Character: Agnes
Player: Vesna

Saga: Stranggore Setting:

Current Year: 1198



Confidence: 1 (4) **Age**: 16 (16) Size: 0

Decrepitude: o	Carping: o (o)
Effects of Aging:	Effects of Warping:

Characterist	ics		
		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 Plaws
The Gift (Special)
Great Intelligence × 1 (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:	

Abi	líties	
Exp.	ABILITY (SPECIALTY)	SCORE
5	Apothecary	1
30	Area Lore: Wiltshire	3
14	Artes Liberales (9)	1
30	Athletics	3
16	Awareness (1)	2
5	Bargain	1
5	Brawl	1
5	Church Lore	1
0	Cooking	0
0	English (Somerset dialect)	5
8	Faerie Lore (3)	1
28	Folk Ken (13)	2
16	Guile (1)	2
5	Intrigue	1
50	Latin (hermetic usage)	4
2	Leadership (2)	0
24	Magic Theory (9)	2
27	Mythic Herbalism (12)	2
4	Order of Hermes Lore (4)	0
14	Parma Magica (9)	1
5	Survival	1
5	Swim	1

Personality Traits Optimistic	SCORE +3	Reputation Bold	18			SCORE 1
History Autumn 1191: Experience: A Autumn 1191: Experience: C Autumn 1191: Experience: C Autumn 1191: Experience: C Autumn 1191: Experience: C Autumn 1191: Taught by To Winter 1191: Taught by Mer Spring 1192: Opened to Arts Summer 1192: Helped Mere Magic Theory, Exp: 2 Autumn 1192: Taught by To	Folk Ken, Exp. 1 Guile, Exp. 1 Order of Hermes Lore red by Merewen, Exp. rkel: Latin, Exp. 9 rewen: Mythic Herba s; exposure Magic Th wen add specimens t rkel: Latin, Exp. 9	lism-0 to 2, Exp: 17 leory, Exp: 2	0 Winter 11 Winter 11 Spring 11 Spring 11 Spring 11 Summer 1 Summer 1 Autumn 1 Winter 11 Spring 11	92: Age 13. Helped Mer 92: Exposure: Perdo-0 to 92: Exposure: Vim-0 to 93: Experience: Apothec 93: Experience: Folk Ke 93: Teaching: Latin, Exp 193: Experience, Exp: 2 193: Teaching: Parma M 193: Exposure: Apothec 93: Teaching: Latin-2 to 94: Exposure: Magic Th 194: Teaching: Folk Ke	o 1, Exp: 1 1, Exp: 1 ary, Exp: 1 n, Exp: 1 :: 10 Iagica-0 to 1, Exp: ary, Exp: 2 3, Exp: 10 eory-0 to 1, Exp: 2	14
0 2 min1 10 min3 30 min5 1 hr.	Fresh Winded Weary Tired Dazed	Light Wounds Medium Wounds Heavy Wounds Incapacitated Dead	1-5 6-10 11-15 16-20 21+	+ 0 (prot) + 0 (Virtues)	-1	
Dodge Fist Kick	Qik+Weap-E 0 + 0 + 0 0 + 0 + 0 0 - 1 + 0	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 Touch Touch 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: 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: Apothecary of 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 1198: 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	Art	B										
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 () + 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 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			1×5	=	5
(+ Form)			Parma×5	=	TOTAL
1					

Longevity Ritual Lab Total: 0

Lab Total: 0 Age Roll Modifier: 2

Twilight Scars:

Raw Vis

Art Pawns Physical Form and Location

Pami	liar		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	101111	
Soak	0		