

| Personality Traits | SCORE |
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| Wolf | +2 |
| Loyal | +2 |
| Brave | +1 |
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| Reputations | SCORE |
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| Notes | |
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| 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 |
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| Equipment | |
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| 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) | |
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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
Summer 1198: Experience, Exp: 5
Summer 1198: Experience, Exp: 5
Summer 1198: Experience, Exp: 4
Summer 1198: Experience, Exp: 1
Summer 1198: 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: Faerie Lore, Exp: 1
Summer 1198: Warping Points: 1, Exp: 0

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: | |
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| Raw Vis | | |
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| 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 | 4 | Hare pelts; laboratory |
| Herbam | 1 | Enchanted faerie wine; Sanctum |
| Auram | 2 | Dragon's Tongue; Sanctum |
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| 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 | | | | |

