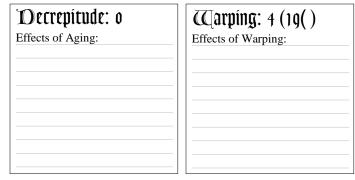
Character: Merewen
Player: NPC

Saga: Stranggore

Setting: England Current Year: 1193

house: Ex Miscellanea

Confidence: 1 (3) Size: 0 **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

Virtu	es and Flaws
The Gift	
	nd (Familiar) (Bonus: +3 to appropriate Personality Traits)
(Minor	r, General)
Hermetic	Magus (Free, Social Status)
Pharmaco	ppoeians
Mythic H	erbalism (Major, Supernatural)
Root-Cut	ter (Minor, Hermetic)
Clear Thi	nker (Bonus: +3 to resist lies, confusion, subterfuge)
	r, General)
Minor Ma	agical Focus (healing) (Minor, Hermetic)
Close Far	Technique (Muto) (Major, Hermetic); Technique: Perdo mily Ties (Minor, Story) atant (Minor, Personality)



Abi	lítics	
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		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
_238	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	Reputations			SCORE
History Winter 1113: Aging roll 1113, Exp: 0 Winter 1113: Experience: Apothecary, Winter 1113: Experience: Folk Ken, E Winter 1113: Experience: Mentem-5 to Winter 1113: Experience: Mythic Herb Winter 1113: Experience: Mythic Herb Winter 1113: Experience: Apothecary, Winter 1114: Experience: Apothecary, Winter 1114: Experience: Code of Her Winter 1114: Experience: Creo-6 to 7, Winter 1114: Experience: Magic Theor Winter 1114: Experience: Mentem-6 to Fatigue Levels Fresh 0 2 min. Winded -1 10 min. Weary -3 30 min. Tired -5 1 hr. Dazed -5 1 hr. Dazed -7 Unconsci	xp: 5 0 6, Exp: 8 palism, Exp: 5 Exp: 10 Exp: 2 mes, Exp: 2 Exp: 7 ry, Exp: 2 0 8, Exp: 13 Ligi Mee Hea Inca Dea	Winter Wi	1114: Experience: Mythic 1114: Winter 1114, Exp: 1115: Age 25, Exp: 0 1115: Experience: Apothor 1115: Experience: Mythic 1116: Age 26, Exp: 0 1116: Experience: Apothor 1116: Experience: Apothor 1116: Experience: Intelle 1116: Experience: Intelle 1116: Experience: Mente 1116: Experience: Mythic 1117: Age 27, Exp: 0 NUMBER	0 ecary-0 to 1, Exp: 2 n, Exp: 1 e Herbalism, Exp: 2 ecary, Exp: 1 go-1 to 4, Exp: 10 go-4 to 5, Exp: 5 m-8 to 9, Exp: 10 e Herbalism, Exp: 4 PENALTY Notes 1 -1 1 -3 -5	
Dodge Fist Kick Cquipment Merewen's Wand (Creator: Merewen; Capacity: 30; Talisman; Total Pawns	-1 + 0 + 0 = $-1 + 0 + 0 =$ $-1 - 1 + 0 =$ Created: Spring	1 + 0 + 0 = +1 -2 1 + 0 + 0 = +1 g 1141; Vis T: Vi	Qik+Abil+Weap = DFN	$ \begin{array}{c} -2 + 0 = -2 \\ -2 + 3 = +1 \end{array} $ ct the presence of vis	Range Touch Touch Touch

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)

Dotes	
Winter 1117: Experience: Corpus-8 to 9, Exp: 10	Winter 1127: Warping Points: 1/4, Exp: 0
Winter 1117: Experience: Creo-7 to 8, Exp: 10	Winter 1128: Age 38, Exp: 0
Winter 1117: Experience: Mentem-9 to 10, Exp: 10	Winter 1128: Warping Points: 1/4, Exp: 0
Winter 1118: Age 28, Exp: 0	Winter 1129: Age 39, Exp: 0
Winter 1119: Age 29, Exp: 0	Winter 1129: Experience: Animal-4 to 5, Exp: 5
Winter 1120: Age 30, Exp: 0	Winter 1129: Experience: Bargain-0 to 1, Exp: 2
Winter 1120: Experience: Area Lore, Exp: 5	Winter 1129: Experience: Chirurgy, Exp: 2
Winter 1120: Experience: Herbam-0 to 5, Exp: 15	Winter 1129: Experience: Folk Ken, Exp: 4
Winter 1120: Experience: Magic Theory, Exp: 5	Winter 1129: Experience: Imaginem-0 to 4, Exp: 10
Winter 1120: Experience: Mythic Herbalism-3 to 4, 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: Ignem-0 to 5, Exp: 15	Winter 1129: Experience: Mythic Herbalism, Exp: 4
Spring 1121: Experience: Magic Theory, Exp: 2	Winter 1129: Experience: Parma Magica, Exp: 4
Spring 1121: Experience: Mythic Herbalism, Exp: 5	Winter 1129: Experience: Rego-4 to 5, Exp: 5
Spring 1121: Experience: Order of Hermes Lore, Exp: 5	Winter 1129: Experience: Teaching, Exp: 4
Winter 1121: Age 31, Exp: 0	Winter 1129: Experience: Terram-0 to 4, Exp: 11
Winter 1122: Age 32, Exp: 0	Winter 1129: Warping Points: ¼, Exp: 0
Winter 1123: Age 33, Exp: 0	Winter 1129: Warping Points: 3, Exp: 0
Winter 1123: Experience: Bargain, Exp: 2	Winter 1130: Age 40, Exp: 0
Winter 1123: Experience: Chirurgy, Exp: 1	Winter 1130: Warping Points: ¹ / ₄ , Exp: 0
Winter 1123: Experience: Code of Hermes, Exp: 2	Spring 1131: Experience: Intellego-5 to 9, Exp: 30
Winter 1123: Experience: Corpus-9 to 11, Exp: 21	Winter 1131: Age 41, Exp: 0
Winter 1123: Experience: Folk Ken, Exp: 2	Winter 1131: Warping Points: ¼, Exp: 0
Winter 1123: Experience: Magic Theory, Exp: 2	Spring 1132: Bind Familiar, Exp: 0
Winter 1124: Age 34, Exp: 0	Spring 1132: Warping Points: ¼, Exp: 0
Winter 1124: Experience: Creo-8 to 9, Exp: 9	Autumn 1132: Exposure: Teaching-0 to 1, Exp: 2
Winter 1124: Experience: Magic Theory, Exp: 1	Winter 1132: Age 42, Exp: 0
Summer 1125: Experience: Animal-0 to 4, Exp: 10	Winter 1132: Experience: Imaginem-4 to 5, Exp: 5
Summer 1125: Experience: Creo-9 to 10, Exp: 10	Winter 1132: Experience: Magic Theory-4 to 5, Exp: 10
Autumn 1125: Longevity Ritual for Self, Exp: 0, Lab Total: 32	Winter 1132: Warping Points: ¹ / ₄ , Exp: 0
Winter 1125: Age 35, Exp: 0	Spring 1133: Experience: Aquam-0 to 5, Exp: 15
Winter 1125: Warping Points: ¼, Exp: 0	Spring 1133: Experience: Auram-0 to 4, Exp: 11
Winter 1126: Age 36, Exp: 0	Spring 1133: Experience: Terram-4 to 5, Exp: 4
Winter 1126: Warping Points: ¼, Exp: 0	Winter 1133: Age 43, Exp: 0
Winter 1127: Age 37, Exp: 0	Winter 1133: Warping Points: ¼, Exp: 0

Dotes	
Spring 1134: Experience: Apothecary, Exp: 2	Spring 1142: Experience: Teaching, Exp: 2
Spring 1134: Experience: Auram-4 to 5, Exp: 6	Winter 1142: Age 52, Exp: 0
Spring 1134: Experience: Code of Hermes-0 to 1, Exp: 1	Winter 1142: Warping Points: ¼, Exp: 0
Spring 1134: Experience: Magic Theory, Exp: 4	Winter 1143: Age 53, Exp: 0
Spring 1134: Experience: Muto-1 to 5, Exp: 14	Winter 1143: Warping Points: ¼, Exp: 0
Spring 1134: Experience: Mythic Herbalism, Exp: 3	Spring 1144: Add Attunement to Merewen's Wand (Wand: +4 control
Winter 1134: Age 44, Exp: 0	things at a distance), Exp: 0
Winter 1134: Warping Points: ¼, Exp: 0 Winter 1135: Age 45, Exp: 0	Spring 1144: Invest device Merewen's Wand with Lifting the Dangling Puppet, Exp: 0, Lab Total: 46
Winter 1135: Age 43, Exp. 0 Winter 1135: Warping Points: ¼, Exp. 0	Spring 1144: Warping Points: ¼, Exp: 0
Winter 1136: Age 46, Exp: 0	Summer 1144: Exposure: Area Lore, Exp: 2
Winter 1136: Experience: Apothecary, Exp. 2	Summer 1144: Exposure: Magic Theory-5 to 6, Exp: 2
Winter 1136: Experience: Area Lore-0 to 2, Exp: 15	Autumn 1144: Exposure: Magic Theory, Exp: 2
Winter 1136: Experience: Concentration, Exp: 2	Autumn 1144: Exposure: Teaching, Exp: 2
Winter 1136: Experience: Folk Ken, Exp: 1	Winter 1144: Invest device Merewen's Wand with The Unseen
Winter 1136: Experience: Mythic Herbalism, Exp. 2	Porter, Exp: 0, Lab Total: 44
Winter 1136: Experience: Order of Hermes Lore, Exp: 2 Winter 1136: Experience: Parma Magica, Exp: 4	Winter 1144: Warping Points: ¼, Exp: 0
Winter 1136: Experience: Parma Magica, Exp: 4 Winter 1136: Experience: Teaching, Exp: 2	Spring 1145: Experience: Corpus-12 to 13, Exp: 13 Spring 1145: Experience: Perdo-6 to 7, Exp: 7
Winter 1136: Warping Points: ¹ / ₄ , Exp. 0	Spring 1145: Experience: Perdo-7 to 9, Exp: 17
Winter 1137: Age 48, Exp: 0	Spring 1145: Experience: Teaching, Exp. 2
Winter 1137: Experience: Apothecary-1 to 2, Exp: 2	Spring 1145: Experience: Vim-5 to 7, Exp: 13
Winter 1137: Experience: Concentration, Exp. 2	Winter 1145: Age 55, Exp: 0
Winter 1137: Experience: Creo-10 to 11, Exp: 11	Winter 1145: Warping Points: ¼, Exp: 0
Winter 1137: Experience: Folk Ken, Exp: 3	Spring 1146: Experience: Apothecary, Exp: 2
Winter 1137: Experience: Magic Theory, Exp: 6	Spring 1146: Experience: Area Lore, Exp. 4
Winter 1137: Experience: Mythic Herbalism, Exp. 2	Spring 1146: Experience: Concentration, Exp. 2
Winter 1137: Experience: Order of Hermes Lore, Exp. 2	Spring 1146: Experience: Magic Theory, Exp. 4
Winter 1137: Experience: Teaching, Exp: 2 Winter 1137: Warping Points: 1/4, Exp: 0	Spring 1146: Experience: Mythic Herbalism, Exp: 2 Spring 1146: Experience: Order of Hermes Lore, Exp: 2
Winter 1137: Walping Folics: 74, Exp. 0 Winter 1138: Age 49, Exp. 0	Spring 1146: Experience: Teaching, Exp. 4
Winter 1138: Warping Points: ¼, Exp: 0	Autumn 1146: Invest device Merewen's Wand with Invocation of
Spring 1139: Experience: Concentration-0 to 1, Exp. 2	Weariness, Exp: 0, Lab Total: 57
Spring 1139: Experience: Corpus-11 to 12, Exp: 11	Autumn 1146: Warping Points: ¼, Exp: 0
Spring 1139: Experience: Folk Ken, Exp: 1	Winter 1146: Add Attunement to Merewen's Wand (Elder: +4
Spring 1139: Experience: Magic Theory, Exp. 4	malicious magic), Exp: 0
Spring 1139: Experience: Teaching, Exp: 2	Winter 1146: Age 56, Exp: 0
Spring 1139: Longevity Ritual for Self, Exp: 0, Lab Total: 41 Winter 1139: Age 50, Exp: 0	Winter 1146: Warping Points: ¼, Exp: 0 Spring 1147: Experience: Concentration, Exp: 2
Winter 1139: Age 50, Exp. 0 Winter 1139: Warping Points: ¼, Exp. 0	Spring 1147: Experience: Concentration, Exp. 2 Spring 1147: Experience: Magic Theory, Exp: 4
Spring 1140: Experience: Area Lore, Exp. 2	Spring 1147: Experience: Muto-7 to 9, Exp. 17
Spring 1140: Experience: Folk Ken, Exp: 2	Spring 1147: Experience: Mythic Herbalism, Exp: 3
Spring 1140: Experience: Magic Theory, Exp. 4	Spring 1147: Experience: Teaching-2 to 3, Exp. 4
Spring 1140: Experience: Muto-5 to 7, Exp: 13	Winter 1147: Age 57, Exp: 0
Spring 1140: Experience: Mythic Herbalism-4 to 5, Exp: 5	Winter 1147: Warping Points: ¼, Exp: 0
Spring 1140: Experience: Order of Hermes Lore-1 to 2, Exp: 2	Spring 1148: Experience: Intellego-9 to 10, Exp: 10
Spring 1140: Experience: Teaching, Exp: 2 Winter 1140: Age 51, Exp: 0	Spring 1148: Experience: Muto-9 to 10, Exp: 10 Spring 1148: Experience: Perdo-9 to 10, Exp: 10
Winter 1140: Age 31, Exp. 0 Winter 1140: Warping Points: 1/4, Exp. 0	Winter 1148: Age 58, Exp: 0
Spring 1141: Exposure: Magic Theory, Exp. 2	Winter 1148: Warping Points: ¼, Exp: 0
Spring 1141: Prepare Wand for Enchantment, Exp: 0	Winter 1149: Age 59, Exp: 0
Spring 1141: Warping Points: ¼, Exp: 0	Winter 1149: Experience: Area Lore, Exp: 4
Summer 1141: Attune Wand, Exp: 0	Winter 1149: Experience: Corpus-13 to 14, Exp: 14
Summer 1141: Exposure: Magic Theory, Exp: 2	Winter 1149: Experience: Herbam, Exp: 4
Summer 1141: Warping Points: ¼, Exp: 0	Winter 1149: Experience: Magic Theory, Exp: 4
Autumn 1141: Experience: Area Lore, Exp: 4	Winter 1149: Experience: Mythic Herbalism, Exp. 4
Autumn 1141: Experience: Folk Ken-3 to 4, Exp: 2 Autumn 1141: Experience: Mythic Herbalism, Exp: 2	Winter 1149: Warping Points: ¼, Exp: 0 Spring 1150: Experience: Area Lore-2 to 3, Exp: 3
Autumn 1141: Experience: Myunic Herbansin, Exp. 2 Autumn 1141: Experience: Teaching-1 to 2, Exp. 2	Spring 1150: Experience: Area Lore-2 to 5, Exp. 5 Spring 1150: Experience: Creo-11 to 12, Exp. 10
Winter 1141: Age 51, Exp: 0	Spring 1150: Experience: Herbam-5 to 6, Exp: 2
Winter 1141: Warping Points: ¼, Exp: 0	Spring 1150: Experience: Imaginem-5 to 7, Exp: 13
Spring 1142: Experience: Area Lore, Exp: 3	Spring 1150: Experience: Mythic Herbalism, Exp: 2
Spring 1142: Experience: Chirurgy, Exp: 2	Winter 1150: Age 60, Exp: 0
Spring 1142: Experience: Magic Theory, Exp: 5	Winter 1150: Warping Points: ¼, Exp: 0
Spring 1142: Experience: Mythic Herbalism, Exp: 3	Winter 1151: Age 61, Exp: 0
Spring 1142: Experience: Parma Magica-1 to 2, Exp: 2 Spring 1142: Experience: Rego-5 to 7, Exp: 13	Winter 1151: Warping Points: ¼, Exp: 0 Spring 1152: Age 62, Exp: 0
Бринд 1142. Experience. Rego-3 to 7, Exp. 13	Spring 1132. Age 02, EAP. 0

Dotes	
Spring 1152: Experience: Creo-12 to 13, Exp: 13	Summer 1161: Warping Points: 25, Exp: 0
Spring 1152: Experience: Herbam-6 to 7, Exp: 13	Winter 1161: Age 72, Exp: 0
Spring 1152: Experience: Magic Theory, Exp. 4	Winter 1161: Experience: Corpus-16 to 17, Exp: 17
Spring 1152: Warping Points: ¼, Exp: 0 Summer 1152: Experience: Apothecary, Exp: 2	Winter 1161: Experience: Magic Theory, Exp: 4 Winter 1161: Experience: Mentem, Exp: 3
Summer 1152: Experience: Apolitecary, Exp. 2 Summer 1152: Experience: Area Lore, Exp. 2	Winter 1161: Experience: Mythic Herbalism, Exp. 4
Summer 1152: Experience: Bargain, Exp: 2	Winter 1161: Experience: Teaching, Exp. 2
Summer 1152: Experience: Chirurgy, Exp: 2	Winter 1161: Warping Points: 1/4, Exp: 0
Summer 1152: Experience: Corpus, Exp: 3	Spring 1162: Experience: Area Lore-2 to 3, Exp: 3
Summer 1152: Experience: Herbam-7 to 9, Exp: 11	Spring 1162: Experience: Magic Theory, Exp: 4
Summer 1152: Experience: Magic Theory, Exp: 4 Summer 1152: Experience: Mythic Herbalism, Exp: 4	Spring 1162: Experience: Mentem-11 to 13, Exp: 16 Spring 1162: Experience: Mythic Herbalism, Exp: 5
Winter 1152: Age 62, Exp: 0	Spring 1162: Experience: Mythic Herbanshi, Exp. 3 Spring 1162: Experience: Order of Hermes Lore, Exp. 2
Winter 1152: Ngc 62, Exp. 6 Winter 1152: Warping Points: ¼, Exp. 0	Winter 1162: Age 73, Exp: 0
Winter 1153: Age 63, Exp: 0	Winter 1162: Warping Points: ¼, Exp: 0
Winter 1153: Experience: Corpus-14 to 15, Exp: 27	Winter 1163: Age 74, Exp: 0
Winter 1153: Experience: Corpus-15 to 16, Exp: 1	Winter 1163: Experience: Magic Theory, Exp: 4
Winter 1153: Experience: Magic Theory, Exp: 2	Winter 1163: Experience: Rego-7 to 9, Exp: 22
Winter 1153: Warping Points: ¼, Exp: 0	Winter 1163: Experience: Teaching, Exp. 4
Winter 1154: Age 64, Exp: 0 Winter 1154: Experience: Apothecary, Exp: 2	Winter 1163: Warping Points: ¼, Exp: 0 Spring 1164: Experience: Corpus-17 to 18, Exp: 18
Winter 1154: Experience: Apolitecary, Exp. 2 Winter 1154: Experience: Artes Liberales-0 to 1, Exp. 5	Spring 1164: Experience: Magic Theory, Exp. 18
Winter 1154: Experience: Concentration, Exp. 2	Spring 1164: Experience: Rego-9 to 10, Exp. 10
Winter 1154: Experience: Creo, Exp: 13	Winter 1164: Age 75, Exp: 0
Winter 1154: Experience: Magic Theory, Exp. 4	Winter 1164: Warping Points: ¼, Exp: 0
Winter 1154: Experience: Mythic Herbalism, Exp: 4	Spring 1165: Experience: Area Lore, Exp: 2
Winter 1154: Warping Points: ¼, Exp: 0	Spring 1165: Experience: Concentration, Exp: 2
Winter 1155: Age 65, Exp: 0	Spring 1165: Experience: Magic Theory, Exp: 15
Winter 1155: Experience: Area Lore, Exp: 2 Winter 1155: Experience: Creo-13 to 15, Exp: 16	Spring 1165: Experience: Mythic Herbalism, Exp: 4 Spring 1165: Experience: Teaching, Exp: 2
Winter 1155: Experience: Magic Theory, Exp. 2	Spring 1165: Experience: Vim-7 to 8, Exp: 5
Winter 1155: Experience: Mythic Herbalism, Exp: 2	Winter 1165: Age 76, Exp: 0
Winter 1155: Experience: Philosophiae-0 to 1, Exp. 5	Winter 1165: Warping Points: 1/4, Exp: 0
Winter 1155: Experience: Vim, Exp: 3	Winter 1166: Age 77, Exp: 0
Winter 1155: Warping Points: ¼, Exp: 0	Winter 1166: Warping Points: ¼, Exp: 0
Spring 1156: Warping Points: ¼, Exp: 0	Winter 1167: Age 78, Exp: 0
Summer 1156: Invest device Merewen's Wand with Spy the Distant Vis, Exp. 0, Lab Total: 38	Winter 1167: Warping Points: ¼, Exp: 0 Spring 1168: Experience: Area Lore, Exp: 4
Summer 1156: Warping Points: ¼, Exp: 0	Spring 1168: Experience: Concentration-1 to 2, Exp: 2
Winter 1156: Age 66, Exp: 0	Spring 1168: Experience: Magic Theory, Exp: 8
Winter 1156: Warping Points: ¼, Exp: 0	Spring 1168: Experience: Mythic Herbalism, Exp: 4
Spring 1157: Experience: Apothecary, Exp: 2	Spring 1168: Experience: Order of Hermes Lore, Exp: 3
Spring 1157: Experience: Area Lore, Exp: 4	Spring 1168: Experience: Rego, Exp. 5
Spring 1157: Experience: Bargain, Exp: 2	Spring 1168: Experience: Teaching-3 to 4, Exp: 4
Spring 1157: Experience: Chirurgy, Exp: 2 Spring 1157: Experience: Herbam-9 to 10, Exp: 10	Winter 1168: Age 79, Exp: 0 Winter 1168: Warping Points: 1/4, Exp: 0
Spring 1157: Experience: Herbain-9 to 10, Exp. 10 Spring 1157: Experience: Mythic Herbalism-5 to 6, Exp. 4	Winter 1169: Age 79, Exp: 0
Spring 1157: Experience: Order of Hermes Lore, Exp. 2	Winter 1169: Varping Points: ¼, Exp: 0
Spring 1157: Experience: Teaching, Exp: 4	Spring 1170: Experience: Area Lore, Exp: 2
Winter 1157: Age 67, Exp: 0	Spring 1170: Experience: Bargain, Exp: 1
Winter 1157: Warping Points: ¼, Exp: 0	Spring 1170: Experience: Magic Theory-7 to 8, Exp: 5
Winter 1158: Age 68, Exp: 0	Spring 1170: Experience: Mentem-13 to 14, Exp: 14
Winter 1158: Warping Points: ¼, Exp: 0 Winter 1159: Age 69, Exp: 0	Spring 1170: Experience: Mythic Herbalism, Exp: 5 Spring 1170: Experience: Order of Hermes Lore, Exp: 3
Winter 1159: Warping Points: ¼, Exp: 0	Winter 1170: Age 80, Exp: 0
Winter 1160: Age 70, Exp: 0	Winter 1170: Nge 60, Exp. 6 Winter 1170: Warping Points: ¼, Exp. 0
Winter 1160: Warping Points: ¼, Exp: 0	Spring 1171: Age 81, Exp: 0
Spring 1161: Age 71, Exp: 0	Spring 1171: Warping Points: ¼, Exp: 0
Spring 1161: Experience: Apothecary, Exp. 2	Winter 1171: Age 81, Exp: 0
Spring 1161: Experience: Chirurgy, Exp: 2	Winter 1171: Experience: Animal-5 to 6, Exp: 10
Spring 1161: Experience: Magic Theory-6 to 7, Exp. 4	Winter 1171: Experience: Apothecary-2 to 3, Exp. 4
Spring 1161: Experience: Mentem-10 to 11, Exp: 16 Spring 1161: Experience: Mythic Herbalism, Exp: 2	Winter 1171: Experience: Concentration, Exp: 4 Winter 1171: Experience: Magic Theory, Exp: 4
Spring 1161: Experience: Mythic Herbansin, Exp. 2 Spring 1161: Experience: Teaching, Exp. 4	Winter 1171: Experience: Magic Theory, Exp. 4 Winter 1171: Experience: Mythic Herbalism, Exp. 4
Spring 1161: Warping Points: ¼, Exp: 0	Winter 1171: Experience: Parma Magica, Exp. 4
Summer 1161: Warping Points: 1, Exp: 0	Winter 1171: Warping Points: ¼, Exp: 0
Summer 1161: Warping Points: 1, Exp: 0	Spring 1172: Experience: Animal-6 to 9, Exp: 28

Notes	
Spring 1172: Experience: Magic Theory, Exp. 2	Winter 1184: Experience: Parma Magica, Exp. 4
Winter 1172: Age 83, Exp: 0	Winter 1184: Warping Points: ¹ / ₄ , Exp: 0
Winter 1172: Warping Points: ¼, Exp: 0	Winter 1185: Age 96, Exp: 0
Spring 1173: Experience: Animal-9 to 10, Exp: 12	Winter 1185: Experience: Magic Theory, Exp: 3
Spring 1173: Experience: Bargain, Exp: 2	Winter 1185: Experience: Mythic Herbalism, Exp: 3
Spring 1173: Experience: Chirurgy-2 to 3, Exp: 4	Winter 1185: Experience: Parma Magica-2 to 3, Exp: 4
Spring 1173: Experience: Concentration, Exp. 2	Winter 1185: Experience: Philosophiae, Exp: 7
Spring 1173: Experience: Magic Theory, Exp. 4	Winter 1185: Experience: Terram-5 to 7, Exp: 13
Spring 1173: Experience: Mythic Herbalism, Exp. 4 Spring 1173: Experience: Order of Hermes Lore-2 to 3, Exp. 2	Winter 1185: Warping Points: ¼, Exp: 0 Winter 1186: Age 97, Exp: 0
Winter 1173: Age 83, Exp: 0	Winter 1186: Experience: Intrigue-0 to 3, Exp: 30
Winter 1173: Ngc 63, Exp. 6 Winter 1173: Warping Points: ¼, Exp. 0	Winter 1186: Warping Points: ¹ / ₄ , Exp. 0
Spring 1174: Warping Points: ¹ / ₄ , Exp: 0	Spring 1187: Exposure: Bargain-1 to 2, Exp: 2
Summer 1174: Invest device Merewen's Wand with Wall of Thorns,	Spring 1187: Exposure: Magic Theory, Exp: 2
Exp: 0, Lab Total: 53	Spring 1187: Exposure: Vim, Exp: 2
Summer 1174: Warping Points: ¼, Exp: 0	Spring 1187: Invest device Pendant of Finding Vis with Wizard's Eye
Autumn 1174: Add Attunement to Merewen's Wand (Wood: +3	for Vis, Exp: 0, Lab Total: 44
affect living wood), Exp: 0	Spring 1187: Warping Points: ¼, Exp: 0
Autumn 1174: Increased vis capacity of Merewen's Wand to 30, Exp.	Summer 1187: Exposure: Magic Theory, Exp: 2
0	Summer 1187: Invest device Bandages of Binding Wounds with Bind
Autumn 1174: Warping Points: ¼, Exp: 0	Wound, Exp: 0, Lab Total: 74
Winter 1174: Age 85, Exp: 0	Summer 1187: Warping Points: ¼, Exp: 0
Winter 1174: Warping Points: ¼, Exp: 0	Autumn 1187: Exposure: Magic Theory, Exp: 2 Autumn 1187: Invent Enchantment of Detachment, Exp: 0, Lab
Winter 1175: Age 86, Exp: 0 Winter 1175: Warping Points: ¼, Exp: 0	Total: 43
Spring 1176: Experience: Welsh-0 to 3, Exp: 30	Autumn 1187: Warping Points: ¼, Exp: 0
Spring 1176: Experience: Weisir-6 to 5, Exp. 30 Spring 1176: Warping Points: ¹ / ₄ , Exp. 0	Winter 1187: Empower Bond with Reveal the Lingering Spirit, Exp.
Winter 1176: Age 87, Exp: 0	0, Lab Total: 56
Spring 1177: Experience: Magic Theory, Exp. 4	Winter 1187: Exposure: Magic Theory, Exp: 2
Spring 1177: Experience: Rego-10 to 12, Exp: 13	Winter 1187: Warping Points: ¼, Exp: 0
Spring 1177: Experience: Rego-12 to 13, Exp: 13	Spring 1188: Exposure: Magic Theory, Exp: 2
Spring 1177: Warping Points: ¼, Exp: 0	Spring 1188: Warping Points: ¼, Exp: 0
Winter 1177: Age 87, Exp: 0	Summer 1188: Exposure: Magic Theory, Exp: 2
Winter 1178: Age 89, Exp: 0	Summer 1188: Invent Maintaining the Demanding Spell, Exp. 0, Lab
Winter 1178: Experience: Concentration-2 to 3, Exp: 8	Total: 43 Summer 1188: Warping Points: ¼, Exp: 0
Winter 1178: Experience: Intellego-10 to 11, Exp: 21 Winter 1178: Experience: Intellego-11 to 12, Exp: 1	Autumn 1188: Exposure: Magic Theory, Exp: 2
Winter 1178: Warping Points: ¹ / ₄ , Exp: 0	Autumn 1188: Invent Aegis of the Hearth, Exp. 0, Lab Total: 43
Winter 1179: Walping Folias: 74, Exp. 0	Autumn 1188: Warping Points: ¼, Exp: 0
Winter 1179: Warping Points: ¼, Exp: 0	Winter 1188: Exposure: Magic Theory (8 to 9), Exp: 2
Spring 1180: Empower Bond with Mental Communication	Winter 1188: Set Up Laboratory: Season 1, Exp: 0
(Complex), Exp: 0, Lab Total: 53	Winter 1188: Warping Points: ¹ / ₄ , Exp: 0
Winter 1180: Age 90, Exp: 0	Spring 1189: Exposure: Magic Theory, Exp: 2
Winter 1180: Warping Points: ¼, Exp: 0	Spring 1189: Set Up Laboratory: Season 2, Exp: 0
Winter 1181: Age 91, Exp: 0	Spring 1189: Warping Points: ¼, Exp: 0
Winter 1181: Experience: Intellego-12 to 13, Exp: 13	Summer 1189: Exposure: Ignem, Exp: 2
Winter 1181: Experience: Magic Theory, Exp: 4 Winter 1181: Experience: Mythic Herbalism-6 to 7, Exp: 4	Summer 1189: Improve Laboratory: Add Magical Lighting, Exp. 0
Winter 1181: Experience: Myunic Heroansin-6 to 7, Exp. 4 Winter 1181: Experience: Vim-8 to 9, Exp. 9	Summer 1189: Warping Points: ¼, Exp: 0 Autumn 1189: Exposure: Ignem, Exp: 2
Winter 1181: Warping Points: ¼, Exp. 0	Autumn 1189: Invest device Enchanted Lamp with Lamp without
Spring 1182: Experience: Bargain, Exp: 1	Flame, Exp: 0, Lab Total: 52
Spring 1182: Experience: Imaginem-7 to 8, Exp: 8	Autumn 1189: Warping Points: ¼, Exp: 0
Spring 1182: Experience: Vim-9 to 11, Exp: 21	Winter 1189: Exposure: Magic Theory, Exp: 2
Winter 1182: Age 92, Exp: 0	Winter 1189: Invest device Broom of Flying with Take to the Skies,
Winter 1182: Warping Points: ¼, Exp: 0	Exp: 0, Lab Total: 48
Spring 1183: Experience: Ignem-5 to 7, Exp: 13	Winter 1189: Warping Points: ¹ / ₄ , Exp: 0
Spring 1183: Experience: Imaginem-8 to 9, Exp: 9	Spring 1190: Exposure: Magic Theory, Exp: 2
Spring 1183: Experience: Magic Theory, Exp. 4	Spring 1190: Invent Veil of Invisibility, Exp. 0, Lab Total: 43
Spring 1183: Experience: Parma Magica, Exp: 4	Spring 1190: Warping Points: ¼, Exp: 0
Winter 1183: Age 94, Exp: 0	Summer 1190: Exposure: Area Lore, Exp. 2
Winter 1183: Warping Points: ¼, Exp: 0 Spring 1184: Warping Points: ¼, Exp: 0	Summer 1190: Exposure: Mythic Herbalism, Exp: 2 Summer 1190: Study Vis: Animal-10 to 12, Exp: 18
Winter 1184: Age 95, Exp: 0	Summer 1190: Study VIS: Animai-10 to 12, Exp. 18 Summer 1190: Warping Points: ¹ / ₄ , Exp. 0
Winter 1184: Experience: Aquam-5 to 7, Exp: 13	Summer 1190: Warping Points: 74, Exp. 0 Summer 1190: Warping Points: 15, Exp. 0
Winter 1184: Experience: Auram-5 to 6, Exp. 10	Autumn 1190: Study Tribunal of Stonehenge 1054, Vol. 2: Code of
Winter 1184: Experience: Auram-6 to 7, Exp: 1	Hermes, Exp: 9
Winter 1184: Experience: Magic Theory, Exp. 2	Autumn 1190: Warping Points: ¼, Exp: 0
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Notes	
Winter 1190: Age 101, Exp: 0	Spring 1193: Experience, Exp: 30
Winter 1190: Age 101, Exp. 0 Winter 1190: Warping Points: ¹ / ₄ , Exp. 0	Spring 1193: Experience, Exp. 30 Spring 1193: Experience, Exp. 10
Spring 1191: Practice: Finesse-0 to 1, Exp: 5	Spring 1193: Experience, Exp. 10
Spring 1191: Warping Points: ¼, Exp. 0	Spring 1193: Experience, Exp. 22 Spring 1193: Experience, Exp. 30
Summer 1191: Exposure: Magic Theory, Exp: 1	Spring 1193: Experience, Exp. 30
Summer 1191: Exposure: Vim, Exp: 1	Spring 1193: Experience, Exp. 30 Spring 1193: Experience, Exp. 20
Summer 1191: Exposure: Vini, Exp. 1 Summer 1191: Prepare Ring of the Magus's Modesty for	Spring 1193: Experience, Exp. 30
Enchantment, Exp: 0	Spring 1193: Experience, Exp. 30
Summer 1191: Warping Points: ¼, Exp: 0	Spring 1193: Experience, Exp. 30
Autumn 1191: Exposure: Magic Theory, Exp. 2	Spring 1193: Experience, Exp. 30
Winter 1191: Age 102, Exp: 0	Spring 1193: Experience, Exp. 30
Winter 1191: Exposure: Teaching, Exp. 2	Spring 1193: Experience, Exp. 30 Spring 1193: Experience, Exp. 20
Winter 1191: Warping Points: ¹ / ₄ , Exp: 0	Spring 1193: Experience, Exp. 20
Spring 1192: Exposure: Magic Theory, Exp: 2	Spring 1755. Experience, Exp. 50
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	
Spring 1193: Experience, Exp: 30	
Spring 1193: Experience, Exp: 60	
Spring 1193: Experience, Exp: 30	
Spring 1193: Experience, Exp: 30	
Spring 1193: Experience, Exp: 30	
Spring 1193: Experience, Exp: 5	
Spring 1193: Experience, Exp. 30	
Spring 1193: Experience, Exp. 30	
Spring 1193: Experience, Exp: 20	
Spring 1193: Experience, Exp: 15	
Spring 1193: Experience, Exp: 10	
Spring 1193: Experience, Exp: 10	
Spring 1193: Experience, Exp: 20	
Spring 1193: Experience, Exp: 30	
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House: Ex Miscellanea Covenant: Stranggore Wizard's Sigil:

Domus Magna: Cad Gadu

Primus: Ebroin

Parens:

Gauntlet Age: 23

Covenant of Apprenticeship:

Magical	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

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

Longevity Ritual Lab Total: 9

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

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

Vim 2 Lab Extraction 0

Pamiliar			POWERS, ABILITIES, ATTACKS					
				Cat Like a Shadow (Points: 2; Initiative: 0; Form:	Magic Theory 4 (enchanting items)			
Name: Maggie Type: Cat, Tortoiseshell				Imaginem; Allows the cat to turn invisible)	Awareness 4 (at night) Stealth 4 (stalking)			
				Master of the Undergrowth (Points: 2; Initiative: 0;				
				Form: Herbam)	Locate Master (at will)			
Int	0	Tech Intel	0	Whispers Through the Black Gate (Points: 3;	Mental Communication (Complex) (Effect Name:			
Per	+1	Form Mer	ntem	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)				

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		CrCo20	Touch	Moon	Ind		+29	Focus: healing
Effect: Bonus: Recovery+9		C-C-20	Т1-	M	т Л		. 21	Ditarely Engage handing
Cheating the Reaper Gentle Caress of Aesclepius	+51	CrCo30 CrCo30	Touch Touch	Mom Mom	Ind Ind		+21	Ritual; Focus: healing Ritual; Focus: healing
Incantation of the Body Made Whole		CrCo40	Touch	Mom	Ind		+11	Ritual; Focus: healing Ritual; Focus: healing
Effect: Heal: All	· TJ1	CICO40	Touch	WIOIII	ma		711	Kituai, Focus. licaring
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 cast								
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	. 27	DaV:20	Touch	Voor	Dougl		2	Ditual
Aegis of the Hearth Revealed Flaws of Mortal Flesh	+27	ReVi30 InCo10	Touch Touch	Year Mom	Bound Ind		-3 +22	Ritual
Whispers Through the Black Gate	+32	InCo10 InCo15	Touch	Conc	Ind		+22	
The Whole from the Part	+32	InCo13	Touch	Conc	Ind		+13	
Hunt for the Wild Herb	+24	InHe5	Per	Conc	Smell		+19	
Betraying Whispers of the Jealous		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 Voice	Sun Mom	Ind Ind		+7 +4	
The Many-Hued Conflagration Disguise of the Transformed Image	+10	MuIg5 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 Lifting the Dangling Puppet	+32	ReCo20 ReCo15	Touch Voice	Mom Conc	Ind Ind		+12	
Spasms of the Uncontrolled Hand	+32	ReCo5	Voice	Conc	Ind		+17	
Aura of Rightful Authority	+32	ReMe20	Eye	Sun	Ind		+27	
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	
	+28	ReMe20	Eye	Sun	Ind		+8	
	+21	ReTe10	Touch	Conc	Ind		+11	
Trust Me	T41				Ind		+16	
Trust Me Trackless Step Unseen Arm	+21	ReTe5	Voice	Conc	mu		110	

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