

Covenant Record Sheet



Tres Aquae

Tribunal:
 Storyguide:
 Setting:
 Aura: lab 4, General: 4
 Living Conditions Modifier (Magi): 1
 Living Conditions Modifier (Companions): 0
 Living Conditions Modifier (Mundanes): 0
 Saga:
 Founder:
 Year Founded: 1220, Current Year: 1220
 Season: Spring, Power Level: Low
 Aegis of the Hearth: 0

Reputations

Build Points

Build Points Total: 300 / Starting: 300

| | Starting Points | Current Points |
|-----------------|-----------------|----------------|
| Library | 88 | 88 |
| Lab Texts | 39 | 39 |
| Vis Stocks | 3 | 3 |
| Vis Sources | 50 | 50 |
| Enchanted Items | 30 | 30 |
| Specialists | 50 | 50 |
| Laboratories | 40 | 40 |
| Money | 0 | 0 |

Laboratories

Bonisagus (10 Build Points): Upkeep: -1 (7); Usage: Typical × 1
 Flambeau (10 Build Points): Upkeep: +1 (15); Usage: Typical × 1
 Mercere-Criamon (10 Build Points): Upkeep: +2 (30); Usage: Typical × 1
 Tytalus-Verditius (10 Build Points): Upkeep: +1 (15); Usage: Typical × 1

Boons and Hooks

Minor Boon Grog school
 Hidden Ways
 Minor Hook Hermetic Politics
 Church Territories
 Minor Boon Aura
 Minor Hook Public Vis Source
 Totals Boons: 3, Hooks: 3

Loyalty

Prevailing Loyalty Score: -3

| | |
|-------------------------|-----|
| Base Loyalty: | -30 |
| Living Conditions: | 0 |
| Specialists: | 0 |
| Reputations: | 0 |
| Current Loyalty Points: | -30 |

Inhabitants

| Inhabitants | Number | Points |
|-----------------------|--------|--------|
| Magi | 3 | 15 |
| Nobles | 0 | 0 |
| Companions | 1 | 0 |
| Specialists/Craftsmen | 4 | 8 |
| Dependents | 0 | 0 |
| Grogs | 5 | 5 |
| Laborers | 0 | 0 |
| Servants | 8 | 8 |
| Teamsters | 4 | 4 |
| Horses | 0 | 0 |
| Totals | 25 | 43 |

Magi

Edaurus: House: Flambeau; Year Born: 1193; Gift Modifier: -30; Council Member; Abilities: Charm 3, Magic Theory 3, Parma Magica 3, Penetration 2, Finesse 2, Athletics 3, Awareness 2, Concentration 3, Intrigue 1, Leadership 1, Swim 1, Guile 1, Stealth 2, Survival 1, Latin 1, Brawl 1
 Tillita: House: Bonisagus; Year Born: 1185; Gift Modifier: -30; Council Member; Abilities: Awareness (Dark Corners) 1, Brawl (Dodging) 2, Breton (City Dweller's Slang) 3, Area Lore: Area (Urban Centers) 2, Chirurgy (Self-Treatment) 2, Code of Hermes (Normandy Tribunal Magi) 1, Concentration (Under Duress) 3, Finesse (Auram) 1-3, Folk Ken (Lower Classes) 2, Guile (Disavowing Responsibility) 2, Latin (Hermetic Usage) 5, Magic Theory (Extracting Vis) 3+4, Order of Hermes Lore (Normandy Tribunal Magi) 1, Area Lore: Area (Students' Quarter) 2, Parma Magica (Ignem) 2, Penetration (Auram) 1, Stealth (Hiding) 2, Survival (City Streets) 2, Artes Liberales (Rhetoric) 4, Carouse (Begging Drinks) 2, Leadership (Teaching) 2
 Elominius: House: Mercere; Year Born: 1183; Gift Modifier: -30; Council Member; Abilities: Area Lore: Area 3, Magic Theory 1, Latin 1, Bargain 1, Charm 1, Stealth 3, Teaching 1, Awareness 2, Magic Lore 2, Parma Magica 3, Penetration 4, Athletics 1, Chirurgy 1, Brawl 1, Guile 2, Catalan 1, Living Language 5

Covenant Record Sheet



Companions and Nobles

Xoaquin: Year Born: 1200; Abilities: Great Weapon (Great Lance) 1, Single Weapon (Broadsword) 2, Ride 2, Bargain 3, Carouse 3, Intrigue 3, Teaching 2, Charm 1, Animal Handling 2, Area Lore (Catalunha): Area 2, Living Language (Latin) 2, Brawl 2, Swim 2, Survival 3, Leadership 1, Chirurgy 2; Weapons: Spear, Long (1), Sword, Long (16), Shield, Heater (4), Partial Chain Mail (32); Weapons Cost: 53

Specialists

Aethelred: Year Born: 1191; Teaching: 5; Abilities: Academic Ability: 5; Arabic: 7; Artes Liberales: 6; Latin: 5; Copying: 10

Ulfius: Year Born: 1187; Com: 3; Teaching: 6; Abilities: Architecture: 3; Masonry: 6

Amelia: Year Born: 1195; Teaching: 5; Baking: 5

Julian: Year Born: 1198; Com: 1; Teaching: 1; Carpentry: 8

Covenfolk

Credo: Year Born: 1200; Abilities: Area Lore: Area (Alleys) 2, Athletics (Climbing Walls) 4, Awareness (Authority Figures) 3, Bargain (Ill-Gotten Gains) 1, Brawl (Dagger) 2, Guile (Professing Innocence) 3, Intrigue (Townfolk) 2, Legerdemain (Slitting Purses) 4, Mummer (Disguises) 1, Stealth (Urban Areas) 4, Carouse (Keeping sober) 1; Weapons: Quilted Armor (2), Dagger (1); Weapons Cost: 3

Ignatio: Year Born: 1185; Abilities: Single Weapon (Short Sword and Round Shield) 6, Area Lore: Area (Men at Arms) 3, Area Lore: Area (Paths) 2, Area Lore: Area (Men at Arms) 3, Athletics (Jumping) 4, Awareness (Body-guarding) 4, Bows (Short Bow) 4, Brawl (Dodge) 4, Carouse (Keeping Sober) 2, Folk Ken (Magi) 1, Latin (Receiving Brief Commands) 1, Leadership (Silent Orders) 2, Ride (Battle) 4, Breton (Soldiers' Talk) 3, Stealth (Hide) 3, Swim (Diving) 2

Paul: Year Born: 1188; Abilities: Area Lore: Area (Personalities) 4, Awareness (Alertness) 3, Bargain (Hard Sell) 4, Brawl (Punches) 6, Carouse (Power Drinking) 2, Folk Ken (Peasants) 2, Guile (Fast Talk) 3, Leadership (Inspiration) 3, Single Weapon (Spear) 5, Survival 1, Thrown Weapon (Javelin) 2, Athletics (Running) 3; Weapons: Shield, Heater (4), Spear, Short (1), Partial Chain Mail (32); Weapons Cost: 37

Gaëlle: Year Born: 1191; Abilities: Area Lore: Area (Personalities) 4, Covenant Lore: Covenant (Personalities) 3, Athletics (Walking) 1, Awareness (Alertness) 3, Carouse (Flirting) 1, Charm (Being Witty) 3, Etiquette (Peasants) 2, Folk Ken (Townfolk) 4, Guile (Lying to Authority) 4, Intrigue (Gossip) 2, Housewife (Anticipating Needs) 5, Survival (Cooking) 4

Corentin: Year Born: 1188; Abilities: Animal Handling

(Horses) 2, Awareness (Alertness) 2, Bargain (Soldier Extras) 2, Brawl (Fists) 3, Carouse (Tales about Famous Magi) 3, Concentration (Keep Watch) 1, Chirurgy (First Aid) 1, Covenant Lore: Covenant (Magi) 3, Etiquette (Magi) 1, Folk Ken (Magi) 2, Guile (Excuses) 1, Hunt (Tracking) 1, Latin (Hermetic) 3, Leadership (Taking the Lead) 2, Music (Singing Loud) 1, Order of Hermes Lore (Lineages) 4, Ride (Combat) 3, Thrown Weapon (Knife) 3, Single Weapon (Shield) 6, Great Weapon (Quarterstaff) 3, Survival (Forest) 2, Athletics (Running) 2; Weapons: Mace (4), Shield, Round (1), Partial Metal Scale Armor (8); Weapons Cost: 13

Horses and Livestock

Lands & Possessions

Weapons & Armor

Wealth

| | |
|-------------------------------------|-----|
| Money Reserve: | 0 |
| Total Income: | 100 |
| Expenditures (Before Cost Savings): | 58 |
| Cost Savings: | -11 |
| Total Expenditures: | 47 |
| Points of Inhabitants: | 43 |
| Points of Laboratories: | 67 |
| Points of Weapons and Armor: | 106 |
| Member Weapons Points: | 106 |

Sources of Income

Glaucothane Mining (Typical), Current Income: .

Yearly Expenditures

| | |
|-----------------------|----|
| Buildings: | 6 |
| Inhabitants: | 4 |
| Minor Fortifications: | 2 |
| Consumables: | 9 |
| Inflation: | 0 |
| Laboratories: | 7 |
| Provisions: | 22 |
| Tithes: | 0 |
| Wages: | 9 |
| Weapons and Armor: | 1 |

Covenant Record Sheet



| | |
|---------------------------|---|
| Writing Materials: | 4 |
| Magi: 3 | |
| Other Book Specialists: 1 | |

Cost Savings

| | |
|--|----|
| Buildings: | -6 |
| Ulfius: Masonry 6, Julian: Carpentry 8 | |
| Consumables: | 0 |
| Laboratories: | 0 |
| Weapons and Armor: | 0 |
| Writing Materials: | -2 |
| Aethelred: Copying 10 | |
| Provisions: | -3 |
| Amelia: Baking 5 | |

Enchanted Items

| | Effect Level |
|--|--------------|
| Circlet of communication | 25 |
| Creator: Urbanus; Created: Spring 1219; Vis Capacity: 10; Effect Name: Words of the Unbroken Silence; Effect Level: 25; Effect Details: R: Sight, D: Mom, T: Ind, Frequency: 1/day; Arts: CrMe 25; Design: Base 10, +3 Sight | |
| Circlet of communication | 25 |
| Creator: Urbanus; Created: Spring 1219; Vis Capacity: 10; Effect Name: Words of the Unbroken Silence; Effect Level: 25; Effect Details: R: Sight, D: Mom, T: Ind, Frequency: 1/day; Arts: CrMe 25; Design: Base 10, +3 Sight | |
| Circlet of communication | 25 |
| Creator: Urbanus; Created: Spring 1219; Vis Capacity: 10; Effect Name: Words of the Unbroken Silence; Effect Level: 25; Effect Details: R: Sight, D: Mom, T: Ind, Frequency: 1/day; Arts: CrMe 25; Design: Base 10, +3 Sight | |
| <i>Total: Build Points: 30</i> | 75 |

Library

Cost

| | |
|--|----|
| Summa on Imaginem | 20 |
| Type: Summa; Total Quality: 10; Quality: 10; Level: 10; Topic: Imaginem; Language: Latin | |
| Summa on Ignem | 18 |
| Type: Summa; Total Quality: 12; Quality: 12; Level: 6; Topic: Ignem; Language: Latin | |
| Summa on Vim | 21 |
| Type: Summa; Total Quality: 15; Quality: 15; Level: 6; Topic: Vim; Language: Latin | |
| Summa on Living Language | 18 |
| Type: Summa; Total Quality: 6; Quality: 6; Level: 4; Topic: Living Language; Language: Latin | |
| Tractatus on Pilum of Fire | 11 |
| Type: Tractatus; Total Quality: 11; Quality: 11; Topic: Pilum of Fire; Language: Latin | |
| <i>Total</i> | 88 |

Lab Texts

Level

| | |
|---------------------------------------|--------|
| Aegis of the Hearth | ReVi25 |
| Opening the Tome of the Animal's Mind | InAn25 |
| Jupiter's Resounding Blow | CrAu10 |
| The Chirurgeon's Healing Touch | CrCo20 |
| The Wound that Weeps | PeCo15 |
| Blade of the Virulent Flame | CrIg15 |
| Pilum of Fire | CrIg20 |
| Shadows of the Fires Past | InIg15 |
| Wizard's Boost (Ignem) | MuVi25 |
| Demon's Eternal Oblivion | PeVi25 |
| <i>Total: Build Points: 39</i> | 195 |

Vis Sources

| | Pawns |
|---|-------|
| Vis Source: Ignem | 5 |
| Physical Form: Sulphur gases; Location: Yeun Ellez marsh; Seasons: Summer | |
| Vis Source: Vim | 5 |
| Physical Form: Water of the spring; Location: Spring of river feeding the Yeun Ellez; Seasons: Winter | |
| <i>Total: Build Points: 50</i> | 10 |

Vis Stocks

| | Pawns |
|---|-------|
| Vis: Rego | 5 |
| Physical Form: Horn of a dragon; Location: Covenant | |
| Vis: Ignem | 5 |
| Physical Form: Sulfur block; Location: Covenant | |
| Vis: Vim | 5 |
| Physical Form: Olhos de morcego; Location: Covenant | |
| <i>Total: Build Points: 3</i> | 15 |

Laboratory Record Sheet



Bonisagus

Owner:

Location:

Floor:

Build Points: 10

Names Added to Sanctum Marker:

Size: +0 (0) [50 sq. m.]

Refinement: +0

General Quality: +0

Upkeep: -1

Safety: -2

Warping: +0

Health: -2

Aesthetics: -3

Virtues & Flaws

Living Quarters (Minor Outfittings Virtue): General Quality:

+1; Safety: -1; Health: -2; Aesthetics: -2

Defective Lighting (Minor Outfittings Flaw): General Quality:

-1; Upkeep: -1; Safety: -1; Aesthetics: -1

Specializations

Laboratory Record Sheet



Flambeau

Owner:

Location:

Floor:

Build Points: 10

Names Added to Sanctum Marker:

Size: +0 (0) [50 sq. m.]

Refinement: +0

General Quality: +1

Upkeep: +1

Safety: +0

Warping: +0

Health: +0

Aesthetics: -1

Virtues & Flaws

Lesser Expansion (Minor Outfittings Virtue): General Quality:

+1; Upkeep: +2; Specialization: Creo +1

Undecorated (Minor Outfittings Flaw): Upkeep: -1; Aesthetics:

-1; Note: Specializations with score of 2 or more reduced by 1

Specializations

+1 Creo

Laboratory Record Sheet



Mercere-Criamon

Owner:

Location:

Floor:

Build Points: 10

Names Added to Sanctum Marker:

Size: +0 (0) [50 sq. m.]

Refinement: +0

General Quality: +0

Upkeep: +2

Safety: -2

Warping: +0

Health: +0

Aesthetics: -1

Virtues & Flaws

Excessive Lighting (Minor Outfittings Virtue): Upkeep: +2;

Imaginem: +2

Awkward Shape (Minor Structure Flaw): Safety: -2;

Aesthetics: -1

Specializations

+2 Imaginem

Laboratory Record Sheet



Tytalus Verditius

Owner:

Location:

Floor:

Build Points: 10

Names Added to Sanctum Marker:

Size: +0 (0) [50 sq. m.]

Refinement: +0

General Quality: -1

Upkeep: +1

Safety: -1

Warping: +1

Health: +0

Aesthetics: -1

Virtues & Flaws

Superior Tools (Free Outfittings Virtue): Upkeep: +1; Safety: +1; Enchanting Items: +1

Magical Hearth (Minor Structure Virtue): Aesthetics: +1; Feature: Fireplace; Perdo: +1

Heinous Architecture (Minor Structure Flaw): General Quality: -1; Safety: -2; Warping: +1; Aesthetics: -2

Specializations

+1 Enchanting Items

+1 Perdo

Features

Fireplace: Type: Lesser

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House: Flambeau
Covenant: Tres Aquae
Wizard's Sigil:

Domus Magna:
Primus:
Parens:
Covenant of Apprenticeship: Gauntlet Age: 27

| Magical Arts | | | | | | | | | | | | | |
|--------------|-------|------|--------|-------|------|-------|----|----------|-------|------|-------|----|--|
| Technique | Score | Exp. | Form | Score | Exp. | Bonus | MR | Form | Score | Exp. | Bonus | MR | |
| Creo | 7 | 28 | Animal | 0 | 0 | 0 | 15 | Ignem | 9+3 | 45 | 3 | 27 | |
| Intellego | 0 | 0 | Aquam | 0 | 0 | 0 | 15 | Imaginem | 0 | 0 | 0 | 15 | |
| Muto | 6 | 21 | Auram | 0 | 0 | 0 | 15 | Mentem | 1 | 1 | 1 | 16 | |
| Perdo | 6 | 21 | Corpus | 4 | 10 | 1 | 19 | Terram | 1 | 1 | 1 | 16 | |
| Rego | 5 | 15 | Herbam | 0 | 0 | 0 | 15 | Vim | 2 | 3 | 1 | 17 | |

| Laboratory Totals | | | | | | | | | | |
|---|--------|-------|-------|--------|--------|-------|----------|--------|--------|-----|
| Lab Total: Int (2) + Magic Theory (3) + Specialty () + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art | | | | | | | | | | |
| | Animal | Aquam | Auram | Corpus | Herbam | Ignem | Imaginem | Mentem | Terram | Vim |
| Creo | 16 | 16 | 16 | 20 | 16 | 28 | 16 | 17 | 17 | 18 |
| Intellego | 9 | 9 | 9 | 13 | 9 | 21 | 9 | 10 | 10 | 11 |
| Muto | 15 | 15 | 15 | 19 | 15 | 27 | 15 | 16 | 16 | 17 |
| Perdo | 15 | 15 | 15 | 19 | 15 | 27 | 15 | 16 | 16 | 17 |
| Rego | 14 | 14 | 14 | 18 | 14 | 26 | 14 | 15 | 15 | 16 |

| 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) | 2 | + | 2 | = 4 |
| | Qik | | Finesse | TOTAL |
| Determining Effect (+ die, vs. 15-magnitude) | 0 | + | 2 | = 2 |
| | Per | + | Awareness | = TOTAL |
| Base Targeting (+ die) | 0 | + | 2 | = 2 |
| | Per | + | Finesse | = TOTAL |
| Concentration (+ die) | 1 | + | 3 | = 4 |
| | Sta | + | Concentration | = TOTAL |
| Magic Resistance (+ Form) | | | 3×5 | = 15 |
| | | | Parma×5 | = TOTAL |

| Longevity Ritual | |
|------------------|----------------------|
| Lab Total: 0 | Age Roll Modifier: 3 |
| 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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Penetration: CT + Penetration - level + Penetration Specialization

Player: Olavo

Setting:

Current Year: 1220



Age: 27 (27) Size: 0 Confidence: 1 (3)

Effects of Aging:

Effects of Warping:

Handedness:

SCORE

| | | |
|---------------|-----|----|
| Intelligence | Int | +3 |
| Perception | Per | +2 |
| Presence | Pre | -4 |
| Communication | Com | +1 |
| Strength | Str | 0 |
| Stamina | Sta | -1 |
| Dexterity | Dex | +2 |
| Quickness | Qik | +1 |

Poor Eyesight (Penalty: -3) (Minor, General)

SCORE

| | | |
|----|-----------------|---|
| 30 | Area Lore: Area | 3 |
| 5 | Magic Theory | 1 |
| 5 | Latin | 1 |
| 5 | Bargain | 1 |
| 5 | Charm | 1 |
| 30 | Stealth | 3 |
| 5 | Teaching | 1 |
| 15 | Awareness | 2 |
| 15 | Magic Lore | 2 |
| 30 | Parma Magica | 3 |
| 50 | Penetration | 4 |
| 5 | Athletics | 1 |
| 5 | Chirurgy | 1 |
| 5 | Brawl | 1 |
| 15 | Guile | 2 |
| 5 | Catalan | 1 |
| 75 | Living Language | 5 |

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| Magical Arts | | | | | | | | | | | | | |
|--------------|-------|------|--------|-------|------|-------|----|----------|-------|------|-------|----|--|
| Technique | Score | Exp. | Form | Score | Exp. | Bonus | MR | Form | Score | Exp. | Bonus | MR | |
| Creo | 0+3 | 0 | Auram | 5 | 15 | 1 | 20 | Auram | 0 | 0 | 0 | 15 | |
| Intellego | 6 | 21 | Vim | 4 | 10 | 1 | 19 | Corpus | 0 | 0 | 0 | 15 | |
| Muto | 0 | 0 | Ignem | 2 | 3 | 1 | 17 | Herbam | 0 | 0 | 0 | 15 | |
| Perdo | 0 | 0 | Animal | 0 | 0 | 0 | 15 | Ignem | 0 | 0 | 0 | 15 | |
| Rego | 8 | 36 | Aquam | 0 | 0 | 0 | 15 | Imaginem | 0 | 0 | 0 | 15 | |

| Laboratory Totals | | | | | | | | | | |
|---|--------|-------|-------|--------|--------|-------|----------|--------|--------|-----|
| Lab Total: Int (3) + Magic Theory (1) + Specialty () + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art | | | | | | | | | | |
| | Animal | Aquam | Auram | Corpus | Herbam | Ignem | Imaginem | Mentem | Terram | Vim |
| Creo | 11 | 11 | 16 | 11 | 11 | 13 | 11 | 11 | 11 | 15 |
| Intellego | 14 | 14 | 19 | 14 | 14 | 16 | 14 | 14 | 14 | 18 |
| Muto | 8 | 8 | 13 | 8 | 8 | 10 | 8 | 8 | 8 | 12 |
| Perdo | 8 | 8 | 13 | 8 | 8 | 10 | 8 | 8 | 8 | 12 |
| Rego | 16 | 16 | 21 | 16 | 16 | 18 | 16 | 16 | 16 | 20 |

| 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) | 1 | + | 0 | = 1 |
| | Qik | | Finesse | TOTAL |
| Determining Effect (+ die, vs. 15-magnitude) | 2 | + | 2 | = 4 |
| | Per | + | Awareness | = TOTAL |
| Base Targeting (+ die) | 2 | + | 0 | = 2 |
| | Per | + | Finesse | = TOTAL |
| Concentration (+ die) | -1 | + | 0 | = -1 |
| | Sta | + | Concentration | = TOTAL |
| Magic Resistance (+ Form) | | | 3×5 | = 15 |
| | | | Parma×5 | = TOTAL |

| Longevity Ritual | |
|------------------|----------------------|
| Lab Total: 0 | Age Roll Modifier: 3 |
| 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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Elominius.chr, 02/06/2013, Page 4

Character: Xoaquin

Player: Olavo

Saga: Brittany

Setting:

Current Year: 1220



House:

Age: 20 (20) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

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Warping: 0 (0)

Effects of Warping:

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Birth Name:

Year Born: 1200

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 168 cm

Weight: 70 kg

Hair:

Eyes:

Handedness:

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Characteristics

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

Virtues and Flaws

Knight (Minor, Social Status)

Book Learner (Book Quality: +3) (Minor, General)

Intuition (Minor, General)

Outsider (Major, Social)

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Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|------|-----------------------------|-------|
| 5 | Great Weapon (Great Lance) | 1 |
| 15 | Single Weapon (Broadsword) | 2 |
| 15 | Ride | 2 |
| 30 | Bargain | 3 |
| 30 | Carouse | 3 |
| 30 | Intrigue | 3 |
| 15 | Teaching | 2 |
| 5 | Charm | 1 |
| 15 | Animal Handling | 2 |
| 15 | Area Lore (Catalunha): Area | 2 |
| 15 | Living Language (Latin) | 2 |
| 15 | Brawl | 2 |
| 15 | Swim | 2 |
| 30 | Survival | 3 |
| 5 | Leadership | 1 |
| 15 | Chirurgy | 2 |

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| Personality Traits | SCORE | Reputations | SCORE |
|--------------------|-------|---------------------------------|-------|
| Boastful | +1 | Meddler (Dominant Social Group) | 1 |
| Daring | +2 | | |
| Gregarious | +2 | | |
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Notes

| Fatigue Levels | | | | Wounds | | | | |
|--------------------------|----|---------|-------------|---------------|--------|---|-------|--|
| | | | | RANGE | NUMBER | PENALTY | Notes | |
| <input type="checkbox"/> | | | Fresh | 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 | |
| <input type="checkbox"/> | 0 | 2 min. | Winded | 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 | |
| <input type="checkbox"/> | -1 | 10 min. | Weary | 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 | |
| <input type="checkbox"/> | -3 | 30 min. | Tired | Incapacitated | 16-20 | <input type="checkbox"/> | | |
| <input type="checkbox"/> | -5 | 1 hr. | Dazed | Dead | 21+ | <input type="checkbox"/> | | |
| <input type="checkbox"/> | | 2 hr. | Unconscious | | | | | |

Armor Soak: +7 = +1 (Sta) + 6 (prot) + 0 (Virtues)
 Partial Chain Mail*: protection: 6, load: 4

| Weapons | Qik+Weap-Enc = INIT | Dex+Abil+Weap = ATK | Qik+Abil+Weap = DFN | Str+Weap = DAM | Load | Range |
|-------------|---------------------|---------------------|---------------------|----------------|------|-------|
| Dodge | 1 + 0 - 1 = +0 | -- | 1 + 2 + 0 = +3 | -- | -- | Touch |
| Spear, Long | 1 + 3 - 2 = +2 | 2 + 0 + 3 = +5 | 1 + 0 + 1 = +2 | 1 + 7 = +8 | 3 | |
| Sword, Long | 1 + 2 - 1 = +2 | 2 + 0 + 4 = +6 | 1 + 0 + 1 = +2 | 1 + 6 = +7 | 1 | |
| Fist | 1 + 0 - 1 = +0 | 2 + 2 + 0 = +4 | 1 + 2 + 0 = +3 | 1 + 0 = +1 | -- | Touch |
| Kick | 1 - 1 - 1 = -1 | 2 + 2 + 0 = +4 | 1 + 2 - 1 = +2 | 1 + 3 = +4 | -- | Touch |
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Equipment

| | |
|--------------|--|
| Horse | |
| Survival Kit | |
| Wax Tablet | |
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Character: Corentin

Player:

Saga: Brittany

Setting:

Current Year: 1220



House:

Age: 32 (32) Size: 0 Confidence: --

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

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

Virtues and Flaws

Custos (Minor, Social Status)

Martial Abilities (Special)

Warrior (50/50) (Minor, General)

Obsessed (Order of Hermes) (Minor, Personality)

Weak Characteristics: -3 (Minor, General)

Birth Name:

Year Born: 1188

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 170 cm

Weight: 75 kg

Hair:

Eyes:

Handedness:

Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|------|-----------------------------------|-------|
| 15 | Animal Handling (Horses) | 2 |
| 15 | Awareness (Alertness) | 2 |
| 15 | Bargain (Soldier Extras) | 2 |
| 30 | Brawl (Fists) | 3 |
| 30 | Carouse (Tales about Famous Magi) | 3 |
| 5 | Concentration (Keep Watch) | 1 |
| 5 | Chirurgy (First Aid) | 1 |
| 30 | Covenant Lore: Covenant (Magi) | 3 |
| 5 | Etiquette (Magi) | 1 |
| 15 | Folk Ken (Magi) | 2 |
| 5 | Guile (Excuses) | 1 |
| 5 | Hunt (Tracking) | 1 |
| 30 | Latin (Hermetic) | 3 |
| 15 | Leadership (Taking the Lead) | 2 |
| 5 | Music (Singing Loud) | 1 |
| 50 | Order of Hermes Lore (Lineages) | 4 |
| 30 | Ride (Combat) | 3 |
| 30 | Thrown Weapon (Knife) | 3 |
| 105 | Single Weapon (Shield) | 6 |
| 30 | Great Weapon (Quarterstaff) | 3 |
| 15 | Survival (Forest) | 2 |
| 15 | Athletics (Running) | 2 |

| Personality Traits | SCORE | Reputations | SCORE |
|--------------------------|-------|-------------|-------|
| Loyal to Order of Hermes | +3 | | |
| Honest | +1 | | |
| Brave | +1 | | |
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Notes

| Fatigue Levels | | | | Wounds | | | | RANGE | NUMBER | PENALTY | Notes |
|--------------------------|----|---------|-------------|---|-------|---|----|-------|--------|---------|-------|
| <input type="checkbox"/> | | | Fresh | 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 | | | | |
| <input type="checkbox"/> | 0 | 2 min. | Winded | 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 | | | | |
| <input type="checkbox"/> | -1 | 10 min. | Weary | 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 | | | | |
| <input type="checkbox"/> | -3 | 30 min. | Tired | Incapacitated | 16-20 | <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | -5 | 1 hr. | Dazed | Dead | 21+ | <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | 2 hr. | Unconscious | Armor Soak: +6 = +2 (Sta) + 4 (prot) + 0 (Virtues) Partial Metal Scale Armor*: protection: 4, load: 4 | | | | | | | |

| Weapons | Qik+Weap-Enc = INIT | Dex+Abil+Weap = ATK | Qik+Abil+Weap = DFN | Str+Weap = DAM | Load | Range |
|---------|---------------------|---------------------|---------------------|----------------|------|-------|
| Dodge | 0 + 0 + 0 = +0 | -- | 0 + 3 + 0 = +3 | -- | -- | Touch |
| Mace | 0 + 1 - 1 = +0 | 0 + 6 + 3 = +9 | 0 + 6 + 0 = +6 | 2 + 8 = +10 | 2 | |
| Fist | 0 + 0 + 0 = +0 | 0 + 3 + 0 = +3 | 0 + 3 + 0 = +3 | 2 + 0 = +2 | -- | Touch |
| Kick | 0 - 1 + 0 = -1 | 0 + 3 + 0 = +3 | 0 + 3 - 1 = +2 | 2 + 3 = +5 | -- | Touch |
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Equipment

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| Pack Survival Kit | |
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Character: Gaëlle

Player:

Saga: Brittany

Setting:

Current Year: 1220



House:

Age: 29 (29) Size: 0 Confidence: --

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:

Year Born: 1191

Gender: Female

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 165 cm

Weight: 65 kg

Hair:

Eyes:

Handedness:

Characteristics

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

Virtues and Flaws

Covenfolk (Free, Social Status)

Strong-Willed (Will Rolls: +3) (Minor, General)

True Love (Bonus: +3 to appropriate Personality Traits) (Minor, General)

Noncombatant (Minor, Personality)

Social Handicap (Withdrawn) (Minor, General); Social Dealings: -3

Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|------|---|-------|
| 50 | Area Lore: Area (Personalities) | 4 |
| 30 | Covenant Lore: Covenant (Personalities) | 3 |
| 5 | Athletics (Walking) | 1 |
| 30 | Awareness (Alertness) | 3 |
| 5 | Carouse (Flirting) | 1 |
| 30 | Charm (Being Witty) | 3 |
| 15 | Etiquette (Peasants) | 2 |
| 50 | Folk Ken (Townsfolk) | 4 |
| 50 | Guile (Lying to Authority) | 4 |
| 15 | Intrigue (Gossip) | 2 |
| 75 | Housewife (Anticipating Needs) | 5 |
| 50 | Survival (Cooking) | 4 |

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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) |
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[illegible][illegible]

Character: Paul

Player:

Saga: Brittany

Setting:

Current Year: 1220



House:

Age: 32 (32) Size: 0 Confidence: --

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:

Year Born: 1188

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 170 cm

Weight: 75 kg

Hair:

Eyes:

Handedness:

Characteristics

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

Virtues and Flaws

Custos (Minor, Social Status)

Martial Abilities (Special)

Inspirational (Bonus: +3 to targets' Personality Traits) (Minor, General)

Compulsion (Fighting/Brawling) (Minor, Personality)

Infamous (Minor, General)

Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|------|---------------------------------|-------|
| 50 | Area Lore: Area (Personalities) | 4 |
| 30 | Awareness (Alertness) | 3 |
| 50 | Bargain (Hard Sell) | 4 |
| 105 | Brawl (Punches) | 6 |
| 15 | Carouse (Power Drinking) | 2 |
| 15 | Folk Ken (Peasants) | 2 |
| 30 | Guile (Fast Talk) | 3 |
| 30 | Leadership (Inspiration) | 3 |
| 75 | Single Weapon (Spear) | 5 |
| 5 | Survival | 1 |
| 15 | Thrown Weapon (Javelin) | 2 |
| 30 | Athletics (Running) | 3 |

| Personality Traits | SCORE | Reputations | SCORE |
|--------------------|-------|----------------------------|-------|
| Brave | +1 | Bad Reputation (Dishonest) | 4 |
| Cheerful | +3 | | |
| Loyal | +3 | | |
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Notes

| Fatigue Levels | | | | Wounds | | | | RANGE | NUMBER | PENALTY | Notes |
|--------------------------|----|---------|-------------|---------------|-------|---|----|-------|--------|---------|-------|
| <input type="checkbox"/> | | | Fresh | 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 | | | | |
| <input type="checkbox"/> | 0 | 2 min. | Winded | 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 | | | | |
| <input type="checkbox"/> | -1 | 10 min. | Weary | 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 | | | | |
| <input type="checkbox"/> | -3 | 30 min. | Tired | Incapacitated | 16-20 | <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | -5 | 1 hr. | Dazed | Dead | 21+ | <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | 2 hr. | Unconscious | | | | | | | | |

Armor Soak: +9 = +3 (Sta) + 6 (prot) + 0 (Virtues)
 Partial Chain Mail*: protection: 6, load: 4

| Weapons | Qik+Weap-Enc = INIT | Dex+Abil+Weap = ATK | Qik+Abil+Weap = DFN | Str+Weap = DAM | Load | Range |
|-----------------------------|---------------------|---------------------|---------------------|----------------|------|-------|
| Dodge | 0 + 0 + 0 = +0 | -- | 0 + 6 + 0 = +6 | -- | -- | Touch |
| Spear, Short/Shield, Heater | 0 + 2 - 1 = +1 | 0 + 5 + 2 = +7 | 0 + 5 + 3 = +8 | 2 + 5 = +7 | 1 | |
| Fist | 0 + 0 + 0 = +0 | 0 + 6 + 0 = +6 | 0 + 6 + 0 = +6 | 2 + 0 = +2 | -- | Touch |
| Kick | 0 - 1 + 0 = -1 | 0 + 6 + 0 = +6 | 0 + 6 - 1 = +5 | 2 + 3 = +5 | -- | Touch |
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Equipment

Character: Credo

Player:

Saga: Brittany

Setting:

Current Year: 1220



House:

Age: 20 (20) Size: -1 Confidence: --

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:

Year Born: 1200

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 117 cm

Weight: 40 kg

Hair:

Eyes:

Handedness:

Characteristics

| | | DESCRIPTION | SCORE |
|---------------|-----|-------------|-------|
| Intelligence | Int | | +1 |
| Perception | Per | | 0 |
| Presence | Pre | | -1 |
| Communication | Com | | -4 |
| Strength | Str | | -1 |
| Stamina | Sta | | 0 |
| Dexterity | Dex | | +3 |
| Quickness | Qik | | +2 |

Virtues and Flaws

Light Touch (Subtle Manipulation: +1) (Minor, General)
Perfect Balance (Avoid Falling and Tripping: +6) (Minor, General)
Social Contacts (Thieves) (Minor, General)

Poor Communication × 1 (Minor, General)
Small Frame (Minor, General)
Tainted With Evil (Minor, General)

Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|------|-------------------------------|-------|
| 15 | Area Lore: Area (Alleys) | 2 |
| 50 | Athletics (Climbing Walls) | 4 |
| 30 | Awareness (Authority Figures) | 3 |
| 5 | Bargain (Ill-Gotten Gains) | 1 |
| 15 | Brawl (Dagger) | 2 |
| 30 | Guile (Professing Innocence) | 3 |
| 15 | Intrigue (Townsfolk) | 2 |
| 50 | Legerdemain (Slitting Purses) | 4 |
| 5 | Mummer (Disguises) | 1 |
| 50 | Stealth (Urban Areas) | 4 |
| 5 | Carouse (Keeping sober) | 1 |

| Personality Traits | SCORE | Reputations | SCORE |
|--------------------|-------|-------------|-------|
| Avaricious | +2 | | |
| Proud | +3 | | |
| Loyal | -3 | | |
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Notes

| Fatigue Levels | | | | Wounds | | | | RANGE | NUMBER | PENALTY | Notes |
|--------------------------|----|---------|-------------|---------------|-------|---|----|-------|--------|---------|-------|
| <input type="checkbox"/> | | | Fresh | Light Wounds | 1-4 | <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 | | | | |
| <input type="checkbox"/> | 0 | 2 min. | Winded | Medium Wounds | 5-8 | <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 | | | | |
| <input type="checkbox"/> | -1 | 10 min. | Weary | Heavy Wounds | 9-12 | <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 | | | | |
| <input type="checkbox"/> | -3 | 30 min. | Tired | Incapacitated | 13-16 | <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | -5 | 1 hr. | Dazed | Dead | 17+ | <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | 2 hr. | Unconscious | | | | | | | | |

Armor Soak: +1 = 0 (Sta) + 1 (prot) + 0 (Virtues)
 Quilted Armor*: protection: 1, load: 2

| Weapons | Qik+Weap-Enc = INIT | Dex+Abil+Weap = ATK | Qik+Abil+Weap = DFN | Str+Weap = DAM | Load | Range |
|---------|---------------------|---------------------|---------------------|----------------|------|-------|
| Dodge | 2 + 0 - 1 = +1 | -- | 2 + 2 + 0 = +4 | -- | -- | Touch |
| Dagger | 2 + 0 - 2 = +0 | 3 + 3 + 2 = +8 | 2 + 3 + 0 = +5 | -1 + 3 = +2 | 2 | Touch |
| Fist | 2 + 0 - 1 = +1 | 3 + 2 + 0 = +5 | 2 + 2 + 0 = +4 | -1 + 0 = -1 | -- | Touch |
| Kick | 2 - 1 - 1 = +0 | 3 + 2 + 0 = +5 | 2 + 2 - 1 = +3 | -1 + 3 = +2 | -- | Touch |
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Equipment

Character: Ignatio

Player:

Saga: Brittany

Setting:

Current Year: 1220



House:

Age: 35 (35) Size: 0 Confidence: --

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

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

Virtues and Flaws

Custos (Minor, Social Status)

Martial Abilities (Special)

Tough (Soak: +3) (Minor, General)

Warrior (50/50) (Minor, General)

Social Handicap (Aversion to Gossip) (Minor, General); Social Dealings: -3

Temperate (Minor, Personality)

Poor Student (Learning: -3) (Minor, General)

Birth Name:

Year Born: 1185

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 170 cm

Weight: 75 kg

Hair:

Eyes:

Handedness:

Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|------|--|-------|
| 105 | Single Weapon (Short Sword and Round Shield) | 6 |
| 30 | Area Lore: Area (Men at Arms) | 3 |
| 15 | Area Lore: Area (Paths) | 2 |
| 30 | Area Lore: Area (Men at Arms) | 3 |
| 50 | Athletics (Jumping) | 4 |
| 50 | Awareness (Body-guarding) | 4 |
| 50 | Bows (Short Bow) | 4 |
| 50 | Brawl (Dodge) | 4 |
| 15 | Carouse (Keeping Sober) | 2 |
| 5 | Folk Ken (Magi) | 1 |
| 5 | Latin (Receiving Brief Commands) | 1 |
| 15 | Leadership (Silent Orders) | 2 |
| 50 | Ride (Battle) | 4 |
| 30 | Breton (Soldiers' Talk) | 3 |
| 30 | Stealth (Hide) | 3 |
| 15 | Swim (Diving) | 2 |

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Character: Tillita

Player:

Saga: Brittany

Setting:

Current Year: 1220

House: Bonisagus

Age: 35 (35) Size: -1 Confidence: 0 (0)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

| | DESCRIPTION | SCORE |
|---------------|-------------|-------|
| Intelligence | Int | +5 |
| Perception | Per | +1 |
| Presence | Pre | +1 |
| Communication | Com | +2 |
| Strength | Str | -2 |
| Stamina | Sta | +1 |
| Dexterity | Dex | -2 |
| Quickness | Qik | +1 |

Virtues and Flaws

The Gift (Special)
Hermetic Magus (Free, Social Status)
Secondary Insight (Major, Hermetic)
Affinity with Latin (Minor, General)
Free Study (Studying from Raw Vis: +3) (Minor, Hermetic)
Puissant Magic Theory (Minor, General)
Puissant Magic Theory (Minor, General)
Special Circumstances (Casting While Tipsy: +3) (Minor, Hermetic)
Great Intelligence × 2 (Minor, General)

Low Self-Esteem (Major, General)
Clumsy Magic (Finesse: -3) (Minor, Hermetic)
Driven (Teaching) (Minor, Personality)
Optimistic (Major, Personality)
Small Frame (Minor, General)



Birth Name:

Year Born: 1185

Gender: Female

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 115 cm

Weight: 35 kg

Hair:

Eyes:

Handedness:

Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|------|---|-------|
| 5 | Awareness (Dark Corners) | 1 |
| 15 | Brawl (Dodging) | 2 |
| 30 | Breton (City Dweller's Slang) | 3 |
| 15 | Area Lore: Area (Urban Centers) | 2 |
| 15 | Chirurgy (Self-Treatment) | 2 |
| 5 | Code of Hermes (Normandy Tribunal Magi) | 1 |
| 30 | Concentration (Under Duress) | 3 |
| 5 | Finesse (Auram) | 1-3 |
| 15 | Folk Ken (Lower Classes) | 2 |
| 15 | Guile (Disavowing Responsibility) | 2 |
| 50 | Latin (Hermetic Usage) | 5 |
| 30 | Magic Theory (Extracting Vis) | 3+4 |
| 5 | Order of Hermes Lore (Normandy Tribunal Magi) | 1 |
| 15 | Area Lore: Area (Students' Quarter) | 2 |
| 15 | Parma Magica (Ignem) | 2 |
| 5 | Penetration (Auram) | 1 |
| 15 | Stealth (Hiding) | 2 |
| 15 | Survival (City Streets) | 2 |
| 50 | Artes Liberales (Rhetoric) | 4 |
| 15 | Carouse (Begging Drinks) | 2 |
| 15 | Leadership (Teaching) | 2 |

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Gauntlet Age: 35

| Technique | Score | Exp. | Form | Score | Exp. | Bonus | MR | Form | Score | Exp. | Bonus | MR |
|-----------|-------|------|--------|-------|------|-------|----|----------|-------|------|-------|----|
| Creo | 5 | 15 | Animal | 3 | 6 | 1 | 13 | Ignem | 0 | 0 | 0 | 15 |
| Intellego | 5 | 15 | Aquam | 2 | 3 | 1 | 12 | Imaginem | 2 | 3 | 1 | 12 |
| Muto | 4 | 10 | Auram | 3 | 6 | 1 | 13 | Mentem | 3 | 6 | 1 | 13 |
| Perdo | 4 | 10 | Corpus | 2 | 3 | 1 | 12 | Terram | 0 | 0 | 0 | 10 |
| Rego | 5 | 15 | Herbam | 3 | 6 | 1 | 13 | Vim | 5 | 15 | 1 | 15 |

| | Animal | Aquam | Auram | Corpus | Herbam | Ignem | Imaginem | Mentem | Terram | Vim |
|-----------|--------|-------|-------|--------|--------|-------|----------|--------|--------|-----|
| Creo | 24 | 23 | 24 | 23 | 24 | 21 | 23 | 24 | 21 | 26 |
| Intellego | 24 | 23 | 24 | 23 | 24 | 21 | 23 | 24 | 21 | 26 |
| Muto | 23 | 22 | 23 | 22 | 23 | 20 | 22 | 23 | 20 | 25 |
| Perdo | 23 | 22 | 23 | 22 | 23 | 20 | 22 | 23 | 20 | 25 |
| Rego | 24 | 23 | 24 | 23 | 24 | 21 | 23 | 24 | 21 | 26 |

| | | | | | |
|---|----------|---|--------------------|---|-------------|
| Fast Casting Speed (+ stress die) | 1 Qik | + | -2 Finesse | = | -1 TOTAL |
| Determining Effect (+ die, vs. 15–magnitude) | 1 Per | + | 1 Awareness | = | 2 TOTAL |
| Base Targeting (+ die) | 1 Per | + | -2 Finesse | = | -1 TOTAL |
| Concentration (+ die) | 1 Sta | + | 3 Concentration | = | 4 TOTAL |
| Magic Resistance (+ Form) | | | 2×5 Parma×5 | = | 10 TOTAL |

| | | | | | |
|-------|---|--------------|--------|--|--|
| 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 | | | | |
| | | | | | |

[illegible]

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