

Semita Errabunda – Virgil the Magical Cat

Magic Might: 13 (Animal)

Characteristics: Int +1, Per +1, Pre -2, Com -2, Str -5, Sta +1, Dex +3, Qik +5

Size: -3

Age: 2 (2)

Confidence Score: 2 (3)

Virtues and Flaws: Magic Animal [see Note 1 below], Magical Covenfolk [free Social Status Virtue; he is generally accepted by the people in the covenant as an equal but does not command any special respect because of his magical nature and those outside the covenant treat him as a regular cat], Perfect Balance, Puissant Awareness, Sharp Ears; Covenant Upbringing, Delusion (must supervise grog activities in the covenant)

Magical Qualities and Inferiorities: Magical Meditation [allows him to recover Might faster from a Magic aura and to resist the effects of Acclimation (see Note 4 below)], Lesser Power (x3), Minor Virtue (x2) (Second Sight, Self-Confidence), Personal Power (x2), Reduced Attack (teeth) [Attack bonus reduced by 2], Susceptible to Deprivation [needs to breathe, eat and drink]

Personality Traits: Curious +4, Cat +3* [Essential Trait], Timid +1, Interfering +1

Reputations: Nuisance 2 (covenant)

Combat:

Claws: Init +3, Attack +8, Defense +11, Damage -3

Teeth: Init +4, Attack +6, Defense +8, Damage -4

Soak: +2

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Wound Penalties: -1 (1-2), -3 (3-4), -5 (5-6), Incapacitated (7-8), Dead (9+)

Abilities [see Notes 2 and 3 below]: Area Lore: Covenant 3 (kitchens), Athletics 3 (jumping)*, Awareness 4 (at night)**, Brawl 2 (claws), Charm 2 (grog), Concentration 1 (prey), Dead Language: Latin 1 (reprimands) [understanding not speaking, see Note 1 below], Etiquette 1 (coven folk), Folk Ken 3 (kitchen staff), Guile 2 (begging for food), Hunt 4 (rodents), Intrigue 2 (covenant), Living Language: Local 3 (kitchen talk) [understanding not speaking, see Note 1 below], Magical Meditation (maintaining concentration) 1, Penetration 3 (Mentem) [gained by using excess level points from the Powers, see Note 3], Second Sight 1 (invisible things), Stealth 4 (stalking), Survival 3 (covenant)

*Cats gain a +3 bonus on rolls to climb and jump, due to their Perfect Balance Virtue.

**Cats have excellent night vision.

Powers:

Everywhere at Once, 0 points, Init: Qik-1, Animal R:Per, D: Mom, T: Ind

Based on the ReCo guideline level 15, transport the target up to 50 paces (ArM5 page 134).

ReAn15 (Base 15); Personal Power (15 levels, +1 Initiative, -1 Might cost) [See Note 3]

Feigned Innocence, 0 points, Init: Qik, Mentem

R: Eye, D: Mom, T: Group

This causes a Group of people to forget something the cat did, much as the spell *Loss of But A Moment's Memory* does (ArM5, page 151).

PeMe15 (Base 1, +1 Eye, +1 Group); Lesser Power (15 levels, +1 Initiative, -1 Might cost)

Inconspicuousness, 0 points, Init: Qik-1, Imaginem

R: Per, D: Sun, T: Ind

A Personal version of *Invisibility of the Standing Wizard* (ArM5, page 146)

PelM20 (Base 4, +2 Sun); Personal Power (20 levels, -1 Might cost)

Pass the Unyielding Portal, 0 points, Init: Qik -1, Herbam

R: Touch, D: Diam, T: Ind

A version of the spell of the same name, used when no humans are available to open doors. (ArM5, page 137)

MuHe5 (Base 3, +1 Touch +1 Diameter): Lesser Power (5 levels, -1 Might cost, 15 xp Penetration)

Prying Eyes, 0 points, Init: Qik -1, Imaginem

R: Touch, D: Conc, T: Room

This effect is used to look inside buildings and rooms while patrolling a house or town. Note that a cat touching the roof of a room can see inside it. (ArM5, page 144).

InIm5 (Base 1, +1 Touch, +1 Conc +2 Room); Lesser Power (5 levels, -1 Might cost, 15 xp Penetration)

Natural Weapons: Claws: Init -1, Attack +2, Defense +3, Damage +2. Teeth: Init 0,

Attack +3, Defense +1, Damage +1. The cat's dense fur gives it a Protection of +1.

Vis: 2 paws, Animal, in eyes. (Might / 5, rounded up)

Appearance: Virgil is a slim, two year-old black cat, with eyes of olive-green.

Virgil was born in the covenant and grew up there, playing and learning about life with several siblings and a number of cousins, but he always knew he was special. While the other kittens filled their young lives with play, sleep and milk, he was learning his way around the stables and ingratiating himself with the other residents. As soon as he was old enough to take on duties, he made himself useful and quickly became familiar with every part of the covenant, inside and out.

He enjoys patrolling and specializes in hunting down vermin but he feels his primary role is in supervision, keeping an eye on all the activities that make up covenant life to ensure things are done properly. While he could be found just about anywhere in the covenant, he seems to turn up most frequently in the vicinity of the kitchen. Most of the people who work there are friendly towards him, and he knows how to get round them for attention and tidbits. Another favorite haunt is the library; any pile of books may be treated by Virgil as a convenient vantage point. Any piece of parchment laid down and unattended is likely to be sat upon, with the inevitable consequences if there is wet ink on it.

While not afraid of the magi, he does not find them congenial company so tends to keep out of their way. Where the covenfolk are concerned, he seems to be able to predict what they are going to do, since they often find him in the way, underfoot, in the basket, on the table, or where-ever else is inconvenient. Of course, from Virgil's point of view, he is just keeping a very close eye on them. It is as well for him that he remains popular with many, and tolerated by almost all the rest.

Notes

1. The Magical Animal Virtue include the No Hands Flaw and also Mute; that is, the character cannot use human speech but is able to communicate like any other animal of its species.
2. Virgil is a Summer Season character and thus has 360 experience points to spend.

3. Excess points from the Personal Powers and Lesser Powers are used to reduce the Might Point cost to 0 for all of them, and to improve the Penetration Ability.
4. Magic characters are nurtured by the power of Magic and they rely on it to survive. Over time, those magic characters that do not maintain a connection to the realm of Magic slowly lose some of their magical power. This process is called Acclimation: the character becomes less magical as it becomes more conditioned to the mundane world and more distant from the Magic Realm.

