

## MARTIN, MAGUS OF HOUSE BONISAGUS

**Characteristics:** Intelligence (Brilliant) +4, Perception (Attentive) +1, Presence (Retiring) -1, Communication (Stammers often) -1, Strength (Weak arms) -1, Stamina (Wilful) +1, Dexterity (Clumsy) -1, Quickness (Alert) +2

**Size:** 0

**Age:** 33

**Confidence Score:** 1 (3)

**Virtues and Flaws:** Hermetic Magus, The Gift, Life-Linked Spontaneous Magic, Hermetic Prestige, Personal Vis Source (Vim Vis all over the body), Inventive Genius, Fast Caster, Great Characteristic, Learn Magic Theory from Mistakes, Necessary Condition (Gestures), Dark secret (took his master in Final Twilight), Noncombatant, Susceptibility to Divine Power

**Personality Traits:** Curious +3, Obstinate +2, Faithful +2, Ambitious +1

**Reputation:** Inventive (Hermetic) 3

**Soak:** +1

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

**Would Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20)

**Core Abilities:** German 4, Latin 5, Artes Liberales 3, Magic Theory (Spell invention) 7, Order of Hermes Lore (Heroes) 4, Parma Magica (Perdo) 3, Langue d'Oc 4, Finesse (Precision) 2, Penetration (Rego) 2, Philosophiae (Magic) 2, Concentration (Long periods) 3, Certamen (Rego) 2

**Arts:** Creo 7, Intellego 7, Muto 6, Perdo 5, Rego 13, Animal 5, Aquam 5, Auram 5, Corpus 5, Herbam 5, Ignem 5, Imaginem 5, Mentem 5, Terram 5, Vim 12

### Spells:

*The Ear for Distant Voices* (InIm 20) +13: distance listening (p. 145)

*Gather the Essence of the Beast* (ReVi 15) +26: distillates the raw Vis contained in a dead creature (p. 162)

*Freeing the Striding Tree* (ReHe 30) +19: animates a tree (p. 139)

*Sense of the Lingering Magic* (InVi 30) +20: detects magical residues (p. 158)

*Weaver's Trap of Webs* (CrAn 35) +13: projects a giant spider web (p. 117)

*The Unseen Porter* (ReTe 10) +19: helps move heavy objects, such as a chest (p. 156)

*Wall of Protecting Stone* (CrTe 25) +13: creates a stone wall (p. 153)

*Suppressing the Wizard's Handiwork* (ReVi 35) +26: suspends a spell (p. 162)

*Lamp without Flame* (CrIg 10) +13: creates light (p. 140)

**Wizard Sigil:** Geometric perfection

**Vis:** 3 pawns of Creo, 3 pawns of Intellego, 3 pawns of Rego, 5 pawns of Vim

**Encumbrance:** 0 (0)

**Description:** You are average-sized, quite emaciate and a little clumsy. Your robes are frequently stained with the sometimes explosive results of your magical experiments. But anyway! Appearance is of little importance. Gossipers will soon shut up when your experiments allow you to have Bonisagus' magic theory make a huge leap forward (which should come soon with your last experiments going so well).

**Background:** Your apprenticeship took place in the Rhine Tribunal, under supervision of Archmagus Ecilius. After you passed your gauntlet in 1207, you came to Languedoc with your master, who thought he could find in the rich local libraries capital information to pursue his research. As he was about to reach his goal, you made a tiny manipulation mistake that sent you both in Twilight. You came back enlightened on some aspects of magic theory that eluded you up to now, but Ecilius succumbed to final twilight... Quaesitores did not even think you could be held responsible, you, a disciple of Bonisagus. You surely did not delude them. Rather than coming back to the Rhine Tribunal, where you would have had to provide embarrassing explanations, you remained at the Covenant of Bentalone, which you have been a member of since 1210.

**Motivation:** You are not used to going to Tarascon-sur-Ariège for resupplying the Covenant. Évrard d'Ange considerably insisted that you "get out, breathe a little fresh air and forsake your dear laboratory for a couple of days". You finally agreed. You suspect he wants you to help him meet his beloved, Diane of Miglos. Moreover, it is true that your apprentice Éthaine has never left the Covenant since she entered apprenticeship three years ago. At that age, one cannot constantly remain inside a lab.

### Relationships with the Other Characters:

- **Carélia:** She is Évrard's shield grog (bodyguard). She was imposed to him by the Grand Council, which was a fortunate decision, for she helped him out of several critical situations.
- **Éthaine:** She is your first apprentice and reveals very promising. You feel a great potential in her. Évrard often complains about her behavior, while she is always quiet and focused with you. She probably unwinds out of your laboratory. So much the better!
- **Évrard:** He is your only true friend in the Covenant. Members of the Grand Council are much older than you and certainly do not share the same preoccupations. Évrard and you have very different views regarding magic, but it is fascinating to hear him dissert about the "magic" of art and other mundane things.
- **Gailhard:** He is a Turb (Covenant guards) sergeant. You know him by sight, but it is the first time you really deal with him. He is certainly a skilled fighter.
- **Quinault:** He is the Covenant's autocrat (steward), a serious man who can be counted on. When you need a rare or costly ingredient, he always manages to deliver it to you in reasonable time. A precious man!