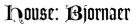
Character: Godwyn Player: Andrew Gronosky

Saga: Stranggore Setting: England

Current Year: 1198



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

Decrepitude: o	Carping: o (1)
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)
Vays 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)
The Gift (Special)
Mastered Spells (Minor, Hermetic)
Deficient Form (Ignem) (Minor, Hermetic)
Ambitious (Minor, Personality)
ncompatible Arts (Creo Imaginem, Rego Imaginem) (Mino
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				
	1			

Abi	líties	
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
1	Faerie Lore (1)	0
23	Heartbeast (13)	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
l		

Personality Traits	SCORE +2	Repu	ıtatior	18				SCORE
Loyal								
Brave	+1							
Biare								
Notes				Winter 11	00: Evnarianaa: Haarthaa	et Evn. 1		
History					90: Experience: Heartbea 90: Experience: Leadersh			
Summer 1190: Experience: Leaders	hin-0 to 1 Ex	n· 5			90: Experience: Stealth, I			
Summer 1190: Wizard's Gauntlet, E		р. 5			90: Practice: Area Lore-0			
Autumn 1190: Experience: Area Lo					90: Story: Of Mice and M			
Autumn 1190: Experience: Bows, E					91: Study the Dun and the			
Autumn 1190: Experience: Brawl, E				Summer 1	191: Experience, Exp: 4			
Autumn 1190: Experience: Heartbea	ast, Exp: 1			Summer 1	191: Experience, Exp: 5			
Autumn 1190: Experience: Stealth,	Exp: 1			Summer 1	191: Experience, Exp: 5			
Autumn 1190: Practice: Hunt, Exp:					191: Experience: Area Lo			
Autumn 1190: Story - "Godwyn Set					191: Experience: Area Lo		p: 2	
Winter 1190: Experience: Brawl, Ex					191: Experience: Herban			
Winter 1190: Experience: Concentra	ation, Exp: 1			Summer 1	191: Experience: Hunt, E	Exp: 2		
Fatigue Levels	(Counds		RANGE	NUMBER F	PENALTY Notes		
, -		Light Wound		1-5		-1		
	,	Medium Wo		6-10		-3		
\Box 0 2 min. Winde	u 1	Heavy Woun		11-15		-5		
☐ -1 10 min. Weary		ncapacitated		16-20		<i></i>		
□ -3 30 min. Tired		neapacitatee Dead	1	21+				
□ -5 1 hr. Dazed		Jeau		217				
2 hr. Uncon	scious	Armor	Soak: +5	5 = +2 (Sta)	+3 (prot) + 0 (Virtues)			
	7	Trillor	Enchant	ed clothes*:	protection: 3, load: 0			
(Ceapons	Qik+Weap-En	c = INIT Dex	x+Abil+W	eap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0	= +0			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 +	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
Coninment								
Equipment								
Money (pounds sterling) ($\times 7.5$, $7\frac{1}{2}$)								
The Dun and the Weld (Type: Tracta								
10; Topic: Magic Lore; Language	: Latin; Cover	nant Cost: 10);					
Subject; Author: Unknown)	G . 1 A	1102	T 7'					
Godwyn's Clothes (Creator: Godwyn	n; Created: Au	tumn 1193;	V1S					
Capacity: 6; Talisman; Total Paw								
14; Effect Name: Doublet of Impe								
Effect Details: R: Per, D: Sun, T: environmental; Arts: MuAn 10; D			igger:					
Attunement Bonus: Clothing: +4		, +∠ Sun;						
Attunement Bonus, Clothing, +4	protect scii)							

Dotes	
Summer 1191: Experience: Hunt, Exp: 1	Winter 1197: Invent Piercing Shaft of Wood, Exp. 0, Lab Total: 20
Summer 1191: Experience: Intellego, Exp: 1	Spring 1198: Tractatus: Order of Hermes Lore, Exp: 7
Summer 1191: Experience: Vim, Exp: 1	Spring 1198: Study Tractatus on Order of Hermes Lore, Exp: 7
Summer 1191: Story - Godwyn and Argus, Exp: 0	Summer 1198: Study Muto: Muto-8 to 9, Exp: 11
Summer 1191: Story: The Black Beast of the Weld, Exp: 0	Summer 1198: Story: The Rescue of Ozerk, Exp: 0
Autumn 1191: Experience: Hunt, Exp: 2	Summer 1198: Experience, Exp: 5
Autumn 1191: Experience: Parma Magica, Exp: 1	Summer 1198: Experience: Herbam-4 to 5, Exp: 3
Autumn 1191: Experience: Vim-1 to 2, Exp: 1	Summer 1198: Experience: Heartbeast, Exp: 1
Autumn 1191: Story - "The Terror of Wookey Hole", Exp: 0	Summer 1198: Experience: Faerie Lore, Exp: 1
Winter 1191: Exposure: Magic Theory, Exp: 2	Summer 1198: Warping Points: 1, Exp: 0
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: Experience: Rego, 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	

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

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

sical Form and Location
ers of the White Stag; Laboratory
per from the Witch of Wokey Hole; Carried
's tusk; carried
oratory
e pelts; laboratory
hanted faerie wine; Sanctum
gon's Tongue; Sanctum

Famil	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	Target	Mast.	Pen.	Notes			
Beast of Outlandish Size	+22	MuAn15	Touch	Sun	Ind	1 (5)	+7				
Special Abilities: quiet ca		T. 37'"	D		11- '						
Vis is Music to My Ears Doublet of Impenetrable Silk	+10	InVi5 MuAn15	Per Touch	Conc Sun	Hearing Ind		+5				
Effect: Bonus: b_soak+3	741	WIUAIII	Touch	Sun	IIId		Τ0				
Viper's Gaze	+21	ReAn15	Eye	Conc	Ind	2 (15)	+6				
Special Abilities: quiet ca											
Soothe the Ferocious Bear	+19		Voice	Mom	Ind		+9				
Bind Wound Γongue of the Wolves	+10	CrCo10 InAn20	Touch Eye	Sun Conc	Ind Ind		+0 -5				
Disguise of the New Visage	+19		Touch	Sun	Part		-3 +4				
Eyes of the Cat	+19		Touch	Sun	Ind		+14				
Spasms of the Uncontrolled Hand	+17	ReCo5	Voice	Conc	Ind		+12				
Piercing Shaft of Wood	+14		Voice	Mom	Ind		+4				
Ward Against Claw and Fang Special Abilities: fast cast	+21	ReAn10	Touch	Sun	Ind	2 (15)	+11				
•	<i>O</i> , 1										
Casting Total: (Technique + Form + Sta											