

# Character: Hermetic Architect 035

Player:

Saga:

Setting:

Current Year: 1220

House: Verditius

Age: 35 (35)    Size: 0    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: 1185  
 Gender: Male  
 Race/Nationality: \_\_\_\_\_  
 Birth Place: \_\_\_\_\_  
 Religion: \_\_\_\_\_  
 Title: \_\_\_\_\_  
 Height: 168 cm  
 Weight: 72 kg  
 Hair: \_\_\_\_\_  
 Eyes: \_\_\_\_\_  
 Handedness: \_\_\_\_\_

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## Characteristics

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

## Virtues and Flaws

The Gift (Special)  
 Celestial Magic (Lab Total: 1-5) (Major, Mystery)  
 Affinity with Goldsmith (Minor, General)  
 Major Philosophic Alchemy (Major, Mystery)  
 Hermetic Architecture (Minor, Mystery)  
 Verditius Elder Runes (Minor, Mystery); Vis Limit Multiplier: 2  
 Puissant Goldsmith (Minor, General)  
 Dwarf Blood (Craft Totals: +1) (Minor, Supernatural)  
 Affinity with Magic Theory (Minor, General)  
 Major Magical Focus (Vis) (Major, Hermetic)  
 Hermetic Magus (Free, Social Status)  
 Verditius Magic (Minor, Hermetic); Preparation Abilities:  
   Philosophiae/\*Craft

Hermetic Patron (Minor, Story)  
 Driven (Becomet the Greatest Hermetic Architect the World Has Known) (Major, Personality)  
 Weak Spontaneous Magic (Major, Hermetic)  
 Limited Magic Resistance (Ignem) (Minor, Hermetic)

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## Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
75	Artes Liberales (astronomy)	5
15	Awareness (determining effect)	2
15	Brawl (Bludgeon)	2
15	Climb (buildings)	2
0	English	5
78	Goldsmith (enchantments) (8)	6+3
	Category: Buildings	
50	Latin (hermetic usage)	4
5	Leadership (laboratory work)	1
83	Magic Theory (extracting vis) (13)	6
5	Order of Hermes Lore	1
15	Organization Lore: Mystery Cult	2
5	Parma Magica (Mentem)	1
15	Philosophiae (laboratory work)	2
15	Verditius Cult Lore (initiating others)	2

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Personality Traits	SCORE	Reputations	SCORE
Driven	+3		
Diplomatic	+2		
Practical	+1		

### Notes

110 XP Spent on:  
 Building out the laboratory  
 Initiating:  
 Celestial Magic  
 Major Philosophic Alchemy  
 Verditius Elder Runes  
 Hermetic Architecture

### 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	1-5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
Medium Wounds	6-10	<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	11-15	<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	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

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

### Weapons

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

### Equipment

House: Verditius  
 Covenant:  
 Wizard's Sigil:

Domus Magna:  
 Primus:  
 Parens:  
 Covenant of Apprenticeship:

Gauntlet Age: 25

<b>Magical Arts</b>													
Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR	
Creo	13	91	Animal	0	0	0	5	Ignem	0	0	0	5	
Intellego	0	0	Aquam	0	0	0	5	Imaginem	0	0	0	5	
Muto	0	0	Auram	0	0	0	5	Mentem	0	0	0	10	
Perdo	0	0	Corpus	0	0	0	5	Terram	0	0	0	5	
Rego	2	3	Herbam	0	0	0	5	Vim (2)	12	80	3	17	

<b>Laboratory Totals</b>										
Lab Total: Int (3) + Magic Theory (6) + Specialty (extracting vis) + Form + Technique + Aura (3) + Lab Bonus + Puissant Art / Deficient Art										
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	25	25	25	25	25	25	25	25	25	37
Intellego	12	12	12	12	12	12	12	12	12	24
Muto	12	12	12	12	12	12	12	12	12	24
Perdo	12	12	12	12	12	12	12	12	12	24
Rego	14	14	14	14	14	14	14	14	14	26

**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)	0 +	0 =	0
Determining Effect (+ die, vs. 15-magnitude)	0 +	3 =	3
Base Targeting (+ die)	0 +	0 =	0
Concentration (+ die)	0 +	0 =	0
Magic Resistance (+ Form)		1x5 =	5
		Parma x5 =	TOTAL

**Longevity Ritual**

Lab Total: 0      Age Roll Modifier: 4

Twilight Scars:

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**Raw Vis**

Art	Pawns	Physical Form and Location

<b>Familiar</b>	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	_____

