

Character: Hermetic Architect 055

Player:

Saga:

Setting:

Current Year: 1220

House: Verditius

Age: 55 (55) Size: 0 Confidence: 1 (3)



Decrepitude: 0
Effects of Aging:

Warping: 0 (0)
Effects of Warping:

Birth Name:
Year Born: 1165
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: 3
- 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
105	Artes Liberales (astronomy)	6
15	Awareness (determining effect)	2
15	Brawl (Bludgeon)	2
15	Climb (buildings)	2
0	English	5
238	Goldsmith (enchantments) (18)	11+3
	Category: Buildings	
50	Latin (hermetic usage)	4
35	Leadership (laboratory work) (5)	3
93	Magic Theory (extracting vis) (23)	6
5	Order of Hermes Lore	1
50	Organization Lore: Mystery Cult	4
5	Parma Magica (Mentem)	1
30	Philosophiae (laboratory work)	3
15	Verditius Cult Lore (initiating others)	2

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

Notes	
110 XP Spent On: Building out the laboratory	Opening structures for enchantment
Initiating: Celestial Magic Major Philosophic Alchemy Verditius Elder Runes Hermetic Architecture	10 XP on "Other Activities"
10 XP Spent On: Longevity Ritual	
180 XP Spent On:	

Fatigue Levels			Wounds				
<input type="checkbox"/>		Fresh	RANGE	NUMBER	PENALTY	Notes	
<input type="checkbox"/>	0 2 min.	Winded	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"/> <input type="checkbox"/>	-1		
<input type="checkbox"/>	-1 10 min.	Weary	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		
<input type="checkbox"/>	-3 30 min.	Tired	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		
<input type="checkbox"/>	-5 1 hr.	Dazed	Incapacitated 16-20	<input type="checkbox"/>			
<input type="checkbox"/>	2 hr.	Unconscious	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	

Grimoire of Hermetic Architect oss

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	+17	CrCo10	Touch	Sun	Ind		+7	
Flash of the Scarlet Flames	+17	CrIg15	Voice	Mom	Ind		+2	
Lamp without Flame	+17	CrIg10	Touch	Conc	Ind		+7	
Prying Eyes	+0	InIm5	Touch	Conc	Room		-5	
Words of the Unbroken Silence	+17	CrMe10	Sight	Mom	Ind		+7	
Air's Ghostly Form	+17	CrAu5	Touch	Diam	Ind		+12	
Jupiter's Resounding Blow	+17	CrAu10	Voice	Mom	Ind		+7	
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