# Character: Agnes Player: Vesna

Saga: Stranggore Setting:

Current Year: 1193

house: Age: 13 (13)	Síze: o	Confidence: 1 (3)
Decrepitude: 0 Effects of Aging:		Carping: 0 (0) Effects of Warping:

### Characterístics

		DESCRIPTION	SCORE
Intelligence	Int		+3
Perception	Per		0
Presence	Pre		0
Communication	Com		+1
Strength	Str		0
Stamina	Sta		+2
Dexterity	Dex		0
Quickness	Qik		0

### Virtues and Flaws

The Gift (Special)
Great Intelligence (Minor, General)
Root-Cutter (Minor, Hermetic)
Mythic Herbalism (Major, Supernatural)
Hermetic Apprentice (Free, Social Status)
Puissant Vim (Minor, Hermetic)
Luck (Luck Bonus: +1 to +3) (Minor, General)
Improved Characteristics (Minor, General)
Optimistic (Minor, Personality)
Deficient Technique (Muto) (Major, Hermetic)
Mentor (Merewen) (Minor, Story)
Study Requirement (Major, Hermetic)



Birth Name:	
Year Born: 1180	
Gender: Female	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 5'4"	
Weight: 130 lbs	
Hair:	
Eyes:	
Handedness:	

#### Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
30	Area Lore: Wiltshire	3
30	Athletics	3
16	Awareness (1)	2
5	Bargain	1
5	Brawl	1
0	Cooking	0
0	English (Somerset dialect)	5
16	Folk Ken (1)	2
16	Guile (1)	2
5	Intrigue	1
18	Latin (3)	2
4	Magic Theory (4)	0
17	Mythic Herbalism (2)	2
1	Order of Hermes Lore (1)	0
5	Organization Lore: Church	1
5	Survival	1
5	Swim	1
	A. 1 4000	
	Agnes.chr, 4/22/20	iii, rage I

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Personality Traits	SCORE +3	Reputation	18			SCORI
Dotes						
History Autumn 1191: Experience: A Autumn 1191: Experience: Fe Autumn 1191: Experience: G Autumn 1191: Experience: O Autumn 1191: Taught by Tor Winter 1191: Taught by Mere Spring 1192: Opened to Arts; Summer 1192: Helped Merew Magic Theory, Exp: 2 Autumn 1192: Taught by Tor	olk Ken, Exp: 1 uile, Exp: 1 rder of Hermes Lore, ed by Merewen, Exp: kel: Latin, Exp: 9 ewen: Mythic Herbali exposure Magic The ven add specimens to	4 sm-0 to 2, Exp: 17 ory, Exp: 2	0 Winter 119	92: Age 13. Helped Mer 92: Exposure: Perdo-0 to 92: Exposure: Vim-0 to	o 1, Exp: 1	into wand., Exp
0         2 min.         N           -1         10 min.         N           -3         30 min.         1           -5         1 hr.         I	Fresh L Winded M Weary H Fired E Dazed	Counds ight Wounds Iedium Wounds ieavy Wounds icapacitated Dead Cook: +:	RANGE 1-5 6-10 11-15 16-20 21+ 2 = 2 (Sta) +	NUMBER	PENALTY Notes -1 -3 -5 -5 -5 -5 -5 -5 -5 -5 -5 -5 -5 -5 -5	
Ceapons         Dodge         Fist         Kick	Qik+Weap-End 0 + 0 + 0 0 + 0 + 0 0 - 1 + 0	=+0 0 + 1 +	- 0 = +1	Qik+Abil+Weap = DFN 0 + 1 + 0 = +1 0 + 1 + 0 = +1 0 + 1 - 1 = +0	Str+Weap = DAM  0 + 0 = +0 0 + 3 = +3	Load Range Toucl Toucl Toucl
<b>Equipment</b>						

Domus Magna: Primus: Parens: Covenant of Apprenticeship:

Gauntlet Age: 26

Magical	Art	5										
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 The	eory $(0) + $ Spec	cialty () + For	m + Technique	e + Aura(4) + b	Lab Bonus +	Puissant Art / I	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 Qik	+	0 Finesse	=	0 total
Determining Effect	0	+	2	=	2
(+ die, vs. 15-magnitude)	Per	+	Awareness	=	TOTAL
Base Targeting	0	+	0	=	0
(+ die)	Per	+	Finesse	=	TOTAL
Concentration	2	+	0	=	2
(+ die)	Sta	+	Concentration	n =	TOTAL
Magic Resistance			0×5	=	0
(+ Form)			Parma×5	=	TOTAL

## Longevity Ritual

Lab Total: 0 Twilight Scars: Age Roll Modifier: 2

#### Raw Vis

Art Pawns Physical Form and Location

Fami	líar			POWERS, ABILITIES, ATTACKS
Name:				
Type:				
Int	0	Tech C	Creo	
Per	0	Form Ani	mal	
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			