

Personality Traits	SCORE
Optimistic	+3

Reputations	SCORE

Notes

<p>History</p> <p>Autumn 1191: Experience: Awareness, Exp: 1</p> <p>Autumn 1191: Experience: Folk Ken, Exp: 1</p> <p>Autumn 1191: Experience: Guile, Exp: 1</p> <p>Autumn 1191: Experience: Order of Hermes Lore, Exp: 1</p> <p>Autumn 1191: Story: Acquired by Merewen, Exp: 4</p> <p>Autumn 1191: Taught by Torkel: Latin, Exp: 9</p> <p>Winter 1191: Taught by Merewen: Mythic Herbalism-0 to 2, Exp: 17</p> <p>Spring 1192: Opened to Arts; exposure Magic Theory, Exp: 2</p> <p>Summer 1192: Helped Merewen add specimens to lab. Exposure: Magic Theory, Exp: 2</p> <p>Autumn 1192: Taught by Torkel: Latin, Exp: 9</p>	<p>Winter 1192: Age 13. Helped Merewen invest effect into wand., Exp: 0</p> <p>Winter 1192: Exposure: Perdo-0 to 1, Exp: 1</p> <p>Winter 1192: Exposure: Vim-0 to 1, Exp: 1</p> <p>Spring 1193: Experience: Apothecary, Exp: 1</p> <p>Spring 1193: Experience: Folk Ken, Exp: 1</p> <p>Spring 1193: Teaching: Latin, Exp: 10</p> <p>Summer 1193: Experience, Exp: 2</p> <p>Summer 1193: Teaching: Parma Magica-0 to 1, Exp: 14</p> <p>Autumn 1193: Exposure: Apothecary, Exp: 2</p> <p>Winter 1193: Teaching: Latin-2 to 3, Exp: 10</p> <p>Spring 1194: Exposure: Magic Theory-0 to 1, Exp: 2</p> <p>Summer 1194: Teaching: Folk Ken, Exp: 9</p>
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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

Equipment

Notes

Autumn 1194: Exposure: Order of Hermes Lore, Exp: 2
Autumn 1194: Teaching: Magic Theory-1 to 2, Exp: 14
Winter 1194: Exposure: Mythic Herbalism, Exp: 2
Spring 1195: Teaching: Artes Liberales-0 to 1, Exp: 14
Summer 1195: Experience, Exp: 5
Summer 1195: Experience: Faerie Lore, Exp: 3
Summer 1195: Experience: Leadership, Exp: 2
Autumn 1195: Teaching: Corpus-0 to 4, Exp: 14
Winter 1195: Exposure: Corpus-4 to 5, Exp: 2
Spring 1196: Exposure: Mentem-0 to 1, Exp: 1
Spring 1196: Exposure: Perdo, Exp: 1
Summer 1196: Exposure: Mythic Herbalism, Exp: 2
Autumn 1196: Teaching: Creo-0 to 4, Exp: 14
Winter 1196: Experience: Faerie Lore-0 to 1, Exp: 2
Winter 1196: Experience: Folk Ken, Exp: 1
Winter 1196: Story: dragon of winter, Exp: 3
Winter 1196: Teaching: Latin-3 to 4, Exp: 17
Spring 1197: Exposure: Apothecary-0 to 1, Exp: 2
Spring 1197: Exposure: Mythic Herbalism, Exp: 2
Summer 1197: Exposure: Magic Theory, Exp: 2
Summer 1197: Exposure: Mythic Herbalism, Exp: 2
Autumn 1197: Experience, Exp: 5
Autumn 1197: Experience: Faerie Lore, Exp: 3
Autumn 1197: Experience: Folk Ken, Exp: 1
Autumn 1197: Experience: Imaginem-0 to 1, Exp: 1
Autumn 1197: Story: A Song for Aveline, Exp: 0
Autumn 1197: Teaching: Perdo-1 to 5, Exp: 14
Winter 1197: Set up guest laboratory, Exp: 2
Spring 1198: Exposure: Mythic Herbalism, Exp: 2
Summer 1198: Story: The Rescue of Ozerk, Exp: 5
Summer 1198: Experience: Order of Hermes Lore, Exp: 1
Summer 1198: Experience: Magic Theory, Exp: 1
Summer 1198: Experience: Magic Theory, Exp: 1
Summer 1198: Experience: Intellego-0 to 1, Exp: 1
Summer 1198: Experience: Herbam-0 to 1, Exp: 1

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 (4)	4	14	Animal	0	0	0	5	Ignem	0	0	0	5
Intellego	1	1	Aquam	0	0	0	5	Imaginem	1	1	1	6
Muto	0	0	Auram	0	0	0	5	Mentem	1	1	1	6
Perdo (1)	5	16	Corpus (1)	5	16	1	10	Terram	0	0	0	5
Rego	0	0	Herbam	1	1	1	6	Vim	1+3	1	1	9

Laboratory Totals

Lab Total: Int (3) + Magic Theory (2) + Specialty (0) + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	13	13	13	18	14	13	14	14	13	17
Intellego	10	10	10	15	11	10	11	11	10	14
Muto	5	5	5	7	5	5	5	5	5	7
Perdo	14	14	14	19	15	14	15	15	14	18
Rego	9	9	9	14	10	9	10	10	9	13

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 TOTAL
Determining Effect (+ die, vs. 15-magnitude)	0 +	2 =	2 TOTAL
Base Targeting (+ die)	0 +	0 =	0 TOTAL
Concentration (+ die)	2 +	0 =	2 TOTAL
Magic Resistance (+ Form)	1x5	=	5 TOTAL
	Parma x5	=	TOTAL

Longevity Ritual

Lab Total: 0

Age Roll Modifier: 2

Twilight Scars:

Raw Vis

Art Pawns Physical Form and Location

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		
