

Sylvie

+3 Diedne	-1 weak enchanter
+1 inoffensive to animals	-1 oath (to serve covenant)
+1 Rego affinity	-3 restriction on casting (can't in cities > 1,000)
+1 skin changer (wolf)	-1 reckless
+1 puissant Te	-1 animal companion (obey simple commands)
+1 puissant He	-1 weak willed
+1 improved characteristic (3 pts)	-1 incomprehensible magic

(Diedne house virtue - free virtue of animal ken)

personality traits: pagan (+2), pragmatic (+1), daring (+1), compassionate (-2), irreverant (+1); curious +3; blunt +2

Intelligence	1	perception	0
Strength	0	Stamina	3 Wolf form + 3 soak
Presence	0	Communication	2
Dex	0	Quick	0

apprentice at 7; out by 22; 3 years out before joining. 25 years old. $45 + (2 \cdot 15 \text{ for age } 7) + 30 \cdot 3$ for three years out + 240 (spread with arts) 1-15-30-50-80; up to 5 can be applied

Area Lore (home area)	1	6
Awareness (alertness)	2	20
Stealth (forest)	1	1
Survival (forest)	1	5
Natural Lang (Frankish)	5	0
Occitane	1	6
Greek	1	1
Italina	1	2
Swim (lakes)	1	5
Dragon Lore	1	1
Artes Liberales	1	5
Latin	4	50

Magic lore (sp items)	1	4	
Spell mastery	1	10	multiple cast xal dart
Magic Theory (sp rego)	4	59	gain +2 for activities, learning spell
Parma Magica (sp rego)	3	34	score = parma + form (p. 85)
Code of Hermes	1	5	
Penetration (sp rego)	4	54	How much you exceed spell level plus penetratoin score
Finesse (sp terram)	2	21	
Concentration (sp spellcast)	3	34	
Animal Ken (sp wolf)	2	19	communicate with animal as if it were human
Confidence	10		
Warping points	21		

Creo	8	36	1-3-6-10-15-21-28-36-45-55-66
Intellego	7	28	
Muto	8	38	
Perdo	10	60	
Rego	15	80/120	Quiet -5, no word -10, no gestures -5

Animal	4	10		
Aquam	10	60		
Auarum	5	17		Lab Total = Tech + Form + Int (1) +
Corups	11	70	+2 for staff = 13	+1 if Re+MT (4) + Aura (5)
Her bam	7 +3	28	+ 3 for puissant	Formulaic = Tech + Form + Aura +3
Ignem	6	21		(stam) + roll
Imagonem	4	12		
Mentem	5	15		Spontaneous = Tech + Form + Aura
Terram	7 +3	28	+ 3 for puissant	+3 (stam) + roll/2
Vim	10	59		No stress die if divide by 5; cannot botch

pace = 3 feet voice range = 15 - 50 paces (if shouting)
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If expend fatigue, lowest applicable art is doubled before whole total is divided by 2.

whispers	InCo	15	21+	
Weavers Web (1 Person)	CrAn	25	15+	
Enanced xal dart (v)	MuTe	20	21+	(mastered, can cast twice) 20+ pts per dama
Pit of Earth (v)	PeTe	15	23 +	
hands of grasp earth (v)	ReTe	15	23+	
Stone to Dust (sight)	PeTe	20	23+	wpons to, metal one at a time
Crest of Earth Wave (touch)	ReTe	25	30+	
Grip of choking vine (v)	ReHe	25	29+	
Lift Dangling Pup (sight)	ReCo	20	29+	
Spasm of both hands	ReCo	20	29+	dur diam = 2 minutes
Entangling Vines (v)	ReHe	20	28+	
Wizard sidestep	ReIm	10	19+	
Gaze of sleep	ReMe	15	23+	
Ward against spirits	ReMe	25	23+	

Spontaneous stuff:

Gather essence	ReV	15	my score: 38+ aura + roll/2	
Drop rock (v)	ReTe	20	(slow) my score :38 + aura + roll/2	level 25 fast
Repel metal self	ReTe	20	my score :38 + aura + roll/2	level 25 sun
<i>Rusted Decay</i> group v	PeTe	20	my score :33 + aura + roll /2	
<i>Rotted wood</i> group v	PeTe	20	my score :33 + aura + roll /2	
Transport person 5 pace	ReCo	20	my score: 40 + aura + roll/2	15 feet
Walk on water, float	ReCo	15	my score: 40 + aura + roll/2	duration sun, another 20
Pit targeted	PeTe	15	my score :33 + aura + roll /2	

+6 to target if person not moving, +3 if person running (add finesse)
circle 9 feet across = 26 ft depth, 4.5 = 145 feet