

Personality Traits	SCORE

Reputations	SCORE

Notes

History

Autumn 1214: Exposure: Area Lore-0 to 0, Exp: 2
 Winter 1214: Training: Armenian-0 to 1, Exp: 9
 Spring 1215: Exposure: Survival-2 to 2, Exp: 2
 Spring 1215: Experience, Exp: 5
 Spring 1215: Experience: Armenian, Exp: 5
 Spring 1215: Advance Season to Summer 1215, Exp: 0
 Summer 1215: Exposure: Magic Theory-3 to 3, Exp: 2
 Summer 1215: Improve Laboratory: Remove Missing Equipment, Exp: 0
 Summer 1215: Improve Laboratory: Remove Wrecked, Exp: 0
 Autumn 1215: Improve Laboratory: Remove Damaged, Exp: 0

Autumn 1215: Exposure: Magic Theory, Exp: 2
 Winter 1215: Exposure: Magic Theory, Exp: 2
 Winter 1215: Write Lab Text, Exp: 0
 Spring 1216: Exposure: Magic Theory-3 to 3, Exp: 2

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: -1 = -1 (Sta) + 0 (prot) + 0 (Virtues)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 + 0 = +1	--	1 + 4 + 0 = +5	--	--	Touch
Fist	1 + 0 + 0 = +1	2 + 3 + 0 = +5	1 + 3 + 0 = +4	3 + 0 = +3	--	Touch
Kick	1 - 1 + 0 = +0	2 + 3 + 0 = +5	1 + 3 - 1 = +3	3 + 3 = +6	--	Touch

Equipment

Lab Text: The Crystal Dart (Load: 10; Technique: Muto; Form: Terram; Range: Voice, +0; Duration: Mom, +0; Target: Ind, +0; Requisite: Rego; Design: Base 3, +2 Voice, +1 Rego requisite; Casting Total: +5; Language: Latin)

Grimoire of Aleksandar

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Words of the Unbroken Silence	+10	CrMe10	Sight	Mom	Ind	1 (0)	+0	
Special Abilities: quiet casting								
Perception of the Conflicting Motiv...	+10	InMe15	Eye	Mom	Ind	1 (0)	-5	
Special Abilities: quiet casting								
Recollection of Memories Never Qu...	+4	MuMe4	Eye	Sun	Ind	1 (0)	+0	
Special Abilities: multiple casting								
The Call to Slumber	+10	ReMe10	Voice	Mom	Ind	1 (0)	+0	
Special Abilities: multiple casting								
Confusion of the Numbed Will	+10	ReMe15	Eye	Sun	Ind	1 (0)	-5	
Special Abilities: multiple casting								
Eyes of the Treacherous Terrain	+11	InTe15	Per	Conc	Vision	1 (0)	-4	
Special Abilities: fast casting								
Trackless Step	+11	ReTe10	Touch	Conc	Ind	1 (0)	+1	
Special Abilities: quiet casting								
The Unseen Porter	+11	ReTe10	Voice	Conc	Ind	1 (0)	+1	
Special Abilities: quiet casting								
Sense of Magical Power	+10	InVi2	Touch	Mom	Ind	1 (0)	+8	
Special Abilities: multiple casting								
Scales of the Magical Weight	+10	InVi5	Touch	Mom	Ind	1 (0)	+5	
Special Abilities: multiple casting								
Sense the Nature of Vis	+10	InVi5	Touch	Mom	Ind	1 (0)	+5	
Special Abilities: quiet casting								
Eyes of the Cat	+0	MuCo5	Touch	Sun	Ind	1 (0)	-5	
Special Abilities: quiet casting								
Moonbeam	+7	CrIg3	Touch	Conc	Ind	1 (0)	+4	
Special Abilities: quiet casting								
The Crystal Dart	+5	MuTe10	Voice	Mom	Ind	1 (0)	-5	
Special Abilities: multiple casting								
Disenchant	+3	PeVi1	Touch	Mom	Ind	1 (0)	+2	Ritual
Special Abilities: penetration								
Bind Wound	+11	CrCo10	Touch	Sun	Ind	1 (0)	+1	
Special Abilities: fast casting								
Endurance of the Berserkers	+11	ReCo15	Per	Conc	Ind	1 (0)	-4	
Special Abilities: fast casting								
Spasms of the Uncontrolled Hand	+11	ReCo5	Voice	Conc	Ind	1 (0)	+6	
Special Abilities: quiet casting								

Casting Total: (Technique + Form + Sta + mastery + focus - no hands - mute + spellcasting bonus + [Art. Lib. + Phil. (ritual only)]) / deficiencies
 Penetration: CT + Penetration - level + Penetration Specialization