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| **character** | Brod Agnel | | | **confidence** | 5 (0) |
| **player** | Lance Additon | | | **Year born** | 1070 |
| **saga** | The light of Shadows | **current year** | 1095 | **age** | 25 |
| **setting** | Stonehenge covenant / Britain | | | **gender** | Male |
| **house** | none | | | **size** | 0 |
| **birth name** | Brod | | | **height** | 5'10' |
| **race/nationality** | Britain | | | **weight** | 155 lbs |
| **place of origin** | Britain | | | **hair** | Black |
| **religion** | none | | | **eyes** | Green |
| **title/profession** | Courier/messenger in city of Glastonbury | | | **handedness** | Right |

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| decrepitude | | score |  |  | Warping | | score |  |
| effects |  | | |  | effects |  | | |
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| characteristics | | | | | | | | |  | Abilities | **Specialty** | **Score** | **exp** |
|  | | |  | | **description** | | | **score** |  | **Animal Handling** |  |  |  |
| **intelligence** | | | **Int** | |  | | | +3 |  | **Artes Liberales\*** |  |  |  |
| **perception** | | | **Per** | |  | | | +1 |  | **Athletics** |  | 1 | 0 |
| **Strength** | | | **Str** | |  | | | 0 |  | **Awareness** |  | 1 | 0 |
| **Stamina** | | | **Sta** | |  | | | +1 |  | **Bargain** |  |  |  |
| **Presences** | | | **Pre** | |  | | | 0 |  | **Bow** |  | 2 | 0 |
| **Communication** | | | **Com** | |  | | | 0 |  | **Brawl** |  | 1 | 5 |
| **Dexterity** | | | **Dex** | |  | | | +1 |  | **Carouse** |  |  |  |
| **quickness** | | | **qik** | |  | | | +1 |  | **Charm** |  |  | 2 |
|  | | |  | |  | | |  |  | **Chirurgy\*** |  |  |  |
| Personality traits | | | | | | | | |  | **Civil and canon law\*** |  |  |  |
| **Trait** |  | **Score** | |  | | **Trait** |  | **Score** |  | **Code of hermes\*** |  |  |  |
| **Cunning** |  | **+3** | |  | |  |  |  |  | **Common law\*** |  |  |  |
| **Nimble** |  | **+2** | |  | |  |  |  |  | **Concentration** |  |  |  |
| **Stubborn** |  | **+1** | |  | |  |  |  |  | **Craft:** Mechanical Devices | weapons, traps, utility | 3 | 0 |
|  |  |  | |  | |  |  |  |  | **Etiquette** |  |  |  |
|  |  |  | |  | |  |  |  |  | **Finesse** |  |  |  |
|  |  |  | |  | |  |  |  |  | **Folk ken** |  | 1 | 2 |
| Virtues | | | | | | | | |  | **Guile** |  | 1 | 5 |
| The Gift [p.43 - Arm5] | | | | | | | | |  | **Hunt** |  | 1 | 5 |
| Gentle Gift [p.42 - Arm5] | | | | | | | | |  | **Intrigue** |  |  |  |
| Improved Characteristics [p.43 -Arm5] | | | | | | | | |  | **Leadership** |  |  |  |
| Inventive Genius [p.44 - Arm5] +3 Lab total, +6 experiment | | | | | | | | |  | **Legerdemain\*** |  | 3 | 0 |
| Lightning reflexes [p.45 - Arm5] if stress die +Qik>3, +9 to combat | | | | | | | | |  | **Language:** | English (native) | 1 | 0 |
| Magical Memory [p.45 - Arm5] | | | | | | | | |  | **Language:** | Latin (living) | 1 | 0 |
| Puissant (Stealth) [p.48 - Arm5] +2 to ability when using it | | | | | | | | |  | **Language:** |  |  |  |
| Puissant (Thievery) [p.48 - Arm5] +2 to ability when using it | | | | | | | | |  | **Lore: (Area)** | Stonehenge | 1 | 0 |
| Self-Confident [p.48 - Arm5] | | | | | | | | |  | **Lore: (organization)** |  |  |  |
|  | | | | | | | | |  | **Lore:** |  |  |  |
| FLAWS | | | | | | | | |  | **Magic Theory** |  | 3 | 0 |
| Cyclic Magic [p.52 - Arm5]: penalty during day time | | | | | | | | |  | **Medicine** |  |  |  |
| Avaricious [p.51 - Arm5] | | | | | | | | |  | **Music** |  |  |  |
| Mentor [p.56 - Arm5]: black obsidian orb within ancient ruins | | | | | | | | |  | **Parma magicka** |  |  |  |
| Outcast [p.57 - Arm5] | | | | | | | | |  | **Penetration** |  |  |  |
| Poor [p.58 - Arm5]: must work 3 seasons | | | | | | | | |  | **Philosophie** |  |  |  |
| Feeding [custom]: must feed once per year, otherwise suffer -3 penalty | | | | | | | | |  | **Profession:** | courier | 4 | 0 |
|  | | | | | | | | |  | **Ride** |  |  |  |
|  | | | | | | | | |  | **Single Weapon** |  |  |  |
|  | | | | | | | | |  | **Stealth** |  | 2 | 0 |
|  | | | | | | | | |  | **Survival** |  | 2 | 0 |
|  | | | | | | | | |  | **swim** |  | 1 | 0 |
|  | | | | | | | | |  | **Teaching** |  |  |  |
|  | | | | | | | | |  | **theology** |  |  |  |
|  | | | | | | | | |  | **\* skill cannot be used with no score** |  |  |  |
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| equipment | | | | | | | | | | | |  |  | |  | | | |  | | | | | **Prot** | | | | | **Sta** | | | | **misc** | | | | **misc** | |
| **Item** | | **Location** | | | **Item** | | | | **location** | | |  | **soak** | | 3 | | | | = | | | | | 2 | | | | | 1 | | | |  | | | |  | |
|  | |  | | |  | | | |  | | |  | **Armor worn** | | | | | |  | | | | |  | | | | | **Armor load** | | | | | | | | 2 | |
|  | |  | | |  | | | |  | | |  | Heavy Leather | | | | | | | | | | | | | | | | | | | | | | | | | |
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|  | |  | | |  | | | |  | | |  | **Wounds** | | | | | | | | | | | | | | | | | | | | | | | | | |
|  | |  | | |  | | | |  | | |  |  | | | | | **range** | | | | **pen** | | | | **Wounds taken** | | | | | | | | | | **total** | | |
|  | |  | | |  | | | |  | | |  | Light wounds | | | | |  | | | | -1 | | | |  | | | | | | | | | |  | | |
|  | |  | | |  | | | |  | | |  | Medium wounds | | | | |  | | | | -3 | | | |  | | | | | | | | | |  | | |
|  | |  | | |  | | | |  | | |  | Heavy wounds | | | | |  | | | | -5 | | | |  | | | | | | | | | |  | | |
|  | |  | | |  | | | |  | | |  | incapacitated | | | | |  | | | |  | | | |  | | | | | | | | | |  | | |
|  | |  | | |  | | | |  | | |  | dead | | | | |  | | | |  | | | | **Total penalty** | | | | | | | | | |  | | |
|  | |  | | |  | | | |  | | |  |  | | | | |  | | | |  | | | |  | | | | | | | | | |  | | |
| Other possessions | | | | | | | | | | | |  | **Fatigue Levels** | | | | | | | | | | | | | | | | | | | | | | | | | |
| House - Poor with temp Lab | | | | | | | | | | | |  | Fresh | | | Winded | | | | | Weary | | | | Tired | | | | | | dazed | | | | unconscious | | | |
|  | | | | | | | | | | | |  |  | | |  | | | | |  | | | |  | | | | | |  | | | |  | | | |
|  | | | | | | | | | | | |  | Penalty: | | | 0 | | | | | -1 | | | | -3 | | | | | | -5 | | | | n/a | | | |
|  | | | | | | | | | | | |  | Recovery: | | | 2 min | | | | | 10 min | | | | 30 min | | | | | | 1 hr | | | | 3 hr | | | |
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| weapons | ability | | qik | weap | | enc | **init** | dex | | ability | weap | | **atk** | qik | | | ability | | | weap | | | **def** | | | | str | | | weap | | | | **dam** | | | | range |
| Dagger | Brawl | | 1 | 0 | | 2 | **3** | 1 | | 1 | 2 | | **4** | 1 | | | 1 | | | 0 | | | **2** | | | | 0 | | | 3 | | | | **3** | | | | - |
| Short Bow | Bow | | 1 | -1 | | 2 | **2** | 1 | | 2 | 3 | | **6** | 1 | | | 2 | | | 0 | | | **3** | | | | 0 | | | 6 | | | | **6** | | | | 15 |
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| Background & history |  | reputations | type | score |
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| **House** |  | **Domus magna** |  |
| **Covenant** |  | **Primus** |  |
| **Wizard's sigil** |  | **parens** |  |
|  | | **Covenant of apprenticeship** |  |

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| Magic Arts | |  | **Score** | **XP** |  |  |  | **Score** | **XP** |  |  |  | **Score** | **XP** |
| **Creo** | 'I create' | **CR** | 4 |  | **Animal** | 'animal' | **AN** |  |  | **Ignem** | 'fire' | **IG** | 4 |  |
| **Intellego** | 'i know' | **in** | 4 |  | **Aquam** | 'water' | **Aq** |  |  | **Imaginem** | 'image' | **Im** | 6 | 1 |
| **Muto** | 'i change' | **Mu** | 4 | 1 | **Auram** | 'air' | **Au** | 4 |  | **Mentem** | 'mind' | **Me** |  |  |
| **Perdo** | 'i destroy' | **Pe** | 5 |  | **Corpus** | 'body' | **Co** | 4 |  | **Terram** | 'earth' | **Te** | 4 |  |
| **rego** | 'i control' | **Re** | 4 |  | **herbam** | 'plant' | **he** |  |  | **vim** | 'magic' | **Vi** |  |  |

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| Base casting totals |  | **sta** |  |  | laboratory | | **Int** | **Theory** | **Aura** | **total** |
| Formulaic: Technique + Form + Aura + die | | |  |  | **Basic lab total** | | 3 | 3 | 0 | 6 |
| ritual: Technique + Form + Aura + Artes Liberales + Philosophiae + die | | |  |  | + technique + form | |  |  |  |  |
| spontaneous (Fatigue): (Technique + Form + Aura + stress die) ÷ 2 | | |  |  | Raw vis | | | | | |
| spontaneous (no Fatigue): (Technique + Form + Aura) ÷ 5 | | |  |  | **Art** | **Pawns** | | **Physical form** | | |
|  | **Qik** | **Finesse** | **total** |  |  |  | |  | | |
| **Fast casting speed** |  |  |  |  |  |  | |  | | |
| + stress die |  |  |  |  |  |  | |  | | |
|  |  |  |  |  |  |  | |  | | |
| **Determining effect** |  |  |  |  |  |  | |  | | |
| + die, vs. 15 - magnitude |  |  |  |  |  |  | |  | | |
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| **Base targeting** |  |  |  |  |  |  | |  | | |
| + die |  |  |  |  |  |  | |  | | |
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| **Concentration** |  |  |  |  |  |  | |  | | |
| + die |  |  |  |  |  |  | |  | | |
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| **Multiple casting** |  |  |  |  |  |  | |  | | |
| + die |  |  |  |  |  |  | |  | | |
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| **Magic resistance** |  |  |  |  |  |  | |  | | |
| + form |  |  |  |  |  |  | |  | | |

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| Familiar | |  | | | | |  | Longevity ritual | | | **Lab total** |  |
|  | **score** |  | **score** | **Cord strengths** | | |  |  |  |  | **Aging roll modifier** |  |
| **Int/cun** |  | **Might** |  | **Bronze** | **Silver** | **Gold** |  | **Twilight scars** | | | |  |
| **Per** |  | **Size** |  |  |  |  |  |  | | | | |
| **Str** |  | **Init** |  | **Bond qualities & abilities** | | |  |  | | | | |
| **Sta** |  | **Atk** |  |  | | |  |  | | | | |
| **Pre** |  | **Dfn** |  |  | | |  |  | | | | |
| **Com** |  | **Dam** |  |  | | |  |  | | | | |
| **Dex** |  | **Soak** |  |  | | |  |  | | | | |
| **qik** |  |  |  |  | | |  |  | | | | |

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| Enchanted devices |  | Lab results/notes |
|  |  | **Size**: -3, **Refinement**: 0, **General Quality**: -4 (+lab total), **Upkeep** -3, **Safety** -2 (botch dice - safety), **Warping**: 0, **Health**: 0 (adds to wound recovery rolls), **Aesthetics**: -4, **Maintenance:** 1lb/year |
|  |  | **Lab specializations**: Experimentation(+1), Items(+0);  **virtues/flaws:**  o Vulnerable: (free)(structure flaw)  o Cramped: (minor)(structure flaw) (+1 to experimentation)  o Spotless: (free)(outfitting virtue) (+1 Cr)  o Basic: (free)(outfitting flaw)  o Undecorated: (minor)(outfitting flaw)  o Defective Heating: (minor)(outfitting flaw)  o Highly Organized: (free)(outfitting virtue) |
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| Grimoire | | | | | | | | | | | | |
| **spell** | | | | | | **Tech & Form** | **level** | **range** | **duration** | **target** | **mastery** | **exp** |
| Wreaths of foul smoke | | | | |  | Creo Auram | 10 | Voice | Diam | Ind |  |  |
| **Sta** | **Tech** | **Form** | **Misc** | **Bonus** | **Notes** |  | | | | | | |
| 1 | 4 | 4 |  | 1 |  |  | | | | | | |
| **spell** | | | | | | **Tech & Form** | **level** | **range** | **duration** | **target** | **mastery** | **exp** |
| Prying eyes | | | | |  | Int Im | 5 | Touch | Conc | Room |  |  |
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| 1 | 4 | 6 |  | 2 |  |  | | | | | | |
| **spell** | | | | | | **Tech & Form** | **level** | **range** | **duration** | **target** | **mastery** | **exp** |
| Veil of invisibility | | | | |  | Perdo Im | 20 | Touch | Sun | Ind |  |  |
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| **spell** | | | | | | **Tech & Form** | **level** | **range** | **duration** | **target** | **mastery** | **exp** |
| Disguise of the new visage | | | | |  | Mu Corp | 15 | Touch | Sun | Part |  |  |
| **Sta** | **Tech** | **Form** | **Misc** | **Bonus** | **Notes** |  | | | | | | |
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| **Spell** | | | | | | **Tech & Form** | **level** | **range** | **duration** | **target** | **mastery** | **exp** |
| Gift of the Frog's legs | | | | |  | Re Corp | 15 | Touch | Mom | Ind |  |  |
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| **Spell** | | | | | | **Tech & Form** | **level** | **range** | **duration** | **target** | **mastery** | **exp** |
| Probe for pure silver | | | | |  | Int Terram | 4 | Per | Mom | Smell |  |  |
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| **spell** | | | | | | **Tech & Form** | **level** | **range** | **duration** | **target** | **mastery** | **exp** |
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| **Sta** | **Tech** | **Form** | **Misc** | **Bonus** | **Notes** |  | | | | | | |
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| **spell** | | | | | | **Tech & Form** | **level** | **range** | **duration** | **target** | **mastery** | **exp** |
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| **Sta** | **Tech** | **Form** | **Misc** | **Bonus** | **Notes** |  | | | | | | |
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