NAME	GWEND	OLEN UI GALVYN		THEWINTER	
CONCEPT	NOBLE			KING	
BLOODLINE	LOTHIA	N CLAN			
MILESTONE	1d	2d	5d		
her great-grandmother, the fear ghter, she shares these personal	rsome Oueen Morgay	s characteristic of the Lothian Clan, in wse. Quick to anger yet also quick to b st illustrious ancestor, the Knight Gaw	urst into lau-		
Battle of Camlann, her father to escape the influence of the Galvyn established control ov In Dyfed, Galvyn gained d clan in South Wales. As his see rriage, a longstanding rift betw	Galvyn, along with Queen of Air and Da er certain lands and fo lominion over several cond daughter, Gwen veen the Welsh and L	on of King Lot and Queen Morgaw his wife and children, fled Lothian arkness. Seeking refuge in Dyfed, sou ortresses. I territories, continuing the legacy of adolen may be called upon to mend, othian clans. Perhaps she holds the k d Lamorak but only time will tell.	to the south at the Lothian through ma-		
ABILITIES STRENGTH	3	DEXTERITY	2		
Spec. March	9	Spec. Flexible	EV	OLUTION POINTS	
Spec.		Spec. Horse Riding Spec.	INI	TIATIVE	
WISDOM	1	CHARISMA	3 DEL	JUCTION	2
Spec.		Spec. Leadership	Spec.		
Spec.		Spec.	Spec. Spec.		
FIGHTING	1	RANGED WEAPONS	3 LA	NGUAGES	
Masteries		Masteries	Briton		
BLADE		RANGED	Latin		
BLUNT		THROWABLE			
POLEARM		VITALITY	BE	LONGINGS	
SPEAR		1-2-2-3-3-4	Horse Noble	clothing	
SHIELD	×	INCAPACITATION	Shield Arrow	S	
COMPLETE ARMOU	IR	<u> </u>			
	Blade I hand	Base Damage Reach	Notes		
Bow R	anged 2 hands	3d damage 20 metres Tra	uma 6. Only applies on hi to 20 metres.	ts up	The state of the s
		l l l		Ten S	*
PROTECTION	Armour Require Shield	ed Strength Damage Die -1d damage			



MAGIC (Choose one Magic Tradition)
OTHERWORLD
CHRISTIAN _
SAKON MITRAS AND ISIS
MAGIC MASTERY
PRACTICIONER (3 Objectives / Fatigue every 5 or 6 / Max. magnitude 3)
SCHOLAR
(5 Objectives / Fatigue every 6 / Max. magnitude unlimited)
MA OVO A OTVONO
MAGIC ACTIONS
READ
READ
READ • MANIPULATE •
READ MANIPULATE CREATE DESTROY
READ MANIPULATE CREATE
READ MANIPULATE CREATE DESTROY
READ MANIPULATE CREATE DESTROY
READ MANIPULATE CREATE DESTROY

MAGIC MAGNITUDES SIZE/NUMBER DISTANCEAND TARGET TIME **OFTARGETS** VISIBILITY PREDISPOSITION PHYSICAL INDIVIDUAL / CHANGE ONE CONTACT/ < 2 MINUTES **NOTCH** 1 OBJECTIVE SELF VISIBLE AND/ OR <10 METERS CHANGE TWO NOTCHES HORSE/ < 1 HOUR 3 OBJECTIVES CHANGE VISIBLE AND/ CART/ THREE NOTCHES < 1 DAY OR < 50 METERS 5 OBJECTIVES VISIBLE AND/ CHANGE FOUR SHACK/ < 1 WEEK OR <100 METERS 10 OBJECTIVES **NOTCHES** CHANGE FOUR NOTCHES AND THE CHANGE IS PERMANENT VISIBLE AND/ OR <150 METERS COTTAGE / 30 OBJECTIVES < 1 MONTH PERSONAL GRIMOIRE (Write your spell formulas in the grimoire) ROLL NAME: ACTION: TARGET: EFFECT: ROLL NAME: TARGET: ACTION: EFFECT: ROLL NAME: ACTION: TARGET: EFFECT: ROLL NAME: ACTION: TARGET: EFFECT:

CONCEPT WARRIOR
LOUDLINE WALES CLAN
ILESTUNE ODIA ODIA ODIA ODIA ODIA ODIA ODIA ODIA
escription —
is a warrior in the service of the lord of Caer Gwent, Corbin ap Teudrig. She is a broad-shoulde- nan with tanned skin, who often fiddles with a dagger in her hands, and who observes everything vithout blinking. On herr face and wrists she has the tribal tattoos of the Ordovician tribe.
d
descends from the ancient and enigmatic Ordovician tribe, who once inhabited the central of what is now Wales and frequently clashed with Roman invaders over the centuries. For deelwyn's family has resided in Caer Gwent, faithfully serving Lord Corbin ap Teudrig. Under
Selwyn has recently been tasked with the protection of Lady Gwendolen ui Galvin
ILITIES
ENGTH 3 DEXTERITY 3
b Spec. Reflexes
e force Spec. INITIATIV
Spec.
DOM 1 CHARISMA 2 DEDUCTION
Spec. Intimidate Spec. Spec. Spec. Spec.
Spec. Spec.
TING 4 RANGED WEAPONS 0 LANGU
Masteries Masteries Briton
TE RANGED Welsh
THROWABLE
EARM VITALITY BELON
Horse Place Armour
Morrigan's amul
LD INCAPACITATION MORNINGALIS AUTHOR
PLETE ARMOUR X
Weapon Category Hands Base Damage Reach Notes
Sword Blade 1 hand 3d damage
Armour Required Strength Damage Die Plate armour -2d damage X X X X



MAGIC (Choose one Magic Tradition)
OTHERWORLD
CHRISTIAN _
SAKON MITRAS AND ISIS
MAGIC MASTERY
PRACTICIONER (3 Objectives / Fatigue every 5 or 6 / Max. magnitude 3)
SCHOLAR
(5 Objectives / Fatigue every 6 / Max. magnitude unlimited)
MA OVO A OTVONO
MAGIC ACTIONS
READ
READ
READ • MANIPULATE •
READ MANIPULATE CREATE DESTROY
READ MANIPULATE CREATE
READ MANIPULATE CREATE DESTROY
READ MANIPULATE CREATE DESTROY
READ MANIPULATE CREATE DESTROY

MAGIC MAGNITUDES SIZE/NUMBER DISTANCEAND TARGET TIME **OFTARGETS** VISIBILITY PREDISPOSITION PHYSICAL INDIVIDUAL / CHANGE ONE CONTACT/ < 2 MINUTES **NOTCH** 1 OBJECTIVE SELF VISIBLE AND/ OR <10 METERS CHANGE TWO NOTCHES HORSE/ < 1 HOUR 3 OBJECTIVES CHANGE VISIBLE AND/ CART/ THREE NOTCHES < 1 DAY OR < 50 METERS 5 OBJECTIVES VISIBLE AND/ CHANGE FOUR SHACK/ < 1 WEEK OR <100 METERS 10 OBJECTIVES **NOTCHES** CHANGE FOUR NOTCHES AND THE CHANGE IS PERMANENT VISIBLE AND/ OR <150 METERS COTTAGE / 30 OBJECTIVES < 1 MONTH PERSONAL GRIMOIRE (Write your spell formulas in the grimoire) ROLL NAME: ACTION: TARGET: EFFECT: ROLL NAME: TARGET: ACTION: EFFECT: ROLL NAME: ACTION: TARGET: EFFECT: ROLL NAME: ACTION: TARGET: EFFECT:

NAME	LUCIUS AGRICOLA	THEWINTER
CONCEPT	PELAGIAN PRIEST (CHRISTIAN HERETIC)	KING
BLOODLINE	BENOIC CLAN	
MILESTONE	001d002d003d004d005d	
Gwent. He is a tall, slender ma rance notable for his deliberate	is a priest who tends to a small abbey dedicated to St. Martial in Caer un, typically garbed in simple grey or brown attire, with a humble appea- e speech and the wooden cross adorning his neck.	
family had fled, fearing a pote royal family through his moth	tannia from Armorica in the years following the defeat of Camlann. His ential attack by the Frank. Lucius is distantly related to the Armorican ner, who is connected to the wives of King Ban and King Bors. Raised Lucius continues to propagate their beliefs discreetly as a priest of St.	
ABILITIES STRENGTH	2 DEXTERITY 1	
Spec. Never tired	2 DEKTERITY 1	EVOLUTION POINTS
Spec.	Spec.	INITIATIVE
WISDOM	4 CHARISMA 1	DEDUCTION 2
Spec. Well-read	Spec. Perceptive	Spec. Texts
Spec.	Spec.	Spec. Observation Spec.
FIGHTING	1 RANGED WEAPONS 1	LANGUAGES
Masteries	Masteries	Armorican
BLADE	RANGED	Briton Latin
BLUNT	THROWABLE	Welsh
POLEARM	VITALITY	BELONGINGS
SPEAR	1-2-3-3-4-5-6	Donkey Wooden Cross
SHIELD	INCAPACITATION	Blessed Water Pelagian Texts
COMPLETE ARMOU		
	Category Hands Base Damage Reach Note	
Mace	Blunt 1 hand 3d damage Traun	na 6
PROTECTION	Armour Required Strength Damage Die	000!



MAGIC (Choose one Magic Tradition) OTHERWORLD

CHRISTIAN X

SAKON

MITRAS AND ISIS

MAGIC MASTERY

PRACTICIONER X

(3 Objectives / Fatigue every 5 or 6 / Max. magnitude 3)

SCHOLAR

(5 Objectives / Fatigue every 6 / Max. magnitude unlimited)

MAGIC ACTIONS

READ

MANIPULATE

CREATE

DESTROY

TARGETS

Wounds 2 Food 1 Fire 2

FATIGUE

MAGIC MAGNITUDES

DISTANCEAND TARGET VISIBILITY PREDISPOSITION

SIZE/NUMBER OF TARGETS

TIME

PHYSICAL CONTACT / SELF

CHANGE ONE NOTCH

INDIVIDUAL / 1 OBJECTIVE

< 2 MINUTES

VISIBLE AND/ OR < 10 METERS CHANGE TWO NOTCHES

HORSE / 3 OBJECTIVES

< 1 HOUR

VISIBLE AND/ OR < 50 METERS

CHANGE THREE**NOTCHES**

CART/ 5 OBJECTIVES

< 1 DAY

VISIBLE AND/ OR <100 METERS CHANGE FOUR **NOTCHES**

SHACK/ 10 OBJECTIVES < 1 WEEK

VISIBLE AND/ OR <150 METERS

CHANGE FOUR NOTCHES AND THE CHANGE IS PERMANENT

COTTAGE 30 OBJECTIVES < 1 MONTH

PERSONAL GRIMOIRE

(Write your spell formulas in the grimoire)

NAME: Heal/Harm

ROLL

ACTION: Manipulate

TARGET: Wounds

EFFECT: Heal cures X Vitality Track boxes, X being the number of successes in the Magic roll (an Incapacitation Track box is also healed when the healed Vitality box is an even number). Harm causes Damage equals to the number of successes in the magic roll, but you need the target to be already wounded.

NAME: Revitalizing Meal

ROLL

ACTION: Manipulate

TARGET: Food

EFFECT: Eating magical enhanced food cures X Vitality Track boxes, X being the number of successes in the Magic roll (an Incapacitation Track box is also healed when the healed Vitality box is an even number). This food retains its supernatural capacities till next sunrise.

NAME: Detect Spirits

ROLL

(5)

ACTION: Read

TARGET: Fire

EFFECT: This spell detects supernatural presences from the Otherworld depending on the Magnitude achieved. 1 = physical contact. 2= 10-metres radius. 3 = 50-metres radius.

NAME: Diagnose

ROLL

ACTION: Read

TARGET: Wounds

EFFECT: Enables understanding of the damage nature, providing the healing recipe for a swift recovery of the wounded. Each point of Magnitude grants an extra die that can be added on the next first aid or non-magical healing attempt.

NAME: Fire Halo

ROLL

ACTION: Manipulate

TARGET: Fire

EFFECT: Using an already existing fire, you can extend a flaming halo towards your enemies, depending on the Magnitude achieved. 1 = physical contact. 2= 10-metres radius. 3 = 50-metres radius. Fire causes Xd of damage, X being the spell Magnitude.

*Surplus Magnitude: In all spells, if the magician intended to achieve a specific Magnitude before the roll and obtains more successes than necessary, he may choose to increase the effective Magnitude or forego the extra successes to avoid the fatigue they cause.

NAME	DEOCH	HAN REDTOOTH		THE WIN I	
CONCEPT	HUNTI	ER	KIN	L	
BLOODLINE	AELLE	CLAN			
MILESTONE		2d 3d 0 4d	000 <mark>5d</mark>		
proudly wears the marks and nunting the sun and a wolf hunting the sun and a wolf hunting the sackground Not many Saxons can claim, less the Summer Kingdom, Deocle selgarum and Clausentum. Dunts, died at Camlann fighti	ke Deochan, that lan's family lived in eochan's father, aleng alongside Arth coss the Severn Ri	th straw-blond hair, light eyes and a flate treasures his bronze bracelets, which che wolf is the totemic animal of Deochattheir family is descended from Aelle hin a southern Britannia, in the lands surrouping with his older brother and some of hur. After Mordred occupied Venta Belgiver in Caer Gwent. There, Deochan ha	nself. During unding Venta is uncles and arum, Aelle's		
ABILITIES					
TRENGTH a. Forest Survival	3	DEXTERITY Spec. Stealthy	2	EVOLUTION POINT	T'S
Forest Survival		Spec.		INITIATIVE	
WISDOM	2	CHARISMA		DEDUCTION	
: Merchant	2	Spec. Build Rapport	1	Spec.	
s		Spec.		Spec.	
:		Spec.		Spec.	
IGHTING	2	RANGED WEAPONS	2	LANGUAGES	
Masteries		Masteries RANGED		Saxon Briton	
LUNT		THROWABLE	×		
OLEARM		VITALITY		BELONGING	S
PEAR	X	1-2-2-3-3-4	5 6	Fur clothes Woodman's axe	
HIELD		INCAPACITATION	J	3 Throwing Spears	
OMPLETE ARMOV					
	Category Hand	. 1	Notes Trauma	6	s a
					7 (6

-1d damage

Leather armour

PROTECTION



MAGIC (Choose one Magic Tradition)

OTHERWORLD

CHRISTIAN

SAKON X
Totemic Animal: Wolf

MITRAS AND ISIS

MAGIC MASTERY

PRACTICIONER X

(3 Objectives / Fatigue every 5 or 6 / Max. magnitude 3)

SCHOLAR

(5 Objectives / Fatigue every 6 / Max. magnitude unlimited)

MAGIC ACTIONS

READ

2

MANIPULATE

1

CREATE

DESTROY

2

TARGETS

Movement 1

Pack 1

Fear 3

FATIGUE

MAGIC MAGNITUDES

DISTANCE AND VISIBILITY

TARGET PREDISPOSITION

SIZE/NUMBER OF TARGETS

TIME

PHYSICAL CONTACT/ SELF

CHANGE ONE NOTCH INDIVIDUAL / 1 OBJECTIVE

< 2 MINUTES

VISIBLE AND/ OR < 10 METERS CHANGE TWO NOTCHES HORSE / 3 OBJECTIVES

< 1 HOUR

3

VISIBLE AND/ OR <50 METERS CHANGE THREE NOTCHES

CART / 5 OBJECTIVES

< 1 DAY

4

VISIBLE AND/ OR <100 METERS

CHANGE FOUR NOTCHES SHACK / 10 OBJECTIVES < 1 WEEK

2

VISIBLE AND/ OR <150 METERS CHANGE FOUR NOTCHES AND THE CHANGE IS PERMANENT

COTTAGE / 30 OBJECTIVES

< 1 MONTH

PERSONAL GRIMOIRE

(Write your spell formulas in the grimoire)

NAME: Follow/Erase

ROLL

3

ACTION: Read/Destroy

TARGET: Movement

EFFECT: The Follow spell allows to identify who and when have left a track, depending on the Magnitude achieved. 1 = one objective. 2 = 3 objectives. 3 = 5 objectives. When erasing a track, the spell's Magnitude equals the number of die that must be subtracted from whomever try to follow you.

NAME: Convince for the common good

ROLL

4

ACTION: Manipulate

TARGET: Pack

EFFECT: The Magnitude achieved represents the number of steps by which the audience is moved towards what you want to tell them or invite them to do... The scale is opposite-reticent-neutral-favourable-convinced. The game director must determine the initial state of the audience before the roll is made. He does not need to reveal this initial state to the magician.

NAME: Calm the prey

ROLL

5

ACTION: Destroy

TARGET: Fear

EFFECT: The chosen prey calms down before you, making it easier to deliver the coup de grace. The Magnitude represents the number of steps by which you move the prey towards tranquillity on the alarmed-frightened-neutral-confident-friendly scale. Magnitude also indicates the number of targets (as in Follow Track).

*Surplus Magnitude: In all spells, if the magician intended to achieve a specific Magnitude before the roll and obtains more successes than necessary, he may choose to increase the effective Magnitude or forego the extra successes to avoid the fatigue they cause.