

Character: Godwyn

Player: Andrew Gronosky

Saga: Stranggore

Setting: England

Current Year: 1198



House: Bjornaer

Age: 29 (29) Size: 0 Confidence: 1 (4)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

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 _____

Characteristics

	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 Flaws

Hermetic Magus (Free, Social Status)

Ways of the Forest (Major, General)

Inoffensive 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)

The Gift (Special)

Mastered Spells (Minor, Hermetic)

Deficient Form (Ignem) (Minor, Hermetic)

Ambitious (Minor, Personality)

Incompatible Arts (Creo Imaginem, Rego Imaginem) (Minor, Hermetic)

Compulsion (Hunting) (Minor, Personality)

Favors (Authority Figures) (Major, Story)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
15	Area Lore: Yorkshire	2
1	Area Lore: Lincolnshire (1)	0
10	Area Lore: Somerset (5)	1
5	Artes Liberales	1
15	Awareness	2
5	Bjornaer Lore	1
1	Bows (1)	0
20	Brawl (5)	2
5	Church Lore	1
5	Code of Hermes	1
6	Concentration (1)	1
0	English (Peasant usage)	5
24	Heartbeast (14)	2
50	Hunt (deer)	4
50	Latin (hermetic usage)	4
9	Leadership (4)	1
10	Magic Lore (5)	1
50	Magic Theory	4
12	Order of Hermes Lore (7)	1
6	Parma Magica (1)	1
17	Stealth (2)	2
15	Survival	2

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

Reputations	SCORE

Notes	
History	Winter 1190: Experience: Heartbeast, Exp: 1
Summer 1190: Experience: Leadership-0 to 1, 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: 4
Autumn 1190: Experience: Stealth, Exp: 1	Summer 1191: Experience, Exp: 5
Autumn 1190: Practice: Hunt, Exp: 5	Summer 1191: Experience, Exp: 5
Autumn 1190: Story - "Godwyn Sets Out", Exp: 0	Summer 1191: Experience: Area Lore, Exp: 1
Winter 1190: Experience: Brawl, Exp: 1	Summer 1191: Experience: Area Lore: Somerset, Exp: 2
Winter 1190: Experience: Concentration, Exp: 1	Summer 1191: Experience: Herbam-0 to 1, Exp: 1
	Summer 1191: Experience: Hunt, Exp: 2

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) (x7.5, 7½)	
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: Hunt, Exp: 1
Summer 1191: Experience: Intellego, Exp: 1
Summer 1191: Experience: Vim, Exp: 1
Summer 1191: Story - Godwyn and Argus, Exp: 0
Summer 1191: Story: The Black Beast of the Weld, Exp: 0
Autumn 1191: Experience: Hunt, Exp: 2
Autumn 1191: Experience: Parma Magica, Exp: 1
Autumn 1191: Experience: Vim-1 to 2, Exp: 1
Autumn 1191: Story - "The Terror of Wookey Hole", Exp: 0
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: Exposure: Magic Theory, Exp: 2
Winter 1192: Set Up Laboratory: Season 1, Exp: 0
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: Attune Godwyn's Clothes, Exp: 0
Winter 1193: Exposure: Magic Theory, Exp: 2
Spring 1194: Add Attunement to Godwyn's Clothes (Clothing: +4 protect self), 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
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: Experience: Heartbeast, Exp: 3
Summer 1195: Experience: Rego-1 to 2, Exp: 2
Summer 1195: Practice: Heartbeast, Exp: 5
Autumn 1195: Acquired 2 pawns Animal vis, Exp: 0
Autumn 1195: Teaching: Hunt, Exp: 15
Winter 1195: Fixed Arcane Connection to Lord of the Wild Hunt.
Exposure: Magic Theory, Exp: 2
Spring 1196: Study Vis: Rego-2 to 5, Exp: 13
Summer 1196: Practice: Hunt-3 to 4, Exp: 5
Autumn 1196: Study Vis: Rego-5 to 6, Exp: 6
Winter 1196: Experience, Exp: 5
Winter 1196: Experience, Exp: 1
Winter 1196: Experience: Brawl, Exp: 1
Winter 1196: Experience: Heartbeast, Exp: 2
Winter 1196: Experience: Leadership, Exp: 1
Winter 1196: Experience: Rego, Exp: 1
Winter 1196: Story - Storms of Winter, Exp: 0
Winter 1196: Study Seven Principles of Occult Control: Rego-6 to 7, Exp: 10
Spring 1197: Practice: Survival-1 to 2, Exp: 5
Summer 1197: Study Vis: Herbam-1 to 4, Exp: 11
Autumn 1197: Experience, Exp: 5
Autumn 1197: Experience, Exp: 5
Autumn 1197: Experience, Exp: 4
Autumn 1197: Experience, Exp: 1
Autumn 1197: Experience, Exp: 5
Autumn 1197: Experience: Brawl, Exp: 1
Autumn 1197: Experience: Heartbeast, Exp: 1
Autumn 1197: Experience: Leadership, Exp: 2
Autumn 1197: Exposure: Church Lore-0 to 1, Exp: 5
Autumn 1197: Exposure: Magic Theory (3 to 4), Exp: 2
Autumn 1197: Spell Experience: Spasms of the Uncontrolled Hand, Exp: 2

Winter 1197: Invent Piercing Shaft of Wood, Exp: 0, Lab Total: 20
Spring 1198: Tractatus: Order of Hermes Lore, Exp: 7
Spring 1198: Study Tractatus on Order of Hermes Lore, Exp: 7
Summer 1198: Study Muto: Muto-8 to 9, Exp: 11
Summer 1198: Story: The Rescue of Ozerk, Exp: 0
Summer 1198: Experience, Exp: 5
Summer 1198: Experience: Herbam-4 to 5, Exp: 3
Summer 1198: Experience: Heartbeast, Exp: 1
Summer 1198: Experience: Brawl, Exp: 1

House: Bjornaer
 Covenant: Stranggore
 Wizard's Sigil: Moonlight or the shape of the moon

Domus Magna: Crintera
 Primus:
 Parens:
 Covenant of Apprenticeship:

Gauntlet Age: 23

Magical Arts													
Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR	
Creo	0	0	Animal	10	55	2	15	Ignem	0	0	0	5	
Intellego (1)	3	7	Aquam	0	0	0	5	Imaginem	0	0	0	5	
Muto (2)	9	47	Auram	0	0	0	5	Mentem	0	0	0	5	
Perdo	0	0	Corpus	8	36	2	13	Terram	0	0	0	5	
Rego (5)	7	33	Herbam	5	15	1	10	Vim (1)	5	16	1	10	

Laboratory Totals										
Lab Total: Int (2) + Magic Theory (4) + Specialty () + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art										
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	20	10	10	18	15	5	10	10	10	15
Intellego	23	13	13	21	18	7	13	13	13	18
Muto	29	19	19	27	24	10	19	19	19	24
Perdo	20	10	10	18	15	5	10	10	10	15
Rego	27	17	17	25	22	9	17	17	17	22

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)	0	+	0 = 0
	Qik		Finesse TOTAL
Determining Effect (+ die, vs. 15-magnitude)	1	+	2 = 3
	Per	+	Awareness = TOTAL
Base Targeting (+ die)	1	+	0 = 1
	Per	+	Finesse = TOTAL
Concentration (+ die)	2	+	1 = 3
	Sta	+	Concentration = TOTAL
Magic Resistance (+ Form)			1x5 = 5
			Parma x5 = TOTAL

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

Raw Vis		
Art	Pawns	Physical Form and Location
Rego	2	Antlers of the White Stag; Laboratory
Corpus	3	Amber from the Witch of Wokey Hole; Carried
Animal	2	boar's tusk; carried
Animal	4	Laboratory
Muto	3	laboratory
Herbam	1	Enchanted faerie wine; Sanctum
Auram	2	Dragon's Tongue; Sanctum

Familiar				POWERS, ABILITIES, ATTACKS	
Name:					
Type:					
Int	0	Tech	Creo		
Per	0	Form	Animal		
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				

