



Personality Traits	SCORE
Wolf	+2
Loyal	+2
Brave	+1

Reputations	SCORE

Notes	
<b>History</b>	Winter 1190: Experience: Concentration, Exp: 1
Summer 1190: Experience: Leadership-0 to 1, Exp: 5	Winter 1190: Experience: Heartbeast, Exp: 1
Autumn 1195: Experience, Exp: 5	Winter 1190: Experience: Leadership, Exp: 1
Summer 1190: Wizard's Gauntlet, Exp: 5	Winter 1190: Experience: Stealth, Exp: 1
Autumn 1190: Experience: Area Lore, Exp: 1	Winter 1190: Practice: Area Lore-0 to 1, Exp: 7
Autumn 1190: Experience: Bows, Exp: 1	Winter 1190: Story: Of Mice and Monks, Exp: 0
Autumn 1190: Experience: Brawl, Exp: 1	Spring 1191: Study the Dun and the Weld, Exp: 10
Autumn 1190: Experience: Heartbeast, Exp: 1	Summer 1191: Experience, Exp: 5
Autumn 1190: Experience: Stealth, Exp: 1	Summer 1191: Experience, Exp: 5
Autumn 1190: Practice: Hunt, Exp: 5	Summer 1191: Experience: Area Lore, Exp: 1
Autumn 1190: Story - "Godwyn Sets Out", Exp: 0	Summer 1191: Experience: Herbam-0 to 1, Exp: 1
Winter 1190: Experience: Brawl, Exp: 1	Summer 1191: Experience: Hunt, Exp: 1
	Summer 1191: Experience: Intellego, Exp: 1

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: +5 = +2 (Sta) + 3 (prot) + 0 (Virtues)  
 Enchanted clothes\*: protection: 3, load: 0

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 2 + 0 = +2	--	--	Touch
Fist	0 + 0 + 0 = +0	0 + 2 + 0 = +2	0 + 2 + 0 = +2	0 + 0 = +0	--	Touch
Kick	0 - 1 + 0 = -1	0 + 2 + 0 = +2	0 + 2 - 1 = +1	0 + 3 = +3	--	Touch
Dagger	0 + 0 + 0 = +0	0 + 2 + 2 = +4	0 + 2 + 0 = +2	0 + 3 = +3	--	Touch
Bite (wolf form)	0 + 0 + 0 = +0	0 + 2 + 0 = +2	0 + 2 + 0 = +2	0 + 0 = +0	--	Touch

Equipment	
Money (pounds sterling) ( $\times 7.5, 7\frac{1}{2}$ )	
The Dun and the Weld (Type: Tractatus; Total Quality: 10; Quality: 10; Topic: Magic Lore; Language: Latin; Covenant Cost: 10; Subject; Author: Unknown)	
Godwyn's Clothes (Creator: Godwyn; Created: Autumn 1193; Vis Capacity: 6; Talisman; Total Pawns Invested: 2; Total Effect Level: 14; Effect Name: Doublet of Impenetrable Silk; Effect Level: 14; Effect Details: R: Per, D: Sun, T: Ind, Frequency: 2/day, Trigger: environmental; Arts: MuAn 10; Design: Base 4, +2 Sun; Attunement Bonus: Clothing: +4 protect self)	

# Notes

Summer 1191: Experience: Vim, Exp: 1  
Summer 1191: Story - Godwyn and Argus, Exp: 0  
Summer 1191: Experience, Exp: 4  
Summer 1191: Story: The Black Beast of the Weld, Exp: 0  
Autumn 1195: Experience, Exp: 5  
Autumn 1195: Experience, Exp: 1  
Autumn 1191: Story - "The Terror of Wookey Hole", Exp: 0  
Autumn 1195: Experience, Exp: 4  
Summer 1191: Experience: Hunt, Exp: 2  
Summer 1191: Experience: Area Lore: Somerset, Exp: 2  
Autumn 1191: Experience: Hunt, Exp: 2  
Autumn 1191: Experience: Parma Magica, Exp: 1  
Autumn 1191: Experience: Vim-1 to 2, Exp: 1  
Winter 1191: Exposure: Magic Theory, Exp: 2  
Spring 1192: Exposure: Vim, Exp: 2  
Spring 1192: Vis Extraction: 1 Pawns, Exp: 0  
Summer 1192: Study Vis: Vim-2 to 5, Exp: 11  
Autumn 1192: Exposure: Magic Theory, Exp: 2  
Autumn 1192: Vis Extraction: 2 Pawns, Exp: 0  
Winter 1192: Set Up Laboratory: Season 1, Exp: 0  
Winter 1192: Exposure: Magic Theory, Exp: 2  
Spring 1193: Exposure: Magic Theory, Exp: 2  
Spring 1193: Vis Extraction: 2 Pawns, Exp: 0  
Summer 1193: Vis Extraction: 2 Pawns, Exp: 0  
Autumn 1193: Exposure: Magic Theory, Exp: 2  
Autumn 1193: Prepare Godwyn's Clothes for Enchantment, Exp: 0  
Winter 1193: Exposure: Magic Theory, Exp: 2  
Winter 1193: Attune Godwyn's Clothes, Exp: 0  
Spring 1194: Exposure: Magic Theory, Exp: 2  
Spring 1194: Invest device Godwyn's Clothes with Doublet of  
Impenetrable Silk, Exp: 0, Lab Total: 38  
Spring 1194: Add Attunement to Godwyn's Clothes (Clothing: +4  
protect self), Exp: 0  
Summer 1194: Practice: Hunt-2 to 3, Exp: 5  
Autumn 1194: Practice: Order of Hermes Lore-0 to 1, Exp: 5  
Winter 1194: Exposure: Magic Theory, Exp: 2  
Winter 1194: Invent Vis is Music to My Ears, Exp: 0, Lab Total: 17  
Spring 1195: Practice: Survival, Exp: 5  
Summer 1195: Practice: Heartbeast, Exp: 5  
Summer 1195: Experience: Rego-1 to 2, Exp: 2  
Summer 1195: Experience: Heartbeast, Exp: 3  
Autumn 1195: Teaching: Hunt, Exp: 15



