

Character: Godwyn

Player: Andrew Gronosky

Saga: Stranggore

Setting: England

Current Year: 1201

House: Bjornaer

Age: 32 (32) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (1)

Effects of Warping:

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 (House elders) (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
Description: A rough-looking Saxon in huntsman's clothes, Godwyn is blond with a full beard and shaggy hair. His icy blue eyes have a steady and unsettling gaze.



Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
15	Area Lore: Yorkshire	2
1	Area Lore: Lincolnshire (1)	0
15	Area Lore: Somerset	2
5	Artes Liberales	1
15	Awareness	2
5	Bjornaer Lore	1
1	Bows (1)	0
25	Brawl (10)	2
15	Church Lore	2
5	Code of Hermes	1
6	Concentration (1)	1
0	English (Peasant usage)	5
5	Faerie Lore	1
26	Heartbeast (1)	3
50	Hunt (deer)	4
75	Latin (hermetic usage)	5
12	Leadership (7)	1
12	Magic Lore (7)	1
52	Magic Theory (enchanting items) (2)	4
12	Order of Hermes Lore (7)	1
17	Parma Magica (2)	2
17	Stealth (2)	2
15	Survival	2

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

Reputations	SCORE
Generous Outlaw (local)	1 (1)

Notes

History

Summer 1190: Experience: Leadership-0 to 1, Exp: 5
 Summer 1190: Wizard's Gauntlet, Exp: 5
 Autumn 1190: Experience: Area Lore, Exp: 1
 Autumn 1190: Experience: Bows, Exp: 1
 Autumn 1190: Experience: Brawl, Exp: 1
 Autumn 1190: Experience: Heartbeast, Exp: 1
 Autumn 1190: Experience: Stealth, Exp: 1
 Autumn 1190: Practice: Hunt, Exp: 5
 Autumn 1190: Story - "Godwyn Sets Out", Exp: 0
 Winter 1190: Experience: Brawl, Exp: 1
 Winter 1190: Experience: Concentration, Exp: 1

Winter 1190: Experience: Heartbeast, Exp: 1
 Winter 1190: Experience: Leadership, Exp: 1
 Winter 1190: Experience: Stealth, Exp: 1
 Winter 1190: Practice: Area Lore-0 to 1, Exp: 7
 Winter 1190: Story: Of Mice and Monks, Exp: 0
 Spring 1191: Study the Dun and the Weld, Exp: 10
 Summer 1191: Experience, Exp: 5
 Summer 1191: Experience, Exp: 4
 Summer 1191: Experience, Exp: 5
 Summer 1191: Experience: Area Lore, Exp: 1
 Summer 1191: Experience: Area Lore: Somerset, Exp: 2
 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"/> <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"/>	-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
Bite (wolf form)	0 + 0 + 0 = +0	0 + 2 + 0 = +2	0 + 2 + 0 = +2	0 + 0 = +0	--	Touch
Dagger	0 + 0 + 0 = +0	0 + 2 + 2 = +4	0 + 2 + 0 = +2	0 + 3 = +3	--	Touch
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

Equipment

Godwyn's Clothes (Creator: Godwyn; Created: Autumn 1193; Vis Capacity: 6; Talisman; Total Pawns Invested: 4; Total Effect Level: 29; 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; Clothing: +4 transform self; Effect Name: Endurance of the Berserkers; Effect Level: 15; Effect Details: R: Per, D: Diam, T: Ind, Frequency: 1/day; Arts: ReCo 15; Design: Base 10, +1 Diam)
 Serpent Wand (Creator: Unknown; Created: Winter 1199; Vis Capacity: 4; Effect Name: Aegis of Unbreakable Wood (self); Effect Level: 11; Effect Details: R: Per, D: Conc, T: Ind, Frequency: 2/day, Concentration; Arts: MuHe 5; Design: Base 4, +1 Conc; Effect Name: Shriek of the Impending Shafts; Effect

Level: 24; Effect Details: R: Per, D: Sun, T: Hearing, Frequency: 2/day, Concentration, Trigger: Environmental; Arts: InHe 15; Design: Base 2, +2 Sun, +3 Hearing; Effect Name: Aegis of Unbreakable Wood; Effect Level: 17; Effect Details: R: Touch, D: Sun, T: Ind, Frequency: 3/day; Arts: MuHe 15; Design: Base 4, +2 Sun, +1 Touch; Effect Name: Repel the Wooden Shafts; Effect Level: 17; Effect Details: R: Voice, D: Mom, T: Ind, Frequency: 12/day, Trigger: Fast; Arts: ReHe 10; Design: Base 4, +2 Voice; Effect Name: Bridge of Wood; Effect Level: 20; Effect Details: R: Touch, D: Sun, T: Ind, Frequency: 1/day; Arts: CrHe 20; Design: Base 3, +2 Sun, +1 Touch, +2 size; Total Effect Level: 89)

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: 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: Study Tractatus on Order of Hermes Lore, Exp: 7
Spring 1198: Tractatus: Order of Hermes Lore, Exp: 7
Summer 1198: Experience: Faerie Lore, Exp: 1
Summer 1198: Experience: Heartbeast, Exp: 1

Summer 1198: Experience: Herbam-4 to 5, Exp: 3
Summer 1198: Story: The Rescue of Ozerk, Exp: 0
Summer 1198: Study Muto: Muto-8 to 9, Exp: 11
Summer 1198: Warping Points: 1, Exp: 0
Autumn 1198: Investigated faerie snake, Exp: 2
Winter 1198: Study Parma Magica: Parma Magica-1 to 2, Exp: 11
Spring 1199: Study Creo: Creo-0 to 4, Exp: 11
Summer 1199: Exposure: Herbam, Exp: 1
Summer 1199: Exposure: Magic Theory, Exp: 1
Summer 1199: Invent Ward Against Faeries of the Wood, Exp: 0,
Lab Total: 21
Autumn 1199: Add Attunement to Godwyn's Clothes (Clothing: +4 transform self), Exp: 0
Autumn 1199: Exposure: Magic Lore, Exp: 2
Autumn 1199: Invest device Godwyn's Clothes with Endurance of the Berserkers, Exp: 0, Lab Total: 30
Winter 1199: Practice: Brawl, Exp: 5
Spring 1200: Practice: Church Lore, Exp: 5
Summer 1200: Practice: Church Lore-1 to 2, Exp: 5
Autumn 1200: Exposure: Area Lore, Exp: 5
Winter 1200: Teaching: Latin, Exp: 17
Spring 1201: Experience, Exp: 5
Spring 1201: Experience, Exp: 5
Spring 1201: Experience, Exp: 1
Spring 1201: Experience, Exp: 5
Spring 1201: Experience, Exp: 4
Spring 1201: Experience, Exp: 5
Spring 1201: Story: Ozerk's Revenge, Exp: 10
Spring 1201: Experience, Exp: 10
Spring 1201: Experience: Leadership, Exp: 3
Spring 1201: Experience: Heartbeast-2 to 3, Exp: 3
Spring 1201: Experience: Faerie Lore-0 to 1, Exp: 4
Summer 1201: Teaching: Latin-4 to 5, Exp: 17

Magical Arts												
Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo (1)	4	11	Animal	10	55	2	20	Ignem	0	0	0	10
Intellego (3)	3	9	Aquam	0	0	0	10	Imaginem	0	0	0	10
Muto (2)	9	47	Auram	0	0	0	10	Mentem	0	0	0	10
Perdo	0	0	Corpus	8	36	2	18	Terram	0	0	0	10
Rego (5)	7	33	Herbam (1)	5	16	1	15	Vim (1)	5	16	1	15

Laboratory Totals										
Lab Total: Int (2) + Magic Theory (4) + Specialty (enchanting items) + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art										
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	24	14	14	22	19	7	14	14	14	19
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)			2x5 = 10
			Parmax5 = TOTAL

Longevity Ritual	
Lab Total: 0	Age Roll Modifier: 4
Twilight Scars:	

Raw Vis		
Art	Pawns	Physical Form and Location
Rego	8	Oath blood; carried
Rego	2	Antlers of the White Stag; Laboratory
Corpus	2	healing herbs; carried
Corpus	2	Water from a healing spring; carried
Auram	2	Dragon's Tongue; Sanctum
Corpus	6	2 heart stones of giants; Laboratory
Corpus	1	Amber from the Witch of Wokey Hole; Carried
Vim	2	Dewdrops; carried in a vial
Animal	2	boar's tusk; carried
Creo	2	buds; Sanctum
Animal	4	Laboratory

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				

Base Casting Totals

Twilight Scars

[illegible][illegible]

[illegible]

Casting Total: (Technique + Form + Sta + mastery + focus - no hands - mute + spellcasting bonus + [Art. Lib. + Phil. (ritual only)]) / deficiencies
Penetration: CT + Penetration - level + Penetration Specialization