Character: Hermetic Architect 025

Player:

Saga:

Setting: Current Year: 1220

House: Verditius

Age: 25 (25) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:
Year Born: 1195
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)
Planetary Magic (Lab Total: 1-5) (Minor, Hermetic)
Affinity with Goldsmith (Minor, General)
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
30	Artes Liberales (astronomy)	3
15	Awareness (determining effect)	2
15	Brawl (Bludgeon)	2
15	Climb (buildings)	2
0	English	5
33	Goldsmith (enchantments)	4+3
	Category: Buildings	
50	Latin (hermetic usage)	4
5	Leadership (laboratory work)	1
33	Magic Theory (extracting vis)	4
5	Order of Hermes Lore	1
5	Parma Magica (Mentem)	1
15	Philosophiae (laboratory work)	2
15	Verditius Cult Lore (initiating others)	2

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Personality Traits

	SCORE
Driven	+3
Diplomatic	+2
Practical	+1

Reputations

	SCORE

Notes

Fatigue Levels

❑			Fresh
❑	0	2 min.	Winded
❑	-1	10 min.	Weary
❑	-3	30 min.	Tired
❑	-5	1 hr.	Dazed
❑		2 hr.	Unconscious

Wounds

	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-5	❑❑❑❑❑❑❑	-1	
Medium Wounds	6-10	❑❑❑❑❑❑❑	-3	
Heavy Wounds	11-15	❑❑❑❑❑❑❑	-5	
Incapacitated	16-20	❑		
Dead	21+	❑		

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

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House: Verditius
Covenant:
Wizard's Sigil:

Domus Magna:
Primus:
Parens:
Covenant of Apprenticeship:

Gauntlet Age: 25

Magical Arts

Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	11	66	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	10	55	2	15

Laboratory Totals

Lab Total: Int (3) + Magic Theory (4) + Specialty (extracting vis) + Form + Technique + Aura (3) + Lab Bonus + Puissant Art / Deficient Art

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	21	21	21	21	21	21	21	21	21	31
Intellego	10	10	10	10	10	10	10	10	10	20
Muto	10	10	10	10	10	10	10	10	10	20
Perdo	10	10	10	10	10	10	10	10	10	20
Rego	12	12	12	12	12	12	12	12	12	22

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 Qik	+	0 Finesse	=	0 TOTAL
Determining Effect (+ die, vs. 15–magnitude)	0 Per	+	3 Awareness	=	3 TOTAL
Base Targeting (+ die)	0 Per	+	0 Finesse	=	0 TOTAL
Concentration (+ die)	0 Sta	+	0 Concentration	=	0 TOTAL
Magic Resistance (+ Form)			1×5 Parma×5	=	5 TOTAL

Longevity Ritual

Lab Total: 0
Age Roll Modifier: 3
Twilight Scars:

Raw Vis

Art	Pawns	Physical Form and Location

Familiar

Name:
Type:

Int	0	Tech	Creo
Per	0	Form	Animal
Str	0	Lab Total	0
Sta	0	Bond Lev	25
Pre	0	**Cords**	
Com	0	Gold	0
Dex	0	Silver	0
Qik	0	Bronze	0
Size	0	Total	0
Might	0		
Soak	0		

POWERS, ABILITIES, ATTACKS

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Grimoire of Hermetic Architect 025

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Gather the Essence of the Beast	+12	ReVi15	Touch	Mom	Ind		-3	
Piercing the Magical Veil	+10	InVi20	Per	Conc	Vision		-10	
Sense the Nature of Vis	+10	InVi5	Touch	Mom	Ind		+5	
Scales of the Magical Weight	+10	InVi5	Touch	Mom	Ind		+5	
Bind Wound	+11	CrCo10	Touch	Sun	Ind		+1	
Flash of the Scarlet Flames	+11	CrIg15	Voice	Mom	Ind		-4	
Lamp without Flame	+11	CrIg10	Touch	Conc	Ind		+1	
Prying Eyes	+0	InIm5	Touch	Conc	Room		-5	
Words of the Unbroken Silence	+11	CrMe10	Sight	Mom	Ind		+1	
Air's Ghostly Form	+11	CrAu5	Touch	Diam	Ind		+6	
Jupiter's Resounding Blow	+11	CrAu10	Voice	Mom	Ind		+1	
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

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