

Character: Hermetic Architect 045

Player:

Saga:

Setting:

Current Year: 1220

House: Verditius

Age: 45 (45) Size: 0 Confidence: 1 (3)



Decrepitude: 0
Effects of Aging:

Warping: 0 (0)
Effects of Warping:

Birth Name: _____
Year Born: 1185
Gender: Male
Race/Nationality: _____
Birth Place: _____
Religion: _____
Title: _____
Height: 168 cm
Weight: 72 kg
Hair: _____
Eyes: _____
Handedness: _____

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)

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
118	Goldsmith (enchantments) (25)	7+3
	Category: Buildings	
50	Latin (hermetic usage)	4
5	Leadership (laboratory work)	1
93	Magic Theory (extracting vis) (23)	6
5	Order of Hermes Lore	1
30	Organization Lore: Mystery Cult	3
5	Parma Magica (Mentem)	1
15	Philosophiae (laboratory work)	2
15	Verditius Cult Lore (initiating others)	2

Grimoire of Hermetic Architect 045

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Gather the Essence of the Beast	+16	ReVi15	Touch	Mom	Ind		+1	
Piercing the Magical Veil	+14	InVi20	Per	Conc	Vision		-6	
Sense the Nature of Vis	+14	InVi5	Touch	Mom	Ind		+9	
Scales of the Magical Weight	+14	InVi5	Touch	Mom	Ind		+9	
Bind Wound	+15	CrCo10	Touch	Sun	Ind		+5	
Flash of the Scarlet Flames	+15	CrIg15	Voice	Mom	Ind		+0	
Lamp without Flame	+15	CrIg10	Touch	Conc	Ind		+5	
Prying Eyes	+0	InIm5	Touch	Conc	Room		-5	
Words of the Unbroken Silence	+15	CrMe10	Sight	Mom	Ind		+5	
Air's Ghostly Form	+15	CrAu5	Touch	Diam	Ind		+10	
Jupiter's Resounding Blow	+15	CrAu10	Voice	Mom	Ind		+5	
Ward Against Rain	+2	ReAu10	Per	Sun	Ind		-8	

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