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 ×

Flambeau (10 Build Points): Upkeep: +1 (15); Usage: Typical

Mercere-Criamon (10 Build Points): Upkeep: +2 (30); Usage: Typical \times 1

Tytalus-Verditius (10 Build Points): Upkeep: +1 (15); Usage: Typical × 1

Boons and Looks

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

1

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 (Townsfolk) 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 (Townsfolk) 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

Ceapons & Armor

Cealth	
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

Glaucophane 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 C	
Effect Name: Words of the Unbroken Silence;	
25; Effect Details: R: Sight, D: Mom, T: Ind, F	
1/day; Arts: CrMe 25; Design: Base 10, +3 Sig	
Circlet of communication	25
Creator: Urbanus; Created: Spring 1219; Vis C	apacity: 10;
Effect Name: Words of the Unbroken Silence;	Effect Level:
25; Effect Details: R: Sight, D: Mom, T: Ind, F	requency:
1/day; Arts: CrMe 25; Design: Base 10, +3 Sig	ht
Circlet of communication	25
Creator: Urbanus; Created: Spring 1219; Vis C	apacity: 10;
Effect Name: Words of the Unbroken Silence;	Effect Level:
25; Effect Details: R: Sight, D: Mom, T: Ind, F	requency:
1/day; Arts: CrMe 25; Design: Base 10, +3 Sig	ht
Total: Build Points: 30	75

Library Qo	st
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; Top	oic:
Living Language; Language: Latin	
Tractatus on Pilum of Fire	11
Type: Tractatus; Total Quality: 11; Quality: 11; Topic: Pi	ilum
of Fire; Language: Latin	
Total	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
Total: Build Points: 39	195

Total: Build Points: 39	195
Vis Sources	
v is pources	Pawns
Vis Source: Ignem	5
Physical Form: Sulphur gases; Location: Ye	un Ellez marsh;
Seasons: Summer	
Vis Source: Vim	5
Physical Form: Water of the spring; Location	n: Spring of river
feeding the Yeun Ellez; Seasons: Winter	
Total: Build Points: 50	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: Covenar	nt
Total: Build Points: 3	15



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

1



Plambeau

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

Specializations

+1 Creo



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



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 & Plams

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

Peatures

Fireplace: Type: Lesser

1

Character: Edaurus
Player: Philippe

Saga: Brittany Setting:

Current Year: 1220



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

Decrepitude: 0 Effects of Aging:	Carping: 0 (0) Effects of Warping:

Effects of Aging:	Effects of Warping:
Characteristics	

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

Quiekness	ζıκ	
Virtues and	d Flaws	
The Gift (Special)	
Mythic Blood (M	lajor, Hermetic	e); Magic Feat: Drakaris, Level +
Penetration: 20	0+10, 30, Spea	k and Gesture: 30, Speak: 25,
Gesture: 20, N	either Speak n	or Gesture: 15, Technique: Creo,
Form: Ignem		
		(Minor, Hermetic)
		st spells in combat) (Minor, Hermetic)
	es (Initiative o	n Surprise Attack: +9) (Minor,
General)		
Hermetic Magus		
Puissant Ignem (Minor, Hermet	ic)
Ambitious (Mino	r Dorgonality)	
Magic Addiction		
Proud (Minor, Pe		cue)
Disfigured (Yello		or General)
Distiguites (Terre	, e j e s j (1.1111e	,,, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
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Birth Name:	
Year Born: 1193	
Gender: Male	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 162 cm	
Weight: 60 kg	
Hair:	
Eyes:	
Handedness:	

Abi	líties	
Exp.	ABILITY (SPECIALTY)	SCORE
30	Charm	3
30	Magic Theory	3
30	Parma Magica	3
15	Penetration	2
15	Finesse	2
30	Athletics	3
15	Awareness	2
30	Concentration	3
5	Intrigue	1
5	Leadership	1
5	Swim	1
5	Guile	1
15	Stealth	2
5	Survival	1
5	Latin	1
5	Brawl	1

Personality Trail	SCORI	E Reputatio	ns				SCORE
Notes							
Fatigue Levels		Counds	RANGE	NUMBER	PENALTY Notes		
□ 0 2 min.	Fresh Winded	Light Wounds Medium Wounds	1-5 6-10		-1 -3		
□ 0 2 min. □ -1 10 min.		Heavy Wounds	11-15 16-20				
□ -3 30 min.	Tired Dazed	Incapacitated Dead	21+				
-5 1 hr. 2 hr.	Unconscious	Armor Soak: +	1 = +1 (Sta)	+ 0 (prot) + 0 (Virtues)			
Ceapons	Qik+Weap-	Enc = INIT Dex+Abil+V	Veap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge Fist	2+0+2+0+		0 = +2	2 + 1 + 0 = +3 $2 + 1 + 0 = +3$	 -1 + 0 = -1		Touch Touch
Kick	2 - 1 +		0 = +2	2 + 1 - 1 = +2	-1 + 3 = +2		Touch
Equipment							

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

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + Die

Domus Magna: Primus: Parens:

Covenant of Apprenticeship:

	Gauntlet Age: 27
nnrantiaachin:	

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 Vin										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

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	2	+	2	=	4				
(+ stress die)	Qik		Finesse		TOTAL				
Determining Effect	0	+	2	=	2				
(+ die, vs. 15–magnitude)	Per	+	Awareness	=	TOTAL				
Base Targeting	0	+	2	=	2				
(+ die)	Per	+	Finesse	=	TOTAL				
l	_		_						

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

Longevity Ritual	
Lab Total: 0	Age Roll Modifier: 3
Twilight Scars:	

Art	Pawns	Physical Form and Location

Famil	liar			POWERS, ABILITIES, ATTACKS	
Name:					
Type:					
Int	0	Tech C	Creo		
Per	0	Form Ani			
Str	0	Lab Total	0		
Sta	0	Bond Lev			
Pre	0	Cords			
Com	0	Gold	0		
Dex	0	Silver	0		
Qik	0	Bronze	0		
Size	0	Total	0		
Might	0				
Soak	0				

Grimoire of Edaurus								
pell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
ilum of Fire	+20	CrIg20	Voice	Mom	Ind		+2	
Effect: Damage: +15								
irst of the Sweeping Flames	+18	ReIg25	Sight	Mom	Ind		-5	
rison of Flames	+19	MuIg20	Voice	Sun	Ind		+1	
ifting the Dangling Puppet	+10	ReCo15	Voice	Conc	Ind		-3	
Disguise of the New Visage	+11	MuCo15	Touch Voice	Sun Mom	Part Ind		-2 -2	
The Wound that Weeps Effect: Wound: Light	+11	PeCo15	Voice	Mom	Ind		-2	
Winter's Icy Touch	+19	PeIg10	Voice	Mom	Ind		+11	
viller's icy Touch	+19	reigio	voice	MOIII	IIIu		+11	
asting Total: (Technique + Form + Sta								

Character: Clominius
Player: Olavo

Saga: Brittany Setting:

Current Year: 1220



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

Decrepitude: 0 Effects of Aging:	Carping: 0 (0) Effects of Warping:

Effects of Aging:	Effects of Warping:
Characteristics	

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

Quickliess	Qik	
Virtues an	d Flaws	
The Gift (Specia)	
Flawless Magic	Study Totals: Doubled for	spell mastery) (Major,
Hermetic)	•	• • • • • • • • • • • • • • • • • • • •
	(Free, Social Status)	
Puissant Creo (M	linor, Hermetic)	
Poor Presence ×	s (Muto Aquam, Perdo Igr 1 (Minor, General) enalty: -3) (Minor, Genera	
Foor Eyesignt (F	enany5) (Millor, Genera	.1)



Birth Name:	
Year Born: 1183	
Gender: Male	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 165 cm	
Weight: 65 kg	
Hair:	
Eyes:	
Handedness:	

Ahí	lities	
l	ABILITY (SPECIALTY)	SCORE
30	Area Lore: Area	3
$\frac{-30}{5}$	Magic Theory	1
5	Latin	1
5	Bargain	1
5	Charm	1
30		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	
$\frac{5}{75}$	Catalan	
-/5	Living Language	
		_

Personality Traits Careful Curious	SCORE +0 +1	Reputation	18				SCORE
Dotes							
0 2 min. V -1 10 min. V -3 30 min. T -5 1 hr. D	resh Vinded Veary Tired	Light Wounds Medium Wounds Heavy Wounds Incapacitated Dead Firmor Soak: -1	RANGE 1-5 6-10 11-15 16-20 21+ = -1 (Sta) +	NUMBER P	ENALTY Notes -1 -3 -5		
Dodge Fist Kick	1 + 0 + 0	=+1 2 - 2 +	0 = +0	Qik+Abil+Weap = DFN 1 - 2 + 0 = -1 1 - 2 + 0 = -1 1 - 2 - 1 = -2		Load 	Range Touch Touch Touch
Equipment							

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

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + Die

Domus Magna: Primus:

Parens: Covenant of Apprenticeship:

Gauntlet Age: 27	
Gaundet Age. 27	

Magica	l Art	S										
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

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	1	+	0	=	1				
(+ stress die)	Qik		Finesse		TOTAL				
Determining Effect	2	+	2	=	4				
(+ die, vs. 15–magnitude)	Per	+	Awareness	=	TOTAL				
Base Targeting	2	+	0	=	2				
(+ die)	Per	+	Finesse	=	TOTAL				
Concentration	-1	+	0	=	-1				

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

Longevity Ritual	
Lab Total: 0	Age Roll Modifier: 3
Twilight Scars:	

Raw Art	Physical Form and Location

Fami	liar			POWERS, ABILITIES, ATTACKS	
Name: Type:					
Int	0	Tech C	reo		
Per	0	Form Anii	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				

Grimoire of Clominius								
Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Sailor's Foretaste of the Morrow	+11	InAu10	Touch	Mom	Group	1 (0)	+5	
Special Abilities: quiet cantuition of the Forest Special Abilities: penetra	+6	InHe20	Touch	Sun	Group	1 (0)	-9	
Shadows of the Fires Past	+8	InIg15	Per	Mom	Vision	1 (0)	-2	
Special Abilities: penetra Piercing the Magical Veil Special Abilities: quiet ca	+10	InVi15	Per	Conc	Vision	1 (0)	-1	
Sense the Nature of Vis Special Abilities: still cas	+10	InVi14	Touch	Mom	Ind	1 (0)	+0	
Demon's Eternal Oblivion Special Abilities: multiple	+4	PeVi11	Voice	Mom	Ind	1 (0)	-3	
The Call to Slumber Special Abilities: fast cas	+8	ReMe10	Voice	Mom	Ind	1 (0)	+2	
True Sight of the Air Special Abilities: penetra	+11	InAu15	Per	Sun	Vision	1 (0)	+1	
Special Addities: penetra Sense of Magical Power Special Abilities: quiet ca	+10	InVi5	Touch	Mom	Ind	1 (0)	+9	
Scales of the Magical Weight	+10	InVi5	Touch	Mom	Ind	1 (0)	+9	
Special Abilities: fast cas	ung							
Casting Total: (Technique + Form + Sta	L most-	ny i focus :-	o hondo	uto opollos-4	ing homes:	[A est T 21-	+ DL31	(ritual only)]) / deficien -:
Penetration: CT + Penetration - level + F	Penetratio	n Specializat	ion	uic ∓ spelicast	ing oonus +	LOI I. LIO.	T 1 IIII.	(Trual Only)]) / deficiencies
		-						

Character: Zoaquín Player: Olavo
Saga: Brittany Setting:
house:



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

Current Year: 1220

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

Birth Name:	
Year Born: 1200	
Gender: Male	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 168 cm	
Weight: 70 kg	
Hair:	
Eyes:	
Handedness:	

C naracterist	115		
		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

Quickness	Qik		+1
Virtues a	nd Flaws		
Knight (Minor			
Book Learner (Book Quality:	+3) (Minor, General)	
Intuition (Mino	or, General)		
O-t-id- (M-i-	C:-1)		
Outsider (Majo	or, Social)		

Abi	lities	
Exp.	ABILITY (SPECIALTY)	SCORE
5	Great Weapon (Great Lance)	1
15	Single Weapon (Broadsword)	
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

Personality Traits Boastful Daring Gregarious	SCORE +1 +2 +2	Reputation Meddler (Domin		roup)			SCORE 1
Dotes							
Fatigue Levels □	Ligh Med Hear Inca Deac	rmor Soak: +7		NUMBER NUMBER O O O O O O O O O O O O O O O O O O O	PENALTY Notes -1 -3 -5		
Dodge Spear, Long Sword, Long	1 + 0 - 1 = +	$\begin{array}{ccc} 2 & 2+0+\\ 2 & 2+0+\\ 0 & 2+2+ \end{array}$	3 = +5 4 = +6 0 = +4	Qik+Abil+Weap = DFN 1 + 2 + 0 = +3 1 + 0 + 1 = +2 1 + 0 + 1 = +2 1 + 2 + 0 = +3 1 + 2 - 1 = +2		Load 3 1	Range Touch Touch Touch
Equipment Horse Survival Kit Wax Tablet							

Character: Corentin Player:

Saga: Brittany Setting:

Current Year: 1220



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

Decrepitude: 0 Effects of Aging:	Carping: 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	

Quickness	Qik	0
Virtues a	nd Flaws	
Custos (Minor,	Social Status)	
Martial Abilitie		
) (Minor, General)	
) (Illinoi, Ceneral)	
Obsessed (Orde	er of Hermes) (Minor, Persona	ality)
	ristics: -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:	

Abi	lities	
Exp.	ABILITY (SPECIALTY)	SCORE
15	Animal Handling (Horses)	2
15	Awareness (Alertness)	
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 Trait Loyal to Order of Hermes Honest Brave	SCORI +3 +1 +1	Reputatio	ns				SCORE
Notes							
Patigue Levels □ 0 2 min. □ -1 10 min. □ -3 30 min. □ -5 1 hr. □ 2 hr.	-			NUMBER Number	PENALTY Notes -1 -3 -5 -5		
Ceapons Dodge Mace Fist Kick	0 + 0 +	1 = +0 $0 + 6 + 0$ $0 = +0$ $0 + 3 + 0$	_	Qik+Abil+Weap = DFN 0+3+0=+3 0+6+0=+6 0+3+0=+3 0+3-1=+2		Load 2	Range Touch Touch Touch
Equipment Pack Survival Kit							

Character:	Gaell
Player:	

Saga: Brittany Setting:

Current Year: 1220



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

Decrepitude: 0 Effects of Aging:	Carping: 0 (0) Effects of Warping:

Effects of Aging:	Effects of Warping:
Characteristics	

Characterior	.ILD		
		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

	ee, Social Status)		
		(Minor, General)	Tuoita) (Minon
General)	nus: +3 to appro	priate Personality	Traits) (Minor,
General)			
oncombatant	(Minor, Persona	lity)	
ocial Handica	np (Withdrawn) (Minor, General); S	Social Dealings:



Birth Name:	
Year Born: 1191	
Gender: Female	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 165 cm	
Weight: 65 kg	
Hair:	
Eyes:	
Handedness:	

Abilities					
ļ [*]	ABILITY (SPECIALTY)	SCORE			
_	Area Lore: Area (Personalities)	4			
30	Covenant Lore: Covenant (Personalities)	3			
5	Athletics (Walking)	1			
30		3			
5	Carouse (Flirting)				
30	Charm (Being Witty)	$\frac{3}{2}$			
$\frac{15}{50}$	Etiquette (Peasants) Folk Ken (Townsfolk)	$\frac{2}{4}$			
$\frac{-50}{50}$	Guile (Lying to Authority)	4			
$\frac{30}{15}$	Intrigue (Gossip)	$\frac{}{2}$			
75	Housewife (Anticipating Needs)				
50	Survival (Cooking)	4			

Personality Traits Practical Spiteful Capricious	SCORE +2 +2 +3	Reputations			SCOR	EE
Dotes						
-1 10 min. We -3 30 min. Tir -5 1 hr. Da	esh Lig Me Heary Inc Dear zed			PENALTY Notes -1 -3 -5		
Dodge Fist Kick	1 + 0 + 0 = 0	+1 $0+0+0=+0$	1 + 0 + 0 = +1		Load Range Touc Touc	ch ch
Equipment						

Character:	Pau
70.1	

Player:

Saga: Brittany Setting:

Current Year: 1220



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

Decrepitude: 0 Effects of Aging:	Carping: 0 (0) Effects of Warping:

Effects of Aging:	Effects of Warping:
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

Quickness	Qık		0
Virtues an	d Flaws		
Custos (Minor, S	Social Status)		
Martial Abilities			
		ersonality Traits) (Minor,	
General)		<u> </u>	
	hting/Brawling) (M	inor, Personality)	
Infamous (Mino	r, General)		



Abi	líties	
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	
15	Thrown Weapon (Javelin)	
30	Athletics (Running)	3
		hr 02/06/2012 Page 1

Personality Traits Brave Cheerful Loyal	SCORE +1 +3 +3	Reputation Bad Reputation				SCORE 4
Notes						
Fatigue Levels □	Lig Me Hea Inc Dea	rmor Soak: +	NUMBER Number	PENALTY Notes -1 -3 -5		
Dodge Spear, Short/Shield, Heater Fist Kick	0 + 0 + 0 = 0	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	 Qik+Abil+Weap = DFN 0+6+0=+6 0+5+3=+8 0+6+0=+6 0+6-1=+5		Load 1 	Range Touch Touch Touch
Equipment						

Character: Credo

Player:

Saga: Brittany Setting:

Current Year: 1220

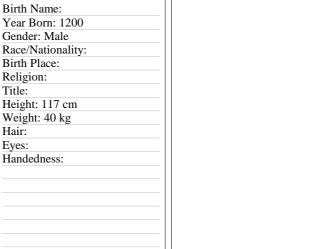


Confidence: " Age: 20 (20) Size: 1

Decrepitude: 0 Effects of Aging:	Carping: 0 (Effects of Warping

L. "	
0)	

G R B R T H W H E H
-



Characterist	ics		
		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

	1
Virtue	s and Flaws
Light Touc	ch (Subtle Manipulation: +1) (Minor, General)
	ance (Avoid Falling and Tripping: +6) (Minor, General)
Social Con	tacts (Thieves) (Minor, General)
	nunication × 1 (Minor, General)
	ne (Minor, General)
l'ainted Wi	ith Evil (Minor, General)

Abi	líties	
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)	$-\frac{1}{4}$
50	Stealth (Urban Areas)	4
5	Carouse (Keeping sober)	1

Personality Trail Avaricious Proud Loyal	SCOR +2 +3 -3	E Reputati	ons				SCORE
Dotes							
Fatigue Levels 0 2 min1 10 min3 30 min5 1 hr. 2 hr.	-	Light Wounds Medium Wounds Heavy Wounds Incapacitated Dead Soak: Quilte	RANGE 1-4 5-8 9-12 13-16 17+ +1 = 0 (Sta) ++ ed Armor*: pro	NUMBER Number	PENALTY Notes -1 -3 -5		
Capons Dodge Dagger Fist Kick	2 + 0 - 2 + 0 - 2 + 0 -	Enc = INIT Dex+Abil- 1 = +1 2 = +0		Qik+Abil+Weap = DFN 2 + 2 + 0 = +4 2 + 3 + 0 = +5 2 + 2 + 0 = +4 2 + 2 - 1 = +3		Load 2	Range Touch Touch Touch Touch
Aquipment							

Character: Igna	Aliatattki. T	પ્રાાધ	LIU
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Player:

Saga: Brittany Setting:

Setting: Current Year: 1220



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

Decrepitude: 0 Effects of Aging:	Carping: 0 (0) Effects of Warping:
	_

Characterist	ics		
		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

Custos (Minor, So Martial Abilities (S Tough (Soak: +3) Warrior (50/50) (M Social Handicap (A Dealings: -3 Temperate (Minor,	cial Status) Special) (Minor, Genorial Aversion to Personalit	eneral) eral) o Gossip)		eneral); Social
Martial Abilities (S Tough (Soak: +3) Warrior (50/50) (M Social Handicap (A Dealings: -3	Special) (Minor, Genorical Gen	eneral) eral) o Gossip) ty)		eneral); Social
Martial Abilities (S Tough (Soak: +3) Warrior (50/50) (M Social Handicap (A Dealings: -3	Special) (Minor, Genorical Gen	eneral) eral) o Gossip) ty)		eneral); Social
Tough (Soak: +3) Warrior (50/50) (N Social Handicap (A Dealings: -3	(Minor, Genominor, Gen	eral) Gossip) ty)		eneral); Social
Social Handicap (A	Aversion to , Personalit	Gossip)		eneral); Social
Dealings: -3	, Personalit	ty)		eneral); Social
Dealings: -3	, Personalit	ty)		eneral); Social
			eneral)	
1 chipciate (willion			eneral)	
Poor Student (Lear	g. 2) (
1 oor Student (200				



Birth Name:	
Year Born: 1185	
Gender: Male	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 170 cm	
Weight: 75 kg	
Hair:	
Eyes:	
Handedness:	

Ahí	lities	
´	ABILITY (SPECIALTY)	SCORE
105		6
$\frac{103}{30}$	Area Lore: Area (Men at Arms)	$-\frac{3}{3}$
15	Area Lore: Area (Paths)	$\frac{3}{2}$
30	Area Lore: Area (Men at Arms)	$-\frac{2}{3}$
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
l		

Personality Traits Brave Loyal Independent	SCORE +2 +2 +2 +2	Reputations	SCORE
Dotes			
0 2 min. W -1 10 min. W -3 30 min. T -5 1 hr. D	resh Ligural Modern Mod	cight Wounds 1-5	otes
Dodge Fist Kick	1 + 0 + 0 =	= +1 $2 + 4 + 0 = +6$ $1 + 4 + 0 = +5$ $2 + 0 = +$	Touch 2 Touch
Equipment			

Character: Tillita

Saga: Brittany Setting:

Current Year: 1220



Age: 35 (35) Confidence: o (o) Size: 1

Decrepitude: 0 Effects of Aging:	Carping: 0 (0) Effects of Warping:

	Effects of Walp	
Characteristics		

Characterist	LILD		
		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

Quickness	Qik	
Virtues ar	d Flaws	
The Gift (Specia	ıl)	
	(Free, Social Status)	
Secondary Insig	ht (Major, Hermetic)	
	tin (Minor, General)	
	dying from Raw Vis: +3) (Mathematical Action 1)	Inor, Hermetic)
	Theory (Minor, General)	
	Theory (Minor, General)	
	tances (Casting While Tips)	y: +3) (Minor, Hermetic)
Great Intelligen	ce × 2 (Minor, General)	
Low Calf Estate	n (Major, General)	
	Finesse: -3) (Minor, Herme	tic)
	g) (Minor, Personality)	uc)
Optimistic (Maj		
Small Frame (M		
	, ,	
4 16 1 1	demark of Trident Inc. All Righ	, D 1



Birth Name:	
Year Born: 1185	
Gender: Female	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 115 cm	
Weight: 35 kg	
Hair:	
Eyes:	
Handedness:	

Ahi	lities	
′	ABILITY (SPECIALTY)	SCORE
5	Awareness (Dark Corners)	1
15	Brawl (Dodging)	$-\frac{1}{2}$
30	Breton (City Dweller's Slang)	$-\frac{2}{3}$
15	Area Lore: Area (Urban Centers)	$-\frac{3}{2}$
15	Chirurgy (Self-Treatment)	
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

Personality Traits Patient Reclusive Spontaneous	SCORE +2 +1 +2	Reputation	18				SCORE
Dotes							
□ 0 2 min. □ -1 10 min. □ -3 30 min. □ -5 1 hr.		Light Wounds Medium Wounds Heavy Wounds Incapacitated Dead Soak: +	RANGE 1-4 5-8 9-12 13-16 17+ 1 = +1 (Sta)	NUMBER P	PENALTY Notes -1 -3 -5		
Dodge Fist Kick	1 + 0 +	0 = +1 $-2 + 2 +$	· 0 = +0	Qik+Abil+Weap = DFN 1 + 2 + 0 = +3 1 + 2 + 0 = +3 1 + 2 - 1 = +2		Load 	Range Touch Touch Touch
Equipment Wizardly Robes							

House: Bonisagus Covenant: Tres Aquae Wizard's Sigil: Scent of Roses

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + Die

Domus Magna: Primus: Parens:

Covenant of Apprenticeship:

Gauntlet Age: 35	

Magica	l Art	<u> </u>										
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

	ory Tota (5) + Magic The		cialty (Extract	ing Vis) + For	m + Technique	+ Aura (4) -	+ Lab Bonus + F	Puissant Art / I	Deficient Art	
	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

Ritual: Technique + Form + Sta + Aur Spontaneous (Fatigue): (Technique + F					
Spontaneous (No Fatigue): (Technique					,,
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	=======================================	
Concentration	1	+	3	=	4

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

Longevity Ritual	
Lab Total: 0	Age Roll Modifier: 4
Twilight Scars:	

TJaw	VIS	
Art	Pawns	Physical Form and Location

Pami	liar			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				

Grimoire of Tillita								
Spell	CT	Level	Range	Duration		Mast.	Pen.	Notes
Panic of the Elephant's Mouse	+9	ReAn15	Eye	Conc	Ind		-5	
Broom of the Winds	+9	CrAu15	Voice	Mom	Ind		-4	
The Chirurgeon's Healing Touch	+12	CrCo20	Touch	Mom	Ind		-7	Ritual
Effect: Heal: Light The Gift of Vigor	+8	ReCo20	Touch	Mom	Ind		-11	
Frap of the Entwining Vines	+9	CrHe15	Voice	Sun	Group		-5	
Discern the Images of Truth and Fal.	+8	InIm	Per	Conc	Vision		+9	
Panic of the Trembling Heart	+9	CrMe15	Eye	Sun	Ind		-5	
Sense the Nature of Vis The Phantom Gift	+11	InVi5 CrVi15	Touch Voice	Mom Sun	Ind Ind		+7 -3	
ne rhantom Git	+11	CIVIIS	voice	Suii	mu		-3	
asting Total: (Technique + Form + Sta + enetration: CT + Penetration - level + Penetrati				ute + spellcast	ing bonus +	[Art. Lib.	+ Phil.	(ritual only)]) / deficiencies