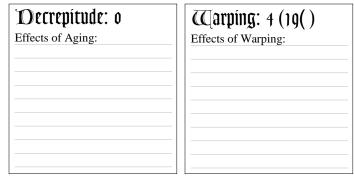
Character: Merewen
Player: NPC

Saga: Stranggore

Setting: England Current Year: 1193

house: Ex Miscellanea

Size: 0 Confidence: 1 (3) **Age: 103 (61)** 



Characterist	ics		
		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 Plaws
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)
A M ' ' ' ' I I CT' I ' I All D' I ' D I



Birth Name:	
Year Born: 1090	
Gender: Female	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 5'4"	
Weight: 130 lbs	
Hair:	
Eyes:	
Handedness:	

Abi	lities	
Exp.	ABILITY (SPECIALTY)	SCORE
30	Apothecary (finding ingredients)	3
107	Area Lore: Somerset (mystical places) (2)	6
5	Artes Liberales	1
15	Bargain	2
30	Chirurgy (cauterization)	3
14	Code of Hermes (9)	1
30	Concentration (spell concentration)	3
5	Finesse	1
0	English (storytelling)	5
50	Folk Ken (children)	4
30	Intrigue (plotting)	3
75	Latin (hermetic usage)	5
141	Mythic Herbalism (creating potions) (6)	7
	Magic Theory (making potions) (13)	9
30	Order of Hermes Lore (House Ex Miscellanea)	3
31	Parma Magica (Corpus) (1)	3
12	Philosophiae (7)	1
52	Teaching (Mythic Herbalism) (2)	4
30	Welsh (poetry)	3

Personality Traits Loyal (Familiar) Protective of Family Strict Crafty	SCORE +3 +3 +1 +2	Reputation	18				SCORE
History Spring 1193: Experience, Exp: 30 Spring 1193: Experience, Exp: 30 Winter 1113: Experience: Mentem-5 Winter 1113: Experience: Rego-0 to 4 Winter 1113: Experience: Mythic He Winter 1113: Experience: Apothecary Winter 1113: Experience: Folk Ken, J Winter 1113: Aging roll 1113, Exp: 0 Spring 1193: Experience, Exp: 30 Winter 1114: Experience: Mentem-6 Winter 1114: Experience: Creo-6 to 7	4, Exp: 10 rbalism, Exp: 5 y, Exp: 2 Exp: 5 to 8, Exp: 13		Winter 11 Winter 11 Winter 11 Winter 11 Spring 119 Winter 11 Winter 11 Winter 11 Winter 11 Spring 119 Spring 119	14: Experience: Mythic 14: Experience: Code of 14: Experience: Apothec 14: Experience: Magic 14: Winter 1114, Exp. 03: Experience, Exp. 5 15: Experience: Mythic 15: Experience: Apothec 15: Experience: Bargain 15: Age 25, Exp. 0 93: Experience, Exp. 30 93: Experience, Exp. 10 16: Experience: Intelleg	f Hermes, Exp. 2 cary, Exp. 2 Theory, Exp. 2 Theory, Exp. 2 Theory, Exp. 2 Theory, Exp. 2 Cary-0 to 1, Exp. 2 Theory, Exp. 2		
Fatigue Levels  □	Lig Me Hea Inc Dea		RANGE 1-5 6-10 11-15 16-20 21+ 3 = 1 (Sta) +	NUMBER  O O O O O O O O O O O O O O O O O O O	PENALTY Notes -1 -3 -5 -2 (bronze cord)		
Dodge Fist Kick   Cquipment	Qik+Weap-Enc = -1 + 0 + 0 = -1 + 0 + 0 = -1 - 1 + 0 =	-1 1 + 0 +	0 = +1	Qik+Abil+Weap = DFN -1 + 0 + 0 = -1 -1 + 0 + 0 = -1 -1 + 0 - 1 = -2	Str+Weap = DAM $-2 + 0 = -2$ $-2 + 3 = +1$	Load   	Range Touch Touch Touch
Merewen's Wand (Creator: Merewen; Capacity: 30; Talisman; Total Pawi Level: 138; Effect Name: Lifting th Level: 23: Effect Details: R: Voice.	ns Invested: 16: ne Dangling Pu	; Total Effect ppet; Effect	Base 1,	n, Unlimited use; Detectated magic, vis is not he 1 Conc, +4 Vision; Effect Details; R: Vo	ard to spot; Arts: In fect Name: Wall of	Vi 10; Ε Γhorns;	Effect

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,

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) Dotes

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

Dotes	
Winter 1131: Warping Points: ¼, Exp: 0	Spring 1140: Experience: Teaching, Exp: 2
Winter 1131: Age 41, Exp: 0	Winter 1140: Warping Points: <sup>1</sup> / <sub>4</sub> , 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: <sup>1</sup> / <sub>4</sub> , Exp: 0	Winter 1141: Warping Points: <sup>1</sup> / <sub>4</sub> , 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 1134: Experience: Magic Theory, Exp: 4	Spring 1142: Experience: Parma Magica-1 to 2, Exp: 2 Spring 1142: Experience: Mythic Herbalism, Exp: 3
Spring 1134: Experience: Magic Theory, Exp. 4 Spring 1134: Experience: Mythic Herbalism, Exp. 3	Spring 1142: Experience: Mythic Herbansin, Exp. 3 Spring 1142: Experience: Chirurgy, Exp. 2
Spring 1134: Experience: Mydnic Herodishi, Exp. 3 Spring 1134: Experience: Apothecary, Exp. 2	Spring 1142: Experience: Area Lore, Exp. 3
Winter 1134: Warping Points: <sup>1</sup> / <sub>4</sub> , Exp: 0	Winter 1142: Warping Points: ¼, Exp: 0
Winter 1134: Warping Foints. 74, Exp. 0 Winter 1134: Age 44, Exp. 0	Winter 1142: Warping 1 omis. 74, Exp. 0  Winter 1142: Age 52, Exp: 0
Winter 1135: Warping Points: ¼, Exp: 0	Winter 1142: Fige 32, Exp. 6 Winter 1143: Warping Points: <sup>1</sup> / <sub>4</sub> , 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
Winter 1136: Experience: Apothecary, Exp: 2	Dangling Puppet, Exp: 0, Lab Total: 46
Winter 1136: Experience: Concentration, Exp. 2	Spring 1144: Add Attunement to Merewen's Wand (Wand: +4 control
Winter 1136: Experience: Teaching, Exp: 2	things at a distance), Exp: 0
Winter 1136: Experience: Area Lore-0 to 2, Exp: 15	Summer 1144: Exposure: Area Lore, Exp: 2
Winter 1136: Experience: Parma Magica, Exp. 4	Spring 1193: Experience, Exp: 30
Winter 1136: Experience: Order of Hermes Lore, Exp: 2	Summer 1144: Exposure: Magic Theory-5 to 6, Exp: 2
Winter 1136: Experience: Folk Ken, Exp: 1	Autumn 1144: Exposure: Magic Theory, Exp: 2
Winter 1136: Warping Points: ¼, Exp: 0	Autumn 1144: Exposure: Teaching, Exp: 2
Winter 1136: Age 46, Exp: 0	Winter 1144: Warping Points: ¼, Exp: 0
Spring 1193: Experience, Exp: 30	Winter 1144: Invest device Merewen's Wand with The Unseen
Winter 1137: Experience: Mythic Herbalism, Exp: 2	Porter, Exp: 0, Lab Total: 44
Winter 1137: Experience: Apothecary-1 to 2, Exp: 2 Winter 1137: Experience: Creo-10 to 11, Exp: 11	Spring 1193: Experience, Exp: 22 Spring 1145: Experience: Teaching, Exp: 2
Winter 1137: Experience: Magic Theory, Exp. 6	Spring 1145: Experience: Vim-5 to 7, Exp: 13
Winter 1137: Experience: Magic Theory, Exp. 6 Winter 1137: Experience: Teaching, Exp. 2	Spring 1145: Experience: Perdo-6 to 7, Exp. 7
Winter 1137: Experience: Teaching, Exp. 2 Winter 1137: Experience: Concentration, Exp. 2	Spring 1193: Experience, Exp: 30
Winter 1137: Experience: Concentration, Exp. 2 Winter 1137: Experience: Order of Hermes Lore, Exp. 2	Spring 1145: Experience: Corpus-12 to 13, Exp: 13
Winter 1137: Experience: Folk Ken, Exp: 3	Spring 1145: Experience: Perdo-7 to 9, Exp. 17
Winter 1137: Warping Points: ¼, Exp: 0	Winter 1145: Warping Points: ¼, Exp: 0
Winter 1137: Age 48, Exp: 0	Winter 1145: Age 55, Exp: 0
Winter 1138: Warping Points: 1/4, Exp: 0	Spring 1193: Experience, Exp: 20
Winter 1138: Age 49, Exp: 0	Spring 1146: Experience: Teaching, Exp: 4
Spring 1193: Experience, Exp: 20	Spring 1146: Experience: Order of Hermes Lore, Exp. 2
Spring 1139: Experience: Corpus-11 to 12, Exp: 11	Spring 1146: Experience: Area Lore, Exp: 4
Spring 1139: Experience: Magic Theory, Exp: 4	Spring 1146: Experience: Apothecary, Exp: 2
Spring 1139: Experience: Teaching, Exp: 2	Spring 1146: Experience: Mythic Herbalism, Exp: 2
Spring 1139: Experience: Concentration-0 to 1, Exp. 2	Spring 1146: Experience: Concentration, Exp: 2
Spring 1139: Experience: Folk Ken, Exp: 1	Spring 1146: Experience: Magic Theory, Exp. 4
Spring 1139: Longevity Ritual for Self, Exp: 0, Lab Total: 41	Autumn 1146: Warping Points: ¼, Exp: 0
Winter 1139: Warping Points: <sup>1</sup> / <sub>4</sub> , Exp: 0	Autumn 1146: Invest device Merewen's Wand with Invocation of
Winter 1139: Age 50, Exp: 0	Weariness, Exp: 0, Lab Total: 57
Spring 1193: Experience, Exp: 30	Winter 1146: Add Attunement to Merewen's Wand (Elder: +4
Spring 1140: Experience: Muto-5 to 7, Exp: 13	malicious magic), Exp: 0
Spring 1140: Experience: Magic Theory, Exp. 4	Winter 1146: Warping Points: ¼, Exp: 0
Spring 1140: Experience: Mythic Herbalism-4 to 5, Exp. 5	Winter 1146: Age 56, Exp: 0
Spring 1140: Experience: Folk Ken, Exp: 2 Spring 1140: Experience: Area Lore, Exp: 2	Spring 1147: Experience: Teaching-2 to 3, Exp: 4 Spring 1147: Experience: Magic Theory, Exp: 4
Spring 1140: Experience: Area Lore, Exp. 2 Spring 1140: Experience: Order of Hermes Lore-1 to 2, Exp. 2	Spring 1147: Experience: Magic Theory, Exp. 4 Spring 1147: Experience: Mythic Herbalism, Exp. 3
Spring 1140. Experience. Order of Hermes Lore-1 to 2, Exp. 2	Spring 1147. Experience, wrytine Herbansin, Exp. 3

Dotes	
Spring 1147: Experience: Muto-7 to 9, Exp: 17	Winter 1155: Warping Points: ¼, Exp: 0
Spring 1147: Experience: Concentration, Exp. 2	Winter 1155: Age 65, Exp: 0
Winter 1147: Warping Points: ¼, Exp: 0	Spring 1156: Warping Points: ¼, Exp: 0
Winter 1147: Age 57, Exp: 0	Summer 1156: Warping Points: ¼, Exp: 0
Spring 1193: Experience, Exp: 30	Summer 1156: Invest device Merewen's Wand with Spy the Distant
Spring 1148: Experience: Intellego-9 to 10, Exp: 10	Vis, Exp: 0, Lab Total: 38
Spring 1148: Experience: Muto-9 to 10, Exp: 10 Spring 1148: Experience: Perdo-9 to 10, Exp: 10	Winter 1156: Warping Points: ¼, Exp: 0 Winter 1156: Age 66, Exp: 0
Winter 1148: Warping Points: <sup>1</sup> / <sub>4</sub> , Exp: 0	Spring 1193: Experience, Exp. 30
Winter 1146: Waiping Folias: 74, Exp. 0 Winter 1148: Age 58, Exp: 0	Spring 1157: Experience: Teaching, Exp: 4
Spring 1193: Experience, Exp: 30	Spring 1157: Experience: Nythic Herbalism-5 to 6, Exp: 4
Winter 1149: Experience: Mythic Herbalism, Exp. 4	Spring 1157: Experience: Area Lore, Exp: 4
Winter 1149: Experience: Area Lore, Exp: 4	Spring 1157: Experience: Herbam-9 to 10, Exp: 10
Winter 1149: Experience: Magic Theory, Exp: 4	Spring 1157: Experience: Bargain, Exp: 2
Winter 1149: Experience: Corpus-13 to 14, Exp: 14	Spring 1157: Experience: Order of Hermes Lore, Exp: 2
Winter 1149: Experience: Herbam, Exp: 4	Spring 1157: Experience: Chirurgy, Exp: 2
Winter 1149: Warping Points: ¼, Exp: 0	Spring 1157: Experience: Apothecary, Exp: 2
Winter 1149: Age 59, Exp: 0 Spring 1193: Experience, Exp: 30	Winter 1157: Warping Points: ¼, Exp: 0 Winter 1157: Age 67, Exp: 0
Spring 1150: Experience: Creo-11 to 12, Exp: 10	Winter 1157: Age 67, Exp. 0 Winter 1158: Warping Points: ¼, Exp: 0
Spring 1150: Experience: Creo-11 to 12, Exp. 10 Spring 1150: Experience: Herbam-5 to 6, Exp. 2	Winter 1156: Warping Folias: 74, Exp. 6 Winter 1158: Age 68, Exp: 0
Spring 1150: Experience: Imaginem-5 to 7, Exp: 13	Winter 1159: Warping Points: ¼, Exp: 0
Spring 1150: Experience: Area Lore-2 to 3, Exp: 3	Winter 1159: Age 69, Exp: 0
Spring 1150: Experience: Mythic Herbalism, Exp. 2	Winter 1160: Warping Points: ¼, Exp: 0
Winter 1150: Warping Points: ¼, Exp: 0	Winter 1160: Age 70, Exp: 0
Winter 1150: Age 60, Exp: 0	Spring 1193: Experience, Exp: 30
Winter 1151: Warping Points: <sup>1</sup> / <sub>4</sub> , Exp: 0	Spring 1161: Experience: Magic Theory-6 to 7, Exp. 4
Winter 1151: Age 61, Exp: 0	Spring 1161: Experience: Mythic Herbalism, Exp. 2
Spring 1193: Experience, Exp: 30 Spring 1152: Experience: Creo-12 to 13, Exp: 13	Spring 1161: Experience: Apothecary, Exp: 2 Spring 1161: Experience: Chirurgy, Exp: 2
Spring 1152: Experience: Magic Theory, Exp. 4	Spring 1161: Experience: Chirdrey, Exp. 2 Spring 1161: Experience: Teaching, Exp. 4
Spring 1152: Experience: Hargie Theory, Exp. 4 Spring 1152: Experience: Herbam-6 to 7, Exp. 13	Spring 1161: Experience: Mentem-10 to 11, Exp: 16
Spring 1152: Warping Points: ¼, Exp: 0	Spring 1161: Warping Points: ¼, Exp: 0
Spring 1152: Age 62, Exp: 0	Spring 1161: Age 71, Exp: 0
Spring 1193: Experience, Exp: 30	Summer 1161: Warping Points: 25, Exp: 0
Summer 1152: Experience: Herbam-7 to 9, Exp: 11	Summer 1161: Warping Points: 1, Exp: 0
Summer 1152: Experience: Magic Theory, Exp: 4	Summer 1161: Warping Points: 1, Exp: 0
Summer 1152: Experience: Mythic Herbalism, Exp: 4	Spring 1193: Experience, Exp: 30
Summer 1152: Experience: Area Lore, Exp: 2 Summer 1152: Experience: Bargain, Exp: 2	Winter 1161: Experience: Teaching, Exp: 2 Winter 1161: Experience: Magic Theory, Exp: 4
Summer 1152: Experience: Chirurgy, Exp. 2	Winter 1161: Experience: Mythic Herbalism, Exp. 4
Summer 1152: Experience: Apothecary, Exp. 2	Winter 1161: Experience: Corpus-16 to 17, Exp. 17
Summer 1152: Experience: Corpus, Exp: 3	Winter 1161: Experience: Mentem, Exp: 3
Winter 1152: Warping Points: ¼, Exp: 0	Winter 1161: Warping Points: ¼, Exp: 0
Winter 1152: Age 62, Exp: 0	Winter 1161: Age 72, Exp: 0
Spring 1193: Experience, Exp: 30	Spring 1193: Experience, Exp: 30
Winter 1153: Experience: Corpus-14 to 15, Exp: 27	Spring 1162: Experience: Magic Theory, Exp. 4
Winter 1153: Experience: Corpus-15 to 16, Exp: 1	Spring 1162: Experience: Area Lore-2 to 3, Exp: 3
Winter 1153: Experience: Magic Theory, Exp: 2 Winter 1153: Warping Points: 1/4, Exp: 0	Spring 1162: Experience: Order of Hermes Lore, Exp. 2
Winter 1153: Warping Points: ¼, Exp: 0 Winter 1153: Age 63, Exp: 0	Spring 1162: Experience: Mentem-11 to 13, Exp: 16 Spring 1162: Experience: Mythic Herbalism, Exp: 5
Spring 1193: Experience, Exp: 30	Winter 1162: Warping Points: <sup>1</sup> / <sub>4</sub> , Exp: 0
Winter 1154: Experience: Magic Theory, Exp. 4	Winter 1162: Age 73, Exp: 0
Winter 1154: Experience: Mythic Herbalism, Exp. 4	Spring 1193: Experience, Exp: 30
Winter 1154: Experience: Apothecary, Exp: 2	Winter 1163: Experience: Magic Theory, Exp. 4
Winter 1154: Experience: Concentration, Exp: 2	Winter 1163: Experience: Teaching, Exp: 4
Winter 1154: Experience: Artes Liberales-0 to 1, Exp: 5	Winter 1163: Experience: Rego-7 to 9, Exp: 22
Winter 1154: Experience: Creo, Exp: 13	Winter 1163: Warping Points: <sup>1</sup> / <sub>4</sub> , Exp: 0
Winter 1154: Warping Points: ¼, Exp: 0	Winter 1163: Age 74, Exp: 0
Winter 1154: Age 64, Exp: 0 Spring 1193: Experience, Exp: 30	Spring 1193: Experience, Exp: 30 Spring 1164: Experience: Rego-9 to 10, Exp: 10
Winter 1155: Experience: Philosophiae-0 to 1, Exp: 5	Spring 1164: Experience: Rego-9 to 10, Exp. 10 Spring 1164: Experience: Corpus-17 to 18, Exp. 18
Winter 1155: Experience: Creo-13 to 15, Exp: 16	Spring 1164: Experience: Magic Theory, Exp. 2
Winter 1155: Experience: Mythic Herbalism, Exp. 2	Winter 1164: Warping Points: ¼, Exp: 0
Winter 1155: Experience: Magic Theory, Exp. 2	Winter 1164: Age 75, Exp: 0
Winter 1155: Experience: Area Lore, Exp: 2	Spring 1193: Experience, Exp: 30
Winter 1155: Experience: Vim, Exp: 3	Spring 1165: Experience: Magic Theory, Exp: 15

Dotes	
Spring 1165: Experience: Vim-7 to 8, Exp: 5	0
Spring 1165: Experience: Mythic Herbalism, Exp. 4	Winter 1174: Warping Points: 1/4, Exp: 0
Spring 1165: Experience: Teaching, Exp: 2	Winter 1174: Age 85, Exp: 0
Spring 1165: Experience: Concentration, Exp. 2	Winter 1175: Warping Points: ¼, Exp: 0
Spring 1165: Experience: Area Lore, Exp: 2	Winter 1175: Age 86, Exp: 0
Winter 1165: Warping Points: ¼, Exp: 0	Spring 1176: Experience, Exp: 30
Winter 1165: Age 76, Exp: 0 Winter 1166: Warping Points: ¼, Exp: 0	Spring 1176: Experience: Welsh-0 to 3, Exp: 30 Spring 1176: Warping Points: ¼, Exp: 0
Winter 1166: Age 77, Exp. 0	Winter 1176: Age 87, Exp. 0
Winter 1166: Ngc 77, Exp. 0 Winter 1167: Warping Points: ¼, Exp. 0	Spring 1193: Experience, Exp: 30
Winter 1167: Age 78, Exp: 0	Spring 1177: Experience: Rego-10 to 12, Exp: 13
Spring 1193: Experience, Exp: 30	Spring 1177: Experience: Rego-12 to 13, Exp: 13
Spring 1168: Experience: Magic Theory, Exp: 8	Spring 1177: Experience: Magic Theory, Exp: 4
Spring 1168: Experience: Mythic Herbalism, Exp. 4	Spring 1177: Warping Points: <sup>1</sup> / <sub>4</sub> , Exp: 0
Spring 1168: Experience: Area Lore, Exp: 4	Winter 1177: Age 87, Exp: 0
Spring 1168: Experience: Order of Hermes Lore, Exp: 3 Spring 1168: Experience: Rego, Exp: 5	Spring 1193: Experience, Exp: 30 Winter 1178: Experience: Concentration-2 to 3, Exp: 8
Spring 1168: Experience: Concentration-1 to 2, Exp. 2	Winter 1178: Experience: Concentration-2 to 3, Exp. 8 Winter 1178: Experience: Intellego-10 to 11, Exp: 21
Spring 1168: Experience: Teaching-3 to 4, Exp. 4	Winter 1178: Experience: Intellego-10 to 11, Exp. 21 Winter 1178: Experience: Intellego-11 to 12, Exp. 1
Winter 1168: Warping Points: ¼, Exp: 0	Winter 1178: Warping Points: ¼, Exp: 0
Winter 1168: Age 79, Exp: 0	Winter 1178: Age 89, Exp: 0
Winter 1169: Warping Points: ¼, Exp: 0	Winter 1179: Warping Points: ¼, Exp: 0
Winter 1169: Age 79, Exp: 0	Winter 1179: Bind Familiar, Exp: 0
Spring 1193: Experience, Exp: 30	Spring 1180: Empower Bond with Mental Communication
Spring 1170: Experience: Mentem-13 to 14, Exp: 14	(Complex), Exp: 0, Lab Total: 53
Spring 1170: Experience: Magic Theory-7 to 8, Exp: 5	Winter 1180: Warping Points: ¼, Exp: 0
Spring 1170: Experience: Mythic Herbalism, Exp: 5 Spring 1170: Experience: Area Lore, Exp: 2	Winter 1180: Age 90, Exp: 0 Winter 1181: Experience: Intellego-12 to 13, Exp: 13
Spring 1170: Experience: Area Lore, Exp. 2 Spring 1170: Experience: Order of Hermes Lore, Exp. 3	Winter 1181: Experience: Vim-8 to 9, Exp: 9
Spring 1170: Experience: Bargain, Exp: 1	Winter 1181: Experience: Magic Theory, Exp. 4
Winter 1170: Warping Points: ¼, Exp: 0	Winter 1181: Experience: Mythic Herbalism-6 to 7, Exp: 4
Winter 1170: Age 80, Exp: 0	Winter 1181: Warping Points: 1/4, Exp: 0
Spring 1171: Warping Points: ¼, Exp: 0	Winter 1181: Age 91, Exp: 0
Spring 1171: Age 81, Exp: 0	Spring 1193: Experience, Exp: 30
Spring 1193: Experience, Exp: 30	Spring 1182: Experience: Vim-9 to 11, Exp: 21
Winter 1171: Experience: Magic Theory, Exp. 4	Spring 1182: Experience: Imaginem-7 to 8, Exp: 8
Winter 1171: Experience: Mythic Herbalism, Exp. 4 Winter 1171: Experience: Apothecary-2 to 3, Exp. 4	Spring 1182: Experience: Bargain, Exp: 1 Winter 1182: Warping Points: ¼, Exp: 0
Winter 1171: Experience: Apothecary-2 to 3, Exp. 4 Winter 1171: Experience: Concentration, Exp. 4	Winter 1182: Warping Points: 74, Exp. 0  Winter 1182: Age 92, Exp. 0
Winter 1171: Experience: Parma Magica, Exp. 4	Spring 1193: Experience, Exp: 30
Winter 1171: Experience: Animal-5 to 6, Exp: 10	Spring 1183: Experience: Ignem-5 to 7, Exp: 13
Winter 1171: Warping Points: ¼, Exp: 0	Spring 1183: Experience: Magic Theory, Exp. 4
Winter 1171: Age 81, Exp: 0	Spring 1183: Experience: Parma Magica, Exp: 4
Spring 1193: Experience, Exp: 30	Spring 1183: Experience: Imaginem-8 to 9, Exp: 9
Spring 1172: Experience: Animal-6 to 9, Exp: 28	Winter 1183: Warping Points: ¼, Exp: 0
Spring 1172: Experience: Magic Theory, Exp: 2	Winter 1183: Age 94, Exp: 0
Winter 1172: Warping Points: ¼, Exp: 0 Winter 1172: Age 83, Exp: 0	Spring 1184: Warping Points: ¼, Exp: 0 Spring 1193: Experience, Exp: 30
Spring 1193: Experience, Exp: 30	Winter 1184: Experience: Auram-5 to 6, Exp: 10
Spring 1173: Experience: Mythic Herbalism, Exp. 4	Winter 1184: Experience: Auram-6 to 7, Exp. 10
Spring 1173: Experience: Majine Precoding, Exp. 4	Winter 1184: Experience: Aquam-5 to 7, Exp. 13
Spring 1173: Experience: Chirurgy-2 to 3, Exp: 4	Winter 1184: Experience: Parma Magica, Exp. 4
Spring 1173: Experience: Concentration, Exp: 2	Winter 1184: Experience: Magic Theory, Exp. 2
Spring 1173: Experience: Animal-9 to 10, Exp: 12	Winter 1184: Warping Points: <sup>1</sup> / <sub>4</sub> , Exp: 0
Spring 1173: Experience: Order of Hermes Lore-2 to 3, Exp. 2	Winter 1184: Age 95, Exp: 0
Spring 1173: Experience: Bargain, Exp: 2	Spring 1193: Experience, Exp: 30
Winter 1173: Warping Points: ¼, Exp: 0	Winter 1185: Experience: Terram-5 to 7, Exp: 13
Winter 1173: Age 83, Exp: 0 Spring 1174: Warping Points: ¼, Exp: 0	Winter 1185: Experience: Magic Theory, Exp: 3 Winter 1185: Experience: Parma Magica-2 to 3, Exp: 4
Summer 1174: Warping Points: ¼, Exp: 0	Winter 1185: Experience: Parma Magica-2 to 5, Exp. 4 Winter 1185: Experience: Mythic Herbalism, Exp. 3
Summer 1174: Walping Folias. 74, Exp. 6 Summer 1174: Invest device Merewen's Wand with Wall of Thorns,	Winter 1185: Experience: Philosophiae, Exp. 7
Exp: 0, Lab Total: 53	Winter 1185: Warping Points: ¼, Exp: 0
Spring 1193: Experience, Exp: 30	Winter 1185: Age 96, Exp: 0
Autumn 1174: Add Attunement to Merewen's Wand (Wood: +3	Spring 1193: Experience, Exp: 30
affect living wood), Exp: 0	Winter 1186: Experience: Intrigue-0 to 3, Exp: 30
Autumn 1174: Warping Points: ¼, Exp: 0	Winter 1186: Warping Points: ¼, Exp: 0
Autumn 1174: Increased vis capacity of Merewen's Wand to 30, Exp:	Winter 1186: Age 97, Exp: 0

Dotes	
Spring 1187: Exposure: Bargain-1 to 2, Exp: 2	Winter 1191: Age 102, Exp: 0
Spring 1187: Exposure: Vim, Exp: 2	Spring 1192: Exposure: Magic Theory, Exp: 2
Spring 1187: Warping Points: ¼, Exp: 0	Summer 1192: Improve Laboratory: Add Specimens, Exp: 10
Spring 1187: Exposure: Magic Theory, Exp: 2	Summer 1192: Warping Points: ¼, Exp: 0
Spring 1187: Invest device Pendant of Finding Vis with Wizard's Eye	Summer 1192: Exposure: Magic Theory, Exp: 2
for Vis, Exp: 0, Lab Total: 44	Autumn 1192: Warping Points: ¼, Exp: 0
Summer 1187: Warping Points: ¼, Exp: 0	Autumn 1192: Exposure: Vim, Exp: 2
Summer 1187: Exposure: Magic Theory, Exp. 2	Autumn 1192: Vis Extraction: 5 Pawns, Exp: 0
Summer 1187: Invest device Bandages of Binding Wounds with Bind	Winter 1192: Warping Points: ¼, Exp: 0
Wound, Exp: 0, Lab Total: 74	Winter 1192: Exposure: Perdo, Exp: 1
Autumn 1187: Warping Points: ¼, Exp: 0	Winter 1192: Exposure: Vim, Exp: 1
Autumn 1187: Exposure: Magic Theory, Exp: 2	Winter 1192: Invest device Merewen's Wand with Unravelling the
Autumn 1187: Invent Enchantment of Detachment, Exp. 0, Lab	Fabric of Mentem, Exp: 0, Lab Total: 53
Total: 43	Tuotie of Menteni, Exp. 6, Eur Tour. 33
Winter 1187: Warping Points: ¼, Exp: 0	
Winter 1187: Exposure: Magic Theory, Exp. 2	
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: Walping Points: <sup>74</sup> , 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: Exposure: Feating, Exp. 2 Winter 1191: Warping Points: <sup>1</sup> / <sub>4</sub> , Exp. 0	

House: Ex Miscellanea Covenant: Stranggore Wizard's Sigil:

Domus Magna: Cad Gadu

Primus: Ebroin

Parens:

Covenant of Apprenticeship:

Magica	l Art	B										
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 (1)	10	56	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 Qik	+	1 Finesse	=	0 TOTAL
Determining Effect	1	+	0	=	1
(+ die, vs. 15-magnitude)	Per	+	Awareness	=	TOTAL
Base Targeting	1	+	1	=	2
(+ die)	Per	+	Finesse	=	TOTAL
Concentration	1	+	4	=	5
(+ die)	Sta	+	Concentration	n=	TOTAL
Magic Resistance			3×5	=	15
(+ Form)			Parma×5	=	TOTAL

## Longevity Ritual Lab Total: 9

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

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

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

Gauntlet Age: 23

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	Ecouse baslins
Purification of the Festering Wounds Effect: Bonus: Recovery+9		CrCo20	Touch	Moon	Ind		+29	Focus: healing
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		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 The Far-Speaking Voice	+30	CrMe5 CrMe20	Per Arc	Conc Diam	Ind Ind		+25	
Vords of the Unbroken Silence	+30	CrMe10	Sight	Mom	Ind	1 (5)	+10	
Special Abilities: quiet cas		CHVICTO	Sigitt	WIOIII	IIIu	1 (3)	741	
nravelling the Fabric of Corpus	+22	PeVi20	Voice	Mom	Ind		+2	
Saintaining the Demanding Spell	+25	ReVi15	Touch	Diam	Ind		+10	
aintaining the Demanding Spell Addition: 3	+25	ReVi25	Touch	Diam	Ind		+0	
egis of the Hearth	+27	ReVi30	Touch	Year	Bound		-3	Ritual
evealed Flaws of Mortal Flesh	+32	InCo10	Touch	Mom	Ind		+22	
hispers Through the Black Gate	+28	InCo15	Touch	Conc	Ind		+13	
he Whole from the Part	+32	InCo20	Touch	Conc	Ind		+12	
unt for the Wild Herb	+24	InHe5	Per	Conc	Smell		+19	
etraying Whispers of the Jealous		InMe30	Per	Conc	Hearing		-2	
r of Truth	+28	InMe30	Per	Conc	Hearing		-2	
sing the Silent Question	+28	InMe20	Eye	Mom	Ind		+8	
tht of the Transparent Motive	+28	InMe10	Eye	Mom	Ind		+18	D': 1 E 1 1'
e Severed Limb Made Whole	+51	CrCo25	Touch	Mom	Ind		+26	Ritual; Focus: healing
ng of Warding Against Spirits es of the Eons	+28	ReMe20 InTe10	Touch Voice	Ring Mom	Circle Ind		+8	
es of the Eons sguise of the New Visage	+15	MuCo15	Touch	Sun	Part		+11	
es of the Cat	+12	MuCo5	Touch	Sun	Ind		+7	
e Many-Hued Conflagration	+9	MuIg5	Voice	Mom	Ind		+4	
sguise of the Transformed Image	+10	MuIm15	Touch	Sun	Ind		-5	
ip of the Choking Hand	+29	PeCo25	Voice	Conc	Ind		+4	
vocation of Weariness	+29	PeCo20	Voice	Mom	Ind		+9	
ne Wound that Weeps	+29	PeCo15	Voice	Mom	Ind		+14	
Effect: Wound: Light								
inter's Icy Touch	+18	PeIg10	Voice	Mom	Ind		+8	
visibility of the Standing Wizard	+20	PeIm15	Touch	Sun	Ind		+5	
eil of Invisibility	+20	PeIm20	Touch	Sun	Ind		+0	
alm the Motion of the Heart	+25	PeMe15	Voice	Mom	Ind		+10	
ochantment of Detachment oss of But a Moment's Memory	+25	PeMe15 PeMe15	Eye Eye	Sun Mom	Ind Ind		+10	
rust of Childlike Faith	+25	PeMe10	Eye	Diam	Ind		+10	
st of Shattering	+18	PeTe10	Voice	Mom	Ind		+8	
ard Against Rain	+21	ReAu10	Per	Sun	Ind		+11	
urse of the Unruly Tongue	+32	ReCo5	Voice	Conc	Ind		+27	
e Gift of Vigor	+32	ReCo20	Touch	Mom	Ind		+12	
fting the Dangling Puppet	+32	ReCo15	Voice	Conc	Ind		+17	
asms of the Uncontrolled Hand	+32	ReCo5	Voice	Conc	Ind		+27	
ra of Rightful Authority	+28	ReMe20	Eye	Sun	Ind		+8	
e Call to Slumber	+28	ReMe10	Voice	Mom	Ind		+18	
nfusion of the Numbed Will	+28	ReMe15	Eye	Sun	Ind		+13	
ap of Awakening	+28	ReMe10	Voice	Mom	Ind		+18	
ust Me	+28	ReMe20	Eye	Sun	Ind		+8	
ackless Step nseen Arm	+21	ReTe10 ReTe5	Touch Voice	Conc Conc	Ind Ind		+11	
ASCOLI ALIII		ReTe10	Voice	Conc	Ind		+10	
he Unseen Porter	+21	Releili	Varce	Conc				

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