

HARALD

Age : 41

Genre **M**

Year Born : 1159

Size **0** *2*

Hermes House :
BJORNAER

Current Year : 1200

Confiance **3**

Décrépitude : 0

Current Conf

Twilight : 3

Intelligence +3 1	Strength +3 4	Presence -2 n/a	Dexterity +1 0
Perception +2 3	Stamina +3 5	Communic -3 n/a	Quickness +1 0

Abilities

Speak Saxon (4)	4	Faerie Lore (Beasts)	2
Speak Latin (4)	4	Legend Lore (Fantastic Beasts)	2
Scribe Latin (2) (Copying Spells)	3	Occult Lore (Demons)	1
Magic Theory (4) (Inventing Spells)	5	Area Lore (Geography)	2
Hermes Lore (2) (Bjornaer)	2	Folk Ken (Peasants)	1
Parma Magica (2) (Creo)	5	Speak Gaelic	3
Penetration (Animal)	3		
Finesse (Precision)	3	Chirurgy (Bind Wounds)	2
Concentration (Multiple Casting)	3	Awareness (Alertness)	2
Certámen (Muto)	3	Stealth (Silent Moving)	2
Magical affinity (1) (Muto)	4	Climb (Cliffs)	2
Will Over Form (1) (Bear)	4	Survival (Forests)	2
Brawl (Dodge)	3	Hunt (Tracking)	2
Great Weapon (Quarterstaff)	2	Swim (Torrent)	2
Bows (Long Bow)	2	Athletics (Running)	2

Virtues

Flaws

Follower of Bjornaer (Bear) +2 (Heart-Beast, Hidden Shape, Will Over Form)	No Familiar	0
Magical Affinity (Muto) +4	Deep Sleeper	-1
Free Study (+1 studying from vis) +1	Outsider (Saxon)	-1
	Weakness (Honey)	-1
	Social Handicap (Unpleasant Odor)	-1
	Common Fear (Fires)	-2
	Magic Deficiency (Ignem)	-1

Personality Traits

Reputation

Brave +2	Violent +1	Outsider (Saxon) (Clan) -1
Reclusive +2	Nonchalant +1	Violent (Clan) -1
Bear +3	Greedy +1	
	Fear of Fire +2	

Encombrance : 0

Dodge : 5

bear

bear

Pds	Weapon	First	Attack	Dam	Parry	Soak	6	15	Fatigue	3	7
	<i>Bear Maul</i>	<i>+6</i>	<i>+12</i>	<i>+16</i>	<i>+3</i>	Unhurt	8		Fresh	8	
	<i>Bear Tackle</i>	<i>+6</i>	<i>+6</i>	<i>+14</i>	<i>0</i>	Hurt	0	0	Winded	0	0
1.0	Quarterstaff	+10	+8	+6	+10	Light wound	-1	-1	Weary	-1	-1
0.5	Long Bow	+3	+6	+10		Medium wound	-3		Tired	-3	
Pds	Armor	Protection				Heavy wound	-5		Dazed	-5	
1.5	Heavy Leather Half	+3				Incapacited	X		Unconscious	X	

MAGIC & SPELLS

Intelligence +3	Stamina +3	Perception +2	Potion 32
Magic Theory (Inventing Spells) 5	Finesse (Precision) 3	Concentration (Multiple Casting) 3	Magical affinity (Muto) 4
Parma Magica (Creo) 5	Will Over Form (Bear) 4		
Certámen (Muto) 3			
Penetration (Animal) 3			

Magic Arts

Creo 10	Animal 12	Ignem 2	/2
Intellego 8	Aquam 6	Imaginem 9	
Muto 14	Auram 6	Mentem 6	
Perdo 10	Corpus 12	Terram 6	
Rego 10	Herbam 10	Vim 9	
+4			

GRIMOIRE

Spell Title	Lvl	Technique & Forme	Bon	Range, Duration	Aimed
Full Health of Beasts and Bird	30	Creo Animal	25	Touch, Sun/Inst	Ritual
* Soothe Pains of the Beast	20	Creo Animal	25	Touch/Near, Sun/Inst	
* Weaver's Trap of Web	20	Creo Animal	25	Near/Sight, Sun/Inst	5p x 5p x 2p
Tongue of the Beast	20	Intellego Animal	23	Self/Touch, Conc	
Tongue of the Bird	20	Intellego Animal	17	Self/Touch, Conc	
Opening the Tome of the Animal's Mind	25	Intellego Animal	23	Touch/Near, Conc	
* Voice for the Bjornaer	20	Muto Animál	33	Body/Touch, Sun/Year	(Corpus)
* The Gentle Beast	20	Rego Animál	25	Eye/Near, Sun/Perm	up to Size +3
Circle of Beast Warding	25	Rego Animál	25	Reach, Ring/Perm	
Mastering the Unruly Beast	25	Rego Animal	25	Touch/Near, Conc/Perm	
Commanding the Harnessed Beast	30	Rego Animal	25	Touch/Near, Sun/Moon	
* The Chirurgeon's Healing Touch	20	Creo Corpus	25	Touch/Near, Sun/Inst	
The Severed Limb Made Whole	30	Creo Corpus	25	Touch/Near, Sun/Inst	
* Disguise of the New Visage	15	Muto Corpus	33	Touch/Near, Sun/Year	
* Form of the Avenging Beast	20	Muto Corpus	37	Self, Sun	+5 Att, +5 Dam, +15 Soak
Shape of the Woodland Prowler	25	Muto Corpus	37	Touch/Near, Sun/Inst	(Animal)
Cloak of Black Feathers	30	Muto Corpus	31	Self/Touch, Sun/Inst	(An ; Au)
Gift of the Bear's Fortitude	30	Muto Corpus	33	Per/Touch, Sun/Year	(+10 Soak)
Curse of Circe	35	Muto Corpus	33	Near/Sight, Sun/Perm	
Cloak of Mist	40	Muto Corpus	37	Per/Touch, Sun/Perm	
Transform to Water	40	Muto Corpus	37	Per/Touch, Sun/Perm	
Rain of Stones	20	Muto Auram	27	Far/Sight, Mom (Terram)	+15 6
Piercing Shaft of Wood	20	Muto Herbam	27	Touch/Near, Inst (Rego)	+10 8
* Soothe the Raging Flames	15	Perdo Ignem	14	Reach/Far, Mom	
Thaumaturgical Tranformation of Iron into Gold	20	Muto Terram	27	Touch, Sun/Perm	
Veil of Invisibility	25	Perdo Imaginem	22	Self/Touch, Sun/Year	(Corpus)
Recollection of Memories Never Quite Lived	25	Muto Mentem	27	Eye/Sight, Inst	
Wizard's Boost	30	Muto Vim	30	Reach, Spec	