

Character: Hermetic Architect 035

Player:

Saga:

Setting:

Current Year: 1220

House: Verditius

Age: 35 (35) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

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)



Birth Name:

Year Born: 1185

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 168 cm

Weight: 72 kg

Hair:

Eyes:

Handedness:



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
78	Goldsmith (enchantments) (8)	6+3
	Category: Buildings	
50	Latin (hermetic usage)	4
5	Leadership (laboratory work)	1
83	Magic Theory (extracting vis) (13)	6
5	Order of Hermes Lore	1
15	Organization Lore: Mystery Cult	2
5	Parma Magica (Mentem)	1
15	Philosophiae (laboratory work)	2
15	Verditius Cult Lore (initiating others)	2

Notes	
110 XP Spent on:	
Building out the laboratory	
Initiating:	
Celestial Magic	
Major Philosophic Alchemy	
Verditius Elder Runes	
Hermetic Architecture	

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Gauntlet Age: 25

Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	13	91	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 (2)	12	80	3	17

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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 Parmax5	=	5 TOTAL

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				

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