

Character: Taylor Read

Player: Torsten

Saga:

Setting:

Current Year: 1220

House: Verditius

Age: 32 (32) Size: -1 Confidence: 1 (3)



Decrepitude: 0
Effects of Aging:

Warping: 0 (0)
Effects of Warping:

Birth Name: _____
 Year Born: 1188
 Gender: Male
 Race/Nationality: _____
 Birth Place: _____
 Religion: _____
 Title: _____
 Height: 120 cm
 Weight: 45 kg
 Hair: _____
 Eyes: _____
 Handedness: _____

Characteristics

	DESCRIPTION	SCORE
Intelligence	Int	+3
Perception	Per	+1
Presence	Pre	-2
Communication	Com	+2
Strength	Str	0
Stamina	Sta	+3
Dexterity	Dex	-2
Quickness	Qik	-2

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
5	Artes Liberales (geometry)	1
30	Athletics (grace)	3
30	Awareness (searching)	3
30	Brawl (Dodge)	3
5	Code of Hermes (tribunal procedures)	1
15	Concentration (spell concentration)	2
15	Etiquette (court)	2
15	Finesse (precision)	2
62	Latin (hermetic usage) (12)	4
15	Magic Lore (creatures)	2
0	Magic Sensitivity (enchanted items)	1
50	Magic Theory (enchanted items)	4
15	Music (flute)	2
15	Parma Magica (Mentem)	2
15	Penetration (Terram)	2
15	Philosophiae (ritual magic)	2
15	Stealth (hide)	2

Virtues and Flaws

- The Gift (Special)
- Hermetic Magus (Free, Social Status)
- Enduring Magic (Effect: Roll simple die to increase spell duration) (Minor, Hermetic)
- Flawless Magic (Spell Mastery Experience: Doubled) (Major, Hermetic)
- Good Teacher (Minor, General)
- Magic Sensitivity (Minor, Supernatural)
- Method Caster (Formulaic Spells: +3) (Minor, Hermetic); Include in Casting Totals
- Blatant Gift (Interactions: -6 with normals) (Major, Hermetic)
- Greedy (Major, Personality)
- Small Frame (Minor, General)

Personality Traits	SCORE	Reputations	SCORE

Notes

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	1-4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
Medium Wounds	5-8	<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	9-12	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
Incapacitated	13-16	<input type="checkbox"/>		
Dead	17+	<input type="checkbox"/>		

Armor Soak: +3 = +3 (Sta) + 0 (prot) + 0 (Virtues)

Weapons

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

Equipment

Wizardly Robes

House: Verditius
 Covenant:
 Wizard's Sigil:

Domus Magna:
 Primus:
 Parens:
 Covenant of Apprenticeship:

Gauntlet Age: 30

Magical Arts												
Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	3	6	Auram	4	10	1	14					
Intellego	1	1	Herbam	3	6	1	13					
Muto	10	55	Ignem	3	6	1	13					
Perdo	1	1	Mentem	3	6	1	18					
Rego	8	36	Terram	6	21	2	16					

Laboratory Totals										
Lab Total: Int (3) + Magic Theory (4) + Specialty (enchancing items) + Form + Technique + Aura + Lab Bonus + Puissant Art / Deficient Art										
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	10	10	14	10	13	13	10	13	16	10
Intellego	8	8	12	8	11	11	8	11	14	8
Muto	17	17	21	17	20	20	17	20	23	17
Perdo	8	8	12	8	11	11	8	11	14	8
Rego	15	15	19	15	18	18	15	18	21	15

Base Casting Totals			
Formulaic: Technique + Form + Sta + Aura + Die			
Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + Die			
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die) / 2			
Spontaneous (No Fatigue): (Technique + Form + Sta + Aura) / 5			
Fast Casting Speed (+ stress die)	-2	+	2 = 0
	Qik		Finesse TOTAL
Determining Effect (+ die, vs. 15-magnitude)	1	+	3 = 4
	Per	+	Awareness = TOTAL
Base Targeting (+ die)	1	+	3 = 4
	Per	+	Finesse = TOTAL
Concentration (+ die)	3	+	3 = 6
	Sta	+	Concentration = TOTAL
Magic Resistance (+ Form)			2x5 = 10
			Parma x5 = TOTAL

Longevity Ritual	
Lab Total: 0	Age Roll Modifier: 4
Twilight Scars:	

Raw Vis		
Art	Pawns	Physical Form and Location

Familiar		POWERS, ABILITIES, ATTACKS	
Name:			
Type:			
Int	0	Tech	Creo
Per	0	Form	Animal
Str	0	Lab Total	0
Sta	0	Bond Lev	25
Pre	0	Cords	
Com	0	Gold	0
Dex	0	Silver	0
Qik	0	Bronze	0
Size	0	Total	0
Might	0		
Soak	0		

