: Experience, Exp: 30	Spring 1144: Warping Points: ¼, Exp: 0
Winter 1136: Experience: Mythic Herbalism, Exp: 2	Spring 1144: Invest device Merewen's Wand with Lifting the Dangling Puppet, Exp: 0, Lab Total: 46
Winter 1136: Experience: Apothecary, Exp: 2	Spring 1144: Add Attunement to Merewen's Wand (Wand: +4 control things at a distance), Exp: 0
Winter 1136: Experience: Concentration, Exp: 2	Summer 1144: Exposure: Area Lore, Exp: 2
Winter 1136: Experience: Teaching, Exp: 2	Spring 1193: Experience, Exp: 30
Winter 1136: Experience: Area Lore-0 to 2, Exp: 15	Summer 1144: Exposure: Magic Theory-5 to 6, Exp: 2
Winter 1136: Experience: Parma Magica, Exp: 4	Autumn 1144: Exposure: Magic Theory, Exp: 2
Winter 1136: Experience: Order of Hermes Lore, Exp: 2	Autumn 1144: Exposure: Teaching, Exp: 2
Winter 1136: Experience: Folk Ken, Exp: 1	Winter 1144: Warping Points: ¼, Exp: 0
Winter 1136: Warping Points: ¼, Exp: 0	Winter 1144: Invest device Merewen's Wand with The Unseen Porter, Exp: 0, Lab Total: 44
Winter 1136: Age 46, Exp: 0	Spring 1193: Experience, Exp: 22
Spring 1193: Experience, Exp: 30	Spring 1145: Experience: Teaching, Exp: 2
Winter 1137: Experience: Mythic Herbalism, Exp: 2	Spring 1145: Experience: Vim-5 to 7, Exp: 13
Winter 1137: Experience: Apothecary-1 to 2, Exp: 2	Spring 1145: Experience: Perdo-6 to 7, Exp: 7
Winter 1137: Experience: Creo-10 to 11, Exp: 11	Spring 1193: Experience, Exp: 30
Winter 1137: Experience: Magic Theory, Exp: 6	Spring 1145: Experience: Corpus-12 to 13, Exp: 13
Winter 1137: Experience: Teaching, Exp: 2	Spring 1145: Experience: Perdo-7 to 9, Exp: 17
Winter 1137: Experience: Concentration, Exp: 2	Winter 1145: Warping Points: ¼, Exp: 0
Winter 1137: Experience: Order of Hermes Lore, Exp: 2	Winter 1145: Age 55, Exp: 0
Winter 1137: Experience: Folk Ken, Exp: 3	Spring 1193: Experience, Exp: 20
Winter 1137: Warping Points: ¼, Exp: 0	Spring 1146: Experience: Teaching, Exp: 4
Winter 1137: Age 48, Exp: 0	Spring 1146: Experience: Order of Hermes Lore, Exp: 2
Winter 1138: Warping Points: ¼, Exp: 0	Spring 1146: Experience: Area Lore, Exp: 4
Winter 1138: Age 49, Exp: 0	Spring 1146: Experience: Apothecary, Exp: 2
Spring 1193: Experience, Exp: 20	Spring 1146: Experience: Mythic Herbalism, Exp: 2
Spring 1139: Experience: Corpus-11 to 12, Exp: 11	Spring 1146: Experience: Concentration, Exp: 2
Spring 1139: Experience: Magic Theory, Exp: 4	Spring 1146: Experience: Magic Theory, Exp: 4
Spring 1139: Experience: Teaching, Exp: 2	Autumn 1146: Warping Points: ¼, Exp: 0
Spring 1139: Experience: Concentration-0 to 1, Exp: 2	Autumn 1146: Invest device Merewen's Wand with Invocation of Weariness, Exp: 0, Lab Total: 57
Spring 1139: Experience: Folk Ken, Exp: 1	Winter 1146: Add Attunement to Merewen's Wand (Elder: +4 malicious magic), Exp: 0
Spring 1139: Longevity Ritual for Self, Exp: 0, Lab Total: 41	Winter 1146: Warping Points: ¼, Exp: 0
Winter 1139: Warping Points: ¼, Exp: 0	Winter 1146: Age 56, Exp: 0
Winter 1139: Age 50, Exp: 0	Spring 1147: Experience: Teaching-2 to 3, Exp: 4
Spring 1193: Experience, Exp: 30	Spring 1147: Experience: Magic Theory, Exp: 4
Spring 1140: Experience: Muto-5 to 7, Exp: 13	Spring 1147: Experience: Mythic Herbalism, Exp: 3
Spring 1140: Experience: Magic Theory, Exp: 4	
Spring 1140: Experience: Mythic Herbalism-4 to 5, Exp: 5	
Spring 1140: Experience: Folk Ken, Exp: 2	
Spring 1140: Experience: Area Lore, Exp: 2	
Spring 1140: Experience: Order of Hermes Lore-1 to 2, Exp: 2	

Notes

Spring 1147: Experience: Muto-7 to 9, Exp: 17

Spring 1147: Experience: Concentration, Exp: 2

Winter 1147: Warping Points: ¼, Exp: 0

Winter 1147: Age 57, Exp: 0

Spring 1193: Experience, Exp: 30

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: Warping Points: ¼, Exp: 0

Winter 1148: Age 58, Exp: 0

Spring 1193: Experience, Exp: 30

Winter 1149: Experience: Mythic Herbalism, Exp: 4

Winter 1149: Experience: Area Lore, Exp: 4

Winter 1149: Experience: Magic Theory, Exp: 4

Winter 1149: Experience: Corpus-13 to 14, Exp: 14

Winter 1149: Experience: Herbam, Exp: 4

Winter 1149: Warping Points: ¼, Exp: 0

Winter 1149: Age 59, Exp: 0

Spring 1193: Experience, Exp: 30

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: Area Lore-2 to 3, Exp: 3

Spring 1150: Experience: Mythic Herbalism, Exp: 2

Winter 1150: Warping Points: ¼, Exp: 0

Winter 1150: Age 60, Exp: 0

Winter 1151: Warping Points: ¼, Exp: 0

Winter 1151: Age 61, Exp: 0

Spring 1193: Experience, Exp: 30

Spring 1152: Experience: Creo-12 to 13, Exp: 13

Spring 1152: Experience: Magic Theory, Exp: 4

Spring 1152: Experience: Herbam-6 to 7, Exp: 13

Spring 1152: Warping Points: ¼, Exp: 0

Spring 1152: Age 62, Exp: 0

Spring 1193: Experience, Exp: 30

Summer 1152: Experience: Herbam-7 to 9, Exp: 11

Summer 1152: Experience: Magic Theory, Exp: 4

Summer 1152: Experience: Mythic Herbalism, Exp: 4

Summer 1152: Experience: Area Lore, Exp: 2

Summer 1152: Experience: Bargain, Exp: 2

Summer 1152: Experience: Chirurgy, Exp: 2

Summer 1152: Experience: Apothecary, Exp: 2

Summer 1152: Experience: Corpus, Exp: 3

Winter 1152: Warping Points: ¼, Exp: 0

Winter 1152: Age 62, Exp: 0

Spring 1193: Experience, Exp: 30

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 1153: Age 63, Exp: 0

Spring 1193: Experience, Exp: 30

Winter 1154: Experience: Magic Theory, Exp: 4

Winter 1154: Experience: Mythic Herbalism, Exp: 4

Winter 1154: Experience: Apothecary, Exp: 2

Winter 1154: Experience: Concentration, Exp: 2

Winter 1154: Experience: Artes Liberales-0 to 1, Exp: 5

Winter 1154: Experience: Creo, Exp: 13

Winter 1154: Warping Points: ¼, Exp: 0

Winter 1154: Age 64, Exp: 0

Spring 1193: Experience, Exp: 30

Winter 1155: Experience: Philosophiae-0 to 1, Exp: 5

Winter 1155: Experience: Creo-13 to 15, Exp: 16

Winter 1155: Experience: Mythic Herbalism, Exp: 2

Winter 1155: Experience: Magic Theory, Exp: 2

Winter 1155: Experience: Area Lore, Exp: 2

Winter 1155: Experience: Vim, Exp: 3

Winter 1155: Warping Points: ¼, Exp: 0

Winter 1155: Age 65, Exp: 0

Spring 1156: Warping Points: ¼, Exp: 0

Summer 1156: Warping Points: ¼, Exp: 0

Summer 1156: Invest device Merewen's Wand with Spy the Distant
Vis, Exp: 0, Lab Total: 38

Winter 1156: Warping Points: ¼, Exp: 0

Winter 1156: Age 66, Exp: 0

Spring 1193: Experience, Exp: 30

Spring 1157: Experience: Teaching, Exp: 4

Spring 1157: Experience: Mythic Herbalism-5 to 6, Exp: 4

Spring 1157: Experience: Area Lore, Exp: 4

Spring 1157: Experience: Herbam-9 to 10, Exp: 10

Spring 1157: Experience: Bargain, Exp: 2

Spring 1157: Experience: Order of Hermes Lore, Exp: 2

Spring 1157: Experience: Chirurgy, Exp: 2

Spring 1157: Experience: Apothecary, Exp: 2

Winter 1157: Warping Points: ¼, Exp: 0

Winter 1157: Age 67, Exp: 0

Winter 1158: Warping Points: ¼, Exp: 0

Winter 1158: Age 68, Exp: 0

Winter 1159: Warping Points: ¼, Exp: 0

Winter 1159: Age 69, Exp: 0

Winter 1160: Warping Points: ¼, Exp: 0

Winter 1160: Age 70, Exp: 0

Spring 1193: Experience, Exp: 30

Spring 1161: Experience: Magic Theory-6 to 7, Exp: 4

Spring 1161: Experience: Mythic Herbalism, Exp: 2

Spring 1161: Experience: Apothecary, Exp: 2

Spring 1161: Experience: Chirurgy, Exp: 2

Spring 1161: Experience: Teaching, Exp: 4

Spring 1161: Experience: Mentem-10 to 11, Exp: 16

Spring 1161: Warping Points: ¼, Exp: 0

Spring 1161: Age 71, Exp: 0

Summer 1161: Warping Points: 25, Exp: 0

Summer 1161: Warping Points: 1, Exp: 0

Summer 1161: Warping Points: 1, Exp: 0

Spring 1193: Experience, Exp: 30

Winter 1161: Experience: Teaching, Exp: 2

Winter 1161: Experience: Magic Theory, Exp: 4

Winter 1161: Experience: Mythic Herbalism, Exp: 4

Winter 1161: Experience: Corpus-16 to 17, Exp: 17

Winter 1161: Experience: Mentem, Exp: 3

Winter 1161: Warping Points: ¼, Exp: 0

Winter 1161: Age 72, Exp: 0

Spring 1193: Experience, Exp: 30

Spring 1162: Experience: Magic Theory, Exp: 4

Spring 1162: Experience: Area Lore-2 to 3, Exp: 3

Spring 1162: Experience: Order of Hermes Lore, Exp: 2

Spring 1162: Experience: Mentem-11 to 13, Exp: 16

Spring 1162: Experience: Mythic Herbalism, Exp: 5

Winter 1162: Warping Points: ¼, Exp: 0

Winter 1162: Age 73, Exp: 0

Spring 1193: Experience, Exp: 30

Winter 1163: Experience: Magic Theory, Exp: 4

Winter 1163: Experience: Teaching, Exp: 4

Winter 1163: Experience: Rego-7 to 9, Exp: 22

Winter 1163: Warping Points: ¼, Exp: 0

Winter 1163: Age 74, Exp: 0

Spring 1193: Experience, Exp: 30

Spring 1164: Experience: Rego-9 to 10, Exp: 10

Spring 1164: Experience: Corpus-17 to 18, Exp: 18

Spring 1164: Experience: Magic Theory, Exp: 2

Winter 1164: Warping Points: ¼, Exp: 0

Winter 1164: Age 75, Exp: 0

Spring 1193: Experience, Exp: 30

Spring 1165: Experience: Magic Theory, Exp: 15

Notes

Spring 1165: Experience: Vim-7 to 8, Exp: 5
Spring 1165: Experience: Mythic Herbalism, Exp: 4
Spring 1165: Experience: Teaching, Exp: 2
Spring 1165: Experience: Concentration, Exp: 2
Spring 1165: Experience: Area Lore, Exp: 2
Winter 1165: Warping Points: ¼, Exp: 0
Winter 1165: Age 76, Exp: 0
Winter 1166: Warping Points: ¼, Exp: 0
Winter 1166: Age 77, Exp: 0
Winter 1167: Warping Points: ¼, Exp: 0
Winter 1167: Age 78, Exp: 0
Spring 1193: Experience, Exp: 30
Spring 1168: Experience: Magic Theory, Exp: 8
Spring 1168: Experience: Mythic Herbalism, Exp: 4
Spring 1168: Experience: Area Lore, Exp: 4
Spring 1168: Experience: Order of Hermes Lore, Exp: 3
Spring 1168: Experience: Rego, Exp: 5
Spring 1168: Experience: Concentration-1 to 2, Exp: 2
Spring 1168: Experience: Teaching-3 to 4, Exp: 4
Winter 1168: Warping Points: ¼, Exp: 0
Winter 1168: Age 79, Exp: 0
Winter 1169: Warping Points: ¼, Exp: 0
Winter 1169: Age 79, Exp: 0
Spring 1193: Experience, Exp: 30
Spring 1170: Experience: Mentem-13 to 14, Exp: 14
Spring 1170: Experience: Magic Theory-7 to 8, Exp: 5
Spring 1170: Experience: Mythic Herbalism, Exp: 5
Spring 1170: Experience: Area Lore, Exp: 2
Spring 1170: Experience: Order of Hermes Lore, Exp: 3
Spring 1170: Experience: Bargain, Exp: 1
Winter 1170: Warping Points: ¼, Exp: 0
Winter 1170: Age 80, Exp: 0
Spring 1171: Warping Points: ¼, Exp: 0
Spring 1171: Age 81, Exp: 0
Spring 1193: Experience, Exp: 30
Winter 1171: Experience: Magic Theory, Exp: 4
Winter 1171: Experience: Mythic Herbalism, Exp: 4
Winter 1171: Experience: Apothecary-2 to 3, Exp: 4
Winter 1171: Experience: Concentration, Exp: 4
Winter 1171: Experience: Parma Magica, Exp: 4
Winter 1171: Experience: Animal-5 to 6, Exp: 10
Winter 1171: Warping Points: ¼, Exp: 0
Winter 1171: Age 81, Exp: 0
Spring 1193: Experience, Exp: 30
Spring 1172: Experience: Animal-6 to 9, Exp: 28
Spring 1172: Experience: Magic Theory, Exp: 2
Winter 1172: Warping Points: ¼, Exp: 0
Winter 1172: Age 83, Exp: 0
Spring 1193: Experience, Exp: 30
Spring 1173: Experience: Mythic Herbalism, Exp: 4
Spring 1173: Experience: Magic Theory, Exp: 4
Spring 1173: Experience: Chirurgy-2 to 3, Exp: 4
Spring 1173: Experience: Concentration, Exp: 2
Spring 1173: Experience: Animal-9 to 10, Exp: 12
Spring 1173: Experience: Order of Hermes Lore-2 to 3, Exp: 2
Spring 1173: Experience: Bargain, Exp: 2
Winter 1173: Warping Points: ¼, Exp: 0
Winter 1173: Age 83, Exp: 0
Spring 1174: Warping Points: ¼, Exp: 0
Summer 1174: Warping Points: ¼, Exp: 0
Summer 1174: Invest device Merewen's Wand with Wall of Thorns, Exp: 0, Lab Total: 53
Spring 1193: Experience, Exp: 30
Autumn 1174: Add Attunement to Merewen's Wand (Wood: +3 affect living wood), Exp: 0
Autumn 1174: Warping Points: ¼, Exp: 0
Autumn 1174: Increased vis capacity of Merewen's Wand to 30, Exp:

0

Winter 1174: Warping Points: ¼, Exp: 0
Winter 1174: Age 85, Exp: 0
Winter 1175: Warping Points: ¼, Exp: 0
Winter 1175: Age 86, Exp: 0
Spring 1193: Experience, Exp: 30
Spring 1176: Experience: Welsh-0 to 3, Exp: 30
Spring 1176: Warping Points: ¼, Exp: 0
Winter 1176: Age 87, Exp: 0
Spring 1193: Experience, Exp: 30
Spring 1177: Experience: Rego-10 to 12, Exp: 13
Spring 1177: Experience: Rego-12 to 13, Exp: 13
Spring 1177: Experience: Magic Theory, Exp: 4
Spring 1177: Warping Points: ¼, Exp: 0
Winter 1177: Age 87, Exp: 0
Spring 1193: Experience, Exp: 30
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 1178: Age 89, Exp: 0
Winter 1179: Warping Points: ¼, Exp: 0
Winter 1179: Bind Familiar, Exp: 0
Spring 1180: Empower Bond with Mental Communication (Complex), Exp: 0, Lab Total: 53
Winter 1180: Warping Points: ¼, Exp: 0
Winter 1180: Age 90, Exp: 0
Winter 1181: Experience: Intellego-12 to 13, Exp: 13
Winter 1181: Experience: Vim-8 to 9, Exp: 9
Winter 1181: Experience: Magic Theory, Exp: 4
Winter 1181: Experience: Mythic Herbalism-6 to 7, Exp: 4
Winter 1181: Warping Points: ¼, Exp: 0
Winter 1181: Age 91, Exp: 0
Spring 1193: Experience, Exp: 30
Spring 1182: Experience: Vim-9 to 11, Exp: 21
Spring 1182: Experience: Imaginem-7 to 8, Exp: 8
Spring 1182: Experience: Bargain, Exp: 1
Winter 1182: Warping Points: ¼, Exp: 0
Winter 1182: Age 92, Exp: 0
Spring 1193: Experience, Exp: 30
Spring 1183: Experience: Ignem-5 to 7, Exp: 13
Spring 1183: Experience: Magic Theory, Exp: 4
Spring 1183: Experience: Parma Magica, Exp: 4
Spring 1183: Experience: Imaginem-8 to 9, Exp: 9
Winter 1183: Warping Points: ¼, Exp: 0
Winter 1183: Age 94, Exp: 0
Spring 1184: Warping Points: ¼, Exp: 0
Spring 1193: Experience, Exp: 30
Winter 1184: Experience: Auram-5 to 6, Exp: 10
Winter 1184: Experience: Auram-6 to 7, Exp: 1
Winter 1184: Experience: Aquam-5 to 7, Exp: 13
Winter 1184: Experience: Parma Magica, Exp: 4
Winter 1184: Experience: Magic Theory, Exp: 2
Winter 1184: Warping Points: ¼, Exp: 0
Winter 1184: Age 95, Exp: 0
Spring 1193: Experience, Exp: 30
Winter 1185: Experience: Terram-5 to 7, Exp: 13
Winter 1185: Experience: Magic Theory, Exp: 3
Winter 1185: Experience: Parma Magica-2 to 3, Exp: 4
Winter 1185: Experience: Mythic Herbalism, Exp: 3
Winter 1185: Experience: Philosophiae, Exp: 7
Winter 1185: Warping Points: ¼, Exp: 0
Winter 1185: Age 96, Exp: 0
Spring 1193: Experience, Exp: 30
Winter 1186: Experience: Intrigue-0 to 3, Exp: 30
Winter 1186: Warping Points: ¼, Exp: 0
Winter 1186: Age 97, Exp: 0

Notes

Spring 1187: Exposure: Bargain-1 to 2, Exp: 2
Spring 1187: Exposure: Vim, Exp: 2
Spring 1187: Warping Points: ¼, Exp: 0
Spring 1187: Exposure: Magic Theory, Exp: 2
Spring 1187: Invest device Pendant of Finding Vis with Wizard's Eye for Vis, Exp: 0, Lab Total: 44
Summer 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
Autumn 1187: Warping Points: ¼, Exp: 0
Autumn 1187: Exposure: Magic Theory, Exp: 2
Autumn 1187: Invent Enchantment of Detachment, Exp: 0, Lab Total: 43
Winter 1187: Warping Points: ¼, Exp: 0
Winter 1187: Exposure: Magic Theory, Exp: 2
Winter 1187: Empower Bond with Reveal the Lingering Spirit, Exp: 0, Lab Total: 56
Spring 1188: Warping Points: ¼, Exp: 0
Spring 1188: Exposure: Magic Theory, Exp: 2
Summer 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
Autumn 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
Winter 1188: Set Up Laboratory: Season 1, Exp: 0
Winter 1188: Warping Points: ¼, Exp: 0
Winter 1188: Exposure: Magic Theory (8 to 9), Exp: 2
Spring 1189: Set Up Laboratory: Season 2, Exp: 0
Spring 1189: Warping Points: ¼, Exp: 0
Spring 1189: Exposure: Magic Theory, Exp: 2
Summer 1189: Improve Laboratory: Add Magical Lighting, Exp: 0
Summer 1189: Warping Points: ¼, Exp: 0
Summer 1189: Exposure: Ignem, Exp: 2
Autumn 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
Winter 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
Spring 1190: Warping Points: ¼, Exp: 0
Spring 1190: Exposure: Magic Theory, Exp: 2
Spring 1190: Invent Veil of Invisibility, Exp: 0, Lab Total: 43
Summer 1190: Warping Points: 15, Exp: 0
Summer 1190: Exposure: Mythic Herbalism, Exp: 2
Summer 1190: Exposure: Area Lore, Exp: 2
Summer 1190: Warping Points: ¼, Exp: 0
Summer 1190: Study Vis: Animal-10 to 12, Exp: 18
Autumn 1190: Warping Points: ¼, Exp: 0
Autumn 1190: Study Tribunal of Stonehenge 1054, Vol. 2: Code of Hermes, Exp: 9
Winter 1190: Warping Points: ¼, Exp: 0
Winter 1190: Age 101, Exp: 0
Spring 1191: Warping Points: ¼, Exp: 0
Spring 1191: Practice: Finesse-0 to 1, Exp: 5
Summer 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
Autumn 1191: Exposure: Magic Theory, Exp: 2
Winter 1191: Exposure: Teaching, Exp: 2
Winter 1191: Warping Points: ¼, Exp: 0

Winter 1191: Age 102, Exp: 0
Spring 1192: Exposure: Magic Theory, Exp: 2
Summer 1192: Improve Laboratory: Add Specimens, Exp: 10
Summer 1192: Warping Points: ¼, Exp: 0
Summer 1192: Exposure: Magic Theory, Exp: 2
Autumn 1192: Warping Points: ¼, Exp: 0
Autumn 1192: Exposure: Vim, Exp: 2
Autumn 1192: Vis Extraction: 5 Pawns, Exp: 0
Winter 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

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	
Addition: 3								
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	
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	
The Wound that Weeps	+29	PeCo15	Voice	Mom	Ind		+14	
Effect: Wound: Light								
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	

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