

Sommer 1321  
Herbst

# Character: Taylor Read

Player: Torsten

## Saga:

Setting:

Current Year: 1220



## House: Verditius

Age: 30 (30) Size: -1 Confidence: 1 (5)

**Decrepitude: 0**  
Effects of Aging:

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**Warping: 0 (0) 1**  
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

## 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)

## Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
5	Artes Liberales (geometry)	1
30	Athletics (grace)	3
30	Awareness (searching)	3
30	Brawl (Dodge)	3
7	Code of Hermes (tribunal procedures)	1
15	Concentration (spell concentration)	2
16	Etiquette (court)	2
15	Finesse (precision)	2
50	Latin (hermetic usage)	4
16	Magic Lore (creatures)	2
0	Magic Sensitivity (enchanted items)	1
35	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

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 + 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	7	7	11	7	10	10	7	10	13	7
Perdo	7	7	11	7	10	10	7	10	13	7
Rego	13/14	13/14	17/18	13/14	16/17	16/17	13/14	16/17	19/20	13/14

+5 nicht einberechnet

### 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	TOTAL
Determining Effect (+ die, vs. 15-magnitude)	1	+	3	=	4	TOTAL
Base Targeting (+ die)	1	+	3	=	4	TOTAL
Concentration (+ die)	3	+	3	=	6	TOTAL
Magic Resistance (+ Form)	1	×	5	=	5	TOTAL
	Parma	×	5	=	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	<b>Cords</b>	
Com	0	Gold	0
Dex	0	Silver	0
Qik	0	Bronze	0
Size	0	Total	0
Might	0		
Soak	0		

<b>Personality Traits</b>	<b>Reputations</b>
SCORE	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;"> <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> <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"/><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 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> </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"/> <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"/>	-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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