

# Character: Taylor Read

Player: Torsten

## Saga:

Setting:

Current Year: 1220

## House: Verditius

Age: 30 (30) Size: -1 Confidence: 1 (3)



**Decrepitude: 0**  
Effects of Aging:

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**Warping: 0 (0)**  
Effects of Warping:

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Birth Name:  
Year Born: 1190  
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
7.5	Code of Hermes (tribunal procedures)	1
15	Concentration (spell concentration)	2
16.15	Etiquette (court)	2
15	Finesse (precision)	2
50	Latin (hermetic usage)	4
16.15	Magic Lore (creatures)	2
0	Magic Sensitivity (enchanted items)	1
35.30	Magic Theory (enchancing items)	3
15	Music (flute)	2
5	Parma Magica (Mentem)	1
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)

<b>Personality Traits</b>	SCORE	<b>Reputations</b>	SCORE

**Notes**

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<b>Fatigue Levels</b> <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	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Wounds</th> <th style="text-align: left;">RANGE</th> <th style="text-align: left;">NUMBER</th> <th style="text-align: left;">PENALTY</th> <th style="text-align: left;">Notes</th> </tr> </thead> <tbody> <tr> <td>Light Wounds</td> <td>1-4</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td>-1</td> <td></td> </tr> <tr> <td>Medium Wounds</td> <td>5-8</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td>-3</td> <td></td> </tr> <tr> <td>Heavy Wounds</td> <td>9-12</td> <td><input checked="" 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"/></td> <td>-5</td> <td></td> </tr> <tr> <td>Incapacitated</td> <td>13-16</td> <td><input type="checkbox"/></td> <td></td> <td></td> </tr> <tr> <td>Dead</td> <td>17+</td> <td><input type="checkbox"/></td> <td></td> <td></td> </tr> </tbody> </table> <p><b>Armor</b> Soak: +3 = +3 (Sta) + 0 (prot) + 0 (Virtues)</p>	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 checked="" 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"/>		
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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

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House: Verditius  
 Covenant: Potacifera  
 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	9						
Intellego	1	1	Herbam	3	6	1	8						
Muto	1	1	Ignem	3	6	1	8						
Perdo	1	1	Mentem	3	6	1	13						
Rego	1	1	Terram	6	21	2	11						

Laboratory Totals										
Lab Total: Int (3) + Magic Theory (3) + Specialty (enchanting items) + Form + Technique + Aura + Lab Bonus + Puissant Art / Deficient Art										
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	9	9	13	9	12	12	9	12	15	9
Intellego	7	7	11	7	10	10	7	10	13	7
Muto	15/17	13/17	19/20/1	15/17	18/20	18/20	15/17	18/20	21/23	18/19
Perdo	7	7	11	7	10	10	7	10	13	7
Rego	13/14	13/14	17/18	13/14	16/19	16/17	13/14	16/17	19/20	13/14

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
Determining Effect (+ die, vs. 15-magnitude)	Qik +	Finesse	= TOTAL
Base Targeting (+ die)	1 +	3	= 4
Concentration (+ die)	Per +	Awareness	= TOTAL
Magic Resistance (+ Form)	1 +	3	= 4
	Per +	Finesse	= TOTAL
	3 +	3	= 6
	Sta +	Concentration	= TOTAL
		1x5	= 5
		Parma x5	= TOTAL

Longevity Ritual	
Lab Total: 0	Age Roll Modifier: 3
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		

## Grimoire of Taylor Read

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Dance of the Staves Mastery 1: multiple casting	+17	ReHe5	Voice	Mom	Ind	1 (0)	+14	
Jupiter's Resounding Blow Mastery 1: fast casting	+14	CrAu10	Voice	Mom	Ind	1 (0)	+6	
The Crystal Dart Mastery 1: penetration	+20	MuTe10	Voice	Mom	Ind	1 (0)	+14	
Wielding the Invisible Sling Mastery 1: fast casting	+20	ReTe10	Voice	Mom	Ind	1 (0)	+13	
The Unseen Porter Mastery 1: still casting	+20	ReTe10	Voice	Conc	Ind	1 (0)	+13	
Hands of the Grasping Earth Mastery 1: fast casting	+20	ReTe15	Voice	Diam	Part	1 (0)	+8	
Talons of the Winds Mastery 1: penetration	+18	MuAu20	Voice	Diam	Ind	1 (0)	+1	
Thaumaturgical Transformation of ... Mastery 1: multiple casting	+19	MuHe20	Touch	Sun	Ind	1 (0)	+1	
Crest of the Earth Wave Mastery 1: penetration	+20	ReTe20	Voice	Mom	Part	1 (0)	+4	
Wizards Communion	+10	MuLi10	Voice	Mom	Group			

Casting Total: (Technique + Form + Sta + mastery + focus - no hands - mute + spellcasting bonus + [Art. Lib. + Phil. (ritual only)]) / deficiencies  
 Penetration: CT + Penetration - level + Penetration Specialization