

# Character: Taylor Read

Player: Torsten

Saga:

Setting:

Frühjahr 1222

Current Year: 1221



House: Verditius

Age: 33 (33) 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: 1188  
Gender: Male  
Race/Nationality:  
Birth Place:  
Religion:  
Title:  
Height: 120 cm  
Weight: 45 kg  
Hair:  
Eyes:  
Handedness:

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## 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

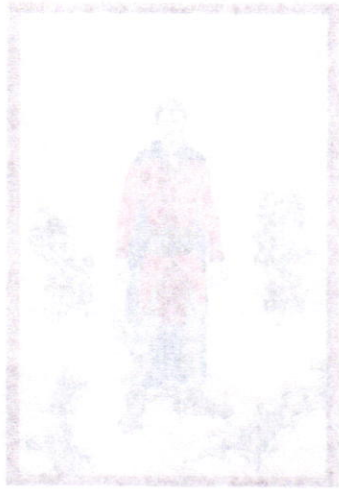
Exp.	ABILITY (SPECIALTY)	SCORE
5	Artes Liberales (geometry)	1
30	Athletics (grace)	3
30	Awareness (searching)	3
30	Brawl (Dodge)	3
7	Code of Hermes (tribunal procedures) (2)	1
15	Concentration (spell concentration)	2
16	Etiquette (court) (1)	2
15	Finesse (precision)	2
62	Latin (hermetic usage) (12)	4
16	Magic Lore (creatures) (1)	2
0	Magic Sensitivity (enchanted items)	1
53	Magic Theory (enchancing items) (3)	4
15	Music (flute)	2
2419	Parma Magica (Mentem) (4)	2
15	Penetration (Terram)	2
15	Philosophiae (ritual magic)	2
15	Stealth (hide)	2

Project: Tantal

Page: 1 (2) Part: 1 (2)

Character: 0 (2)

Project: Tantal



Project: Tantal  
Page: 1 (2)  
Part: 1 (2)  
Character: 0 (2)  
Project: Tantal

Characteristics

Characteristic	Value
Intelligence	100
Perception	100
Reasoning	100
Communication	100
Strength	100
Stamina	100
Dexterity	100
Quickness	100

Notes and Issues

The following notes and issues are related to the project. The notes are organized into sections based on the project's progress. The issues are organized into sections based on the project's progress.

Notes:

- 1. The project is currently in the planning phase.
- 2. The project is currently in the planning phase.
- 3. The project is currently in the planning phase.
- 4. The project is currently in the planning phase.
- 5. The project is currently in the planning phase.
- 6. The project is currently in the planning phase.
- 7. The project is currently in the planning phase.
- 8. The project is currently in the planning phase.
- 9. The project is currently in the planning phase.
- 10. The project is currently in the planning phase.

Issues:

- 1. The project is currently in the planning phase.
- 2. The project is currently in the planning phase.
- 3. The project is currently in the planning phase.
- 4. The project is currently in the planning phase.
- 5. The project is currently in the planning phase.
- 6. The project is currently in the planning phase.
- 7. The project is currently in the planning phase.
- 8. The project is currently in the planning phase.
- 9. The project is currently in the planning phase.
- 10. The project is currently in the planning phase.

Abilities

Ability	Value
1. Intelligence	100
2. Perception	100
3. Reasoning	100
4. Communication	100
5. Strength	100
6. Stamina	100
7. Dexterity	100
8. Quickness	100
9. Perception	100
10. Reasoning	100
11. Communication	100
12. Strength	100
13. Stamina	100
14. Dexterity	100
15. Quickness	100
16. Perception	100
17. Reasoning	100
18. Communication	100
19. Strength	100
20. Stamina	100
21. Dexterity	100
22. Quickness	100
23. Perception	100
24. Reasoning	100
25. Communication	100
26. Strength	100
27. Stamina	100
28. Dexterity	100
29. Quickness	100
30. Perception	100
31. Reasoning	100
32. Communication	100
33. Strength	100
34. Stamina	100
35. Dexterity	100
36. Quickness	100
37. Perception	100
38. Reasoning	100
39. Communication	100
40. Strength	100
41. Stamina	100
42. Dexterity	100
43. Quickness	100
44. Perception	100
45. Reasoning	100
46. Communication	100
47. Strength	100
48. Stamina	100
49. Dexterity	100
50. Quickness	100

<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	<b>Wounds</b> Light Wounds 1-4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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"/> 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"/> Incapacitated 13-16 <input type="checkbox"/> Dead 17+ <input type="checkbox"/>
<b>Armor</b> Soak: +3 = +3 (Sta) + 0 (prot) + 0 (Virtues)	

<b>Weapons</b>	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:  
 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 (3)	12	69 <sup>81</sup>	Ignem	3	6	1	13					
Perdo	1	1	Mentem	3	6	1	18					
Rego (6)	9	51	Terram (1)	6	22 <sup>23</sup>	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	18 <sup>19</sup>	18 <sup>19</sup>	22 <sup>23</sup>	18 <sup>19</sup>	21 <sup>22</sup>	21 <sup>22</sup>	18 <sup>19</sup>	21 <sup>22</sup>	24 <sup>25</sup>	18 <sup>19</sup>	
Perdo	8	8	12	8	11	11	8	11	14	8	
Rego	16	16	20	16	19	19	16	19	22	16	

+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
	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	<b>Cords</b>					
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	+19	ReHe5	Voice	Mom	Ind	1 (0)	+16	
Mastery 1: multiple casting								
Jupiter's Resounding Blow	+14	CrAu10	Voice	Mom	Ind	1 (0)	+6	
Mastery 1: fast casting								
The Crystal Dart	+22	MuTe10	Voice	Mom	Ind	1 (0)	+16	
Mastery 1: penetration								
Wielding the Invisible Sling	+22	ReTe10	Voice	Mom	Ind	1 (0)	+15	
Mastery 1: fast casting								
The Unseen Porter	+22	ReTe10	Voice	Conc	Ind	1 (0)	+15	
Mastery 1: still casting								
Hands of the Grasping Earth	+22	ReTe15	Voice	Diam	Part	1 (0)	+10	
Mastery 1: fast casting								
Talons of the Winds	+20	MuAu20	Voice	Diam	Ind	1 (0)	+3	
Mastery 1: penetration								
Thaumaturgical Transformation of ...	+21	MuHe20	Touch	Sun	Ind	1 (0)	+3	
Mastery 1: multiple casting								
Crest of the Earth Wave	+22	ReTe20	Voice	Mom	Part	1 (0)	+6	
Mastery 1: penetration								

Wizards Communion      +10    MuV10    Voice    Mom    Group

Erosion des Belebten      ReTe5    Acan    Mom    Ind    1  
 Mastery 1: penetration

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