

| Personality Traits | SCORE |
|--------------------|-------|
| Optimistic | +3 |
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| Reputations | SCORE |
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Notes

History

Autumn 1191: Experience: Awareness, Exp: 1
Autumn 1191: Experience: Folk Ken, Exp: 1
Autumn 1191: Experience: Guile, Exp: 1
Autumn 1191: Experience: Order of Hermes Lore, Exp: 1
Autumn 1191: Story: Acquired by Merewen, Exp: 4
Autumn 1191: Taught by Torkel: Latin, Exp: 9
Winter 1191: Taught by Merewen: Mythic Herbalism-0 to 2, Exp: 17
Spring 1192: Opened to Arts; exposure Magic Theory, Exp: 2
Summer 1192: Helped Merewen add specimens to lab. Exposure: Magic Theory, Exp: 2
Autumn 1192: Taught by Torkel: Latin, Exp: 9

Winter 1192: Age 13. Helped Merewen invest effect into wand., Exp: 0
Winter 1192: Exposure: Perdo-0 to 1, Exp: 1
Winter 1192: Exposure: Vim-0 to 1, Exp: 1

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: +2 = 2 (Sta) + 0 (prot) + 0 (Virtues)

Weapons

| | Qik+Weap-Enc = INIT | Dex+Abil+Weap = ATK | Qik+Abil+Weap = DFN | Str+Weap = DAM | Load | Range |
|-------|---------------------|---------------------|---------------------|----------------|------|-------|
| Dodge | 0 + 0 + 0 = +0 | -- | 0 + 1 + 0 = +1 | -- | -- | Touch |
| Fist | 0 + 0 + 0 = +0 | 0 + 1 + 0 = +1 | 0 + 1 + 0 = +1 | 0 + 0 = +0 | -- | Touch |
| Kick | 0 - 1 + 0 = -1 | 0 + 1 + 0 = +1 | 0 + 1 - 1 = +0 | 0 + 3 = +3 | -- | Touch |
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Equipment

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House:
Covenant: Stranggore
Wizard's Sigil:

Domus Magna:
Primus:
Parens:
Covenant of Apprenticeship:

Gauntlet Age: 26

Magical Arts

| Technique | Score | Exp. | Form | Score | Exp. | Bonus | MR | Form | Score | Exp. | Bonus | MR |
|-----------|-------|------|--------|-------|------|-------|----|----------|-------|------|-------|----|
| Creo | 0 | 0 | Animal | 0 | 0 | 0 | 0 | Ignem | 0 | 0 | 0 | 0 |
| Intellego | 0 | 0 | Aquam | 0 | 0 | 0 | 0 | Imaginem | 0 | 0 | 0 | 0 |
| Muto | 0 | 0 | Auram | 0 | 0 | 0 | 0 | Mentem | 0 | 0 | 0 | 0 |
| Perdo | 1 | 1 | Corpus | 0 | 0 | 0 | 0 | Terram | 0 | 0 | 0 | 0 |
| Rego | 0 | 0 | Herbam | 0 | 0 | 0 | 0 | Vim | 1+3 | 1 | 1 | 4 |

Laboratory Totals

Lab Total: Int (3) + Magic Theory (0) + Specialty (0) + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art

| | Animal | Aquam | Auram | Corpus | Herbam | Ignem | Imaginem | Mentem | Terram | Vim |
|-----------|--------|-------|-------|--------|--------|-------|----------|--------|--------|-----|
| Creo | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 11 |
| Intellego | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 11 |
| Muto | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 6 |
| Perdo | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 12 |
| Rego | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 11 |

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) | 0 | + | 2 | = | 2 |
| | Per | + | Awareness | = | TOTAL |
| Base Targeting (+ die) | 0 | + | 0 | = | 0 |
| | Per | + | Finesse | = | TOTAL |
| Concentration (+ die) | 2 | + | 0 | = | 2 |
| | Sta | + | Concentration | = | TOTAL |
| Magic Resistance (+ Form) | | | 0x5 | = | 0 |
| | | | Parmax5 | = | TOTAL |

Longevity Ritual

Lab Total: 0

Age Roll Modifier: 2

Twilight Scars:

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Raw Vis

Art Pawns Physical Form and Location

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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 | | |

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