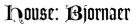
Character: Godwyn Player: Andrew Gronosky

Saga: Stranggore Setting: England

Current Year: 1195



Confidence: 1 (4) Age: 28 (28) Size: 0

Decrepitude: o	Carping: o (o)
Effects of Aging:	Effects of Warping:
	_

Characterist	ICS		
		DESCRIPTION	SCORE
Intelligence	Int		+2
Perception	Per		+1
Presence	Pre		+1
Communication	Com		-1
Strength	Str		0
Stamina	Sta		+2
Dexterity	Dex		0
Quickness	Qik		0

Virtues and Plaws	
Hermetic Magus (Free, Social Status)	
Ways of the Forest (Major, General)	
noffensive to Animals (Minor, General)	
Piercing Gaze (Intimidation: +3) (Minor, General)	
Heartbeast (Wolf) (Minor, Hermetic)	
Cyclic Magic (Positive): +3 When the Moon Is Up (Minor,	
Hermetic)	
Γhe Gift (Special)	
Mastered Spells (Minor, Hermetic)	
Deficient Form (Ignem) (Minor, Hermetic)	
Ambitious (Minor, Personality)	
ncompatible Arts (Creo Imaginem, Rego Imaginem) (Mino	r,
Hermetic)	
Compulsion (Hunting) (Minor, Personality)	
Favors (Authority Figures) (Major, Story)	



Birth Name: Year Born: 1167 Gender: Male Race/Nationality: Saxon Birth Place: Religion: Christian, sort of Title: Height: 5'6" Weight: 150 lbs Hair: Blond Eyes: Blue Handedness: Right		
Gender: Male Race/Nationality: Saxon Birth Place: Religion: Christian, sort of Title: Height: 5'6" Weight: 150 lbs Hair: Blond Eyes: Blue	Birth Name:	
Race/Nationality: Saxon Birth Place: Religion: Christian, sort of Title: Height: 5'6" Weight: 150 lbs Hair: Blond Eyes: Blue	Year Born: 1167	
Birth Place: Religion: Christian, sort of Title: Height: 5'6" Weight: 150 lbs Hair: Blond Eyes: Blue	Gender: Male	
Religion: Christian, sort of Title: Height: 5'6" Weight: 150 lbs Hair: Blond Eyes: Blue	Race/Nationality: Saxon	
Title: Height: 5'6" Weight: 150 lbs Hair: Blond Eyes: Blue	Birth Place:	
Height: 5'6" Weight: 150 lbs Hair: Blond Eyes: Blue	Religion: Christian, sort of	
Weight: 150 lbs Hair: Blond Eyes: Blue	Title:	
Hair: Blond Eyes: Blue	Height: 5'6"	
Eyes: Blue	Weight: 150 lbs	
	Hair: Blond	
Handedness: Right		
	Handedness: Right	

Abi	ilities	
Exp.	ABILITY (SPECIALTY)	SCORE
15	Area Lore: Yorkshire	2
1	Area Lore: Lincolnshire (1)	0
10		1
5	Artes Liberales	1
15	Awareness	2
5	Bjornaer Lore	1
1	Bows (1)	0
17	Brawl (2)	2
5	Code of Hermes	
5	Order of Hermes Lore	1
6	Concentration (1)	1
0	English (Peasant usage)	5
_ 20	Heartbeast (10)	2
45	Hunt (15)	3
50	Latin (hermetic usage)	4
6	Leadership (1)	1
10	Magic Lore (5)	
46	Magic Theory (16)	3
6	Parma Magica (1)	
17	Stealth (2)	2
10	Survival (5)	1

Personality Traits	SCORE	Repu	itation	ıs				SCORE
Loyal	+2 +2							
Brave	+1							
Biare								
Dotes				Winter 11	90: Experience: Concent	ration Exp. 1		
History					90: Experience: Heartbea			
Summer 1190: Experience: Leadershi	p-0 to 1, Ex	p: 5			90: Experience: Leadersh			
Autumn 1195: Experience, Exp: 5					90: Experience: Stealth, l			
Summer 1190: Wizard's Gauntlet, Exp					90: Practice: Area Lore-0			
Autumn 1190: Experience: Area Lore					90: Story: Of Mice and M			
Autumn 1190: Experience: Bows, Ex					91: Study the Dun and th	e weid, Exp: 10		
Autumn 1190: Experience: Brawl, Ex Autumn 1190: Experience: Heartbeas					191: Experience, Exp: 5 191: Experience, Exp: 5			
Autumn 1190: Experience: Heartbeas Autumn 1190: Experience: Stealth, E.					191: Experience: Area L	ore. Exp: 1		
Autumn 1190: Experience: Steath, E. Autumn 1190: Practice: Hunt, Exp: 5	- _r				191: Experience: Herban			
Autumn 1190: Story - "Godwyn Sets	Out", Exp: 0				191: Experience: Hunt, F			
Winter 1190: Experience: Brawl, Exp					191: Experience: Intelleg			
Fatigue Levels		Counds		RANGE	NUMBER I	PENALTY Notes		
, -		•						
Fresh		Light Wound		1-5		-1		
□ 0 2 min. Winded		Medium Wo		6-10		-3		
☐ -1 10 min. Weary		Heavy Woun		11-15		-5		
□ -3 30 min. Tired		Incapacitated	l	16-20				
☐ -5 1 hr. Dazed		Dead		21+				
□ 2 hr. Unconso	rious	Armor	Soak: +5	S = +2 (Sta)	+3 (prot) + 0 (Virtues)			
Z III. Chedis	7	Trillor	Enchante	ed clothes*:	protection: 3, load: 0			
Ceapons	Oik+Wean-En	ic = INIT Dex	x+Abil+W	ean = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0			r	0 + 2 + 0 = +2			Touch
Fist		= +0	0 + 2 +	0 = +2	0+2+0=+2	0 + 0 = +0		Touch
Kick	0 - 1 + 0		0 + 2 +		0+2-1=+1	0 + 3 = +3		Touch
Dagger	0 + 0 + 0	= +0	0 + 2 +		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: Tractat								
10; Topic: Magic Lore; Language:	Latin; Cover	nant Cost: 10);					
Subject; Author: Unknown)								
Godwyn's Clothes (Creator: Godwyn;	Created: Au	tumn 1193;	Vis					
Capacity: 6; Talisman; Total Pawns								
14; Effect Name: Doublet of Impen								
Effect Details: R: Per, D: Sun, T: Ir environmental; Arts: MuAn 10; De			gger:					
Attunement Bonus: Clothing: +4 pr		, ⊤∠ Suii,						

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	
Tutuliii 1175. Tottelling. Huiti, Exp. 15	

House: Bjornaer Covenant: None

Concentration

(+ Form)

Magic Resistance

Wizard's Sigil: Moonlight or the shape of the moon

Domus Magna: Crintera

Primus: Parens:

Covenant of Apprenticeship:

Gauntlet Age: 23

Score	Exp.										
	Ехр.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
0	0	Animal	10	55	2	15	Ignem	0	0	0	5
3	7	Aquam	0	0	0	5	Imaginem	0	0	0	5
8	36	Auram	0	0	0	5	Mentem	0	0	0	5
0	0	Corpus	8	36	2	13	Terram	0	0	0	5
2	3	Herbam	1	1	1	6	Vim (1)	5	16	1	10
	0 3 8 0 2	0 0 3 7 8 36 0 0 2 3	3 7 Aquam 8 36 Auram 0 0 Corpus	3 7 Aquam 0 8 36 Auram 0 0 0 Corpus 8	3 7 Aquam 0 0 8 36 Auram 0 0 0 0 Corpus 8 36	3 7 Aquam 0 0 0 8 36 Auram 0 0 0 0 0 Corpus 8 36 2	3 7 Aquam 0 0 0 5 8 36 Auram 0 0 0 5 0 0 0 8 36 2 13	3 7 Aquam 0 0 0 5 Imaginem 8 36 Auram 0 0 0 5 Mentem 0 0 Corpus 8 36 2 13 Terram	3 7 Aquam 0 0 0 5 Imaginem 0 8 36 Auram 0 0 0 5 Mentem 0 0 0 0 8 36 2 13 Terram 0	3 7 Aquam 0 0 0 5 Imaginem 0 0 8 36 Auram 0 0 0 5 Mentem 0 0 0 0 0 8 36 2 13 Terram 0 0	3 7 Aquam 0 0 0 5 Imaginem 0 0 0 8 36 Auram 0 0 0 5 Mentem 0 0 0 0 0 0 8 36 2 13 Terram 0 0 0

	Laboratory Totals Lab Total: Int (2) + Magic Theory (3) + Specialty () + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art									
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	19	9	9	17	10	5	9	9	9	14
Intellego	22	12	12	20	13	6	12	12	12	17
Muto	27	17	17	25	18	9	17	17	17	22
Perdo	19	9	9	17	10	5	9	9	9	14
Rego	21	11	11	19	12	6	11	11	11	16

Base Casting Totals					
Formulaic: Technique + Form + Sta +	Aura +	Die			
Ritual: Technique + Form + Sta + Aura	a + Arto	es Lit	o. + Philos. + Die		
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die) / 2					
Spontaneous (No Fatigue): (Technique	+ Forn	n + S	ta + Aura) / 5		
Fast Casting Speed	0	+	0 = 0		
(+ stress die)	Qik		Finesse TOTAL		
Determining Effect	1	+	2 = 3		
(+ die, vs. 15-magnitude)	Per	+	Awareness = TOTAL		
Base Targeting	1	+	0 = 1		
(+ die)	Per	+	Finesse = TOTAL		

2

	rinesse		IOIAL	
+	2	=	3	
+	Awareness	=	TOTAL	
+	0	=	1	Raw $ abla$
+	Finesse	=	TOTAL	Art
+	1	=	3	Rego
+	Concentration	n =	TOTAL	Herbam
	1×5		5	Corpus
	Parma×5	=	TOTAL	Vim
				Animal
				Animal

Longevity Ritual		
Lab Total: 0	Age Roll Modifier: 3	
Twilight Scars:		

Raw	Vis	
Art	Pawns	Physical Form and Location
Rego	3	Antlers of the White Stag; Laboratory
Herbam	1	birch bark; carried
Corpus	3	Amber from the Witch of Wokey Hole; Carried
Vim	1	rowan berries; carried
Animal	2	boar's tusk; carried
Animal	2	Laboratory

Pamil	iar			POWERS, ABILITIES, ATTACKS	
Name:					
Type:					
Int	0	Tech (Creo		
Per	0	Form Ani	imal		
Str	0	Lab Total	0		
Sta	0	Bond Lev	25		
Pre	0	Cords			
Com	0	Gold	0		
Dex	0	Silver	0		
Qik	0	Bronze	0		
Size	0	Total	0		
Might	0				
Soak	0				

Grimoire of Godwyn											
Spell	CT	Level	Range	Duration		Mast.	Pen.	Notes			
Beast of Outlandish Size	+21	MuAn15	Touch	Sun	Ind	1 (5)	+6				
Special Abilities: quiet ca	sting										
Vis is Music to My Ears Doublet of Impenetrable Silk	+10 +20	InVi5 MuAn15	Per Touch	Conc Sun	Hearing Ind		+5 +5				
Effect: Bonus: b_soak+3	+∠0	MINTALLIA	Touch	Sull	mu		+3				
Viper's Gaze		ReAn15	Eye	Conc	Ind	2 (15)	+1				
Special Abilities: quiet ca			** *	3.6							
Soothe the Ferocious Bear Bind Wound	+14		Voice Touch	Mom Sun	Ind Ind		+4				
Tongue of the Wolves	+15		Eye	Conc	Ind		-5				
Disguise of the New Visage	+18		Touch	Sun	Part		+3				
Eyes of the Cat	+18	MuCo5	Touch	Sun	Ind		+13				
Spasms of the Uncontrolled Hand	+12		Voice	Conc	Ind	2 (1.5)	+7				
Ward Against Claw and Fang Special Abilities: fast cast	+16		Touch	Sun	Ind	2 (15)	+6				
Special Abilities, last cast	.mg, qu	iet casting									
				ute + spellcast							