

Character: Hermetic Architect 045

Player:

Saga:

Setting:

Current Year: 1220

House: Verditius

Age: 45 (45) 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
118	Goldsmith (enchantments) (25)	7+3
	Category: Buildings	
50	Latin (hermetic usage)	4
5	Leadership (laboratory work)	1
93	Magic Theory (extracting vis) (23)	6
5	Order of Hermes Lore	1
30	Organization Lore: Mystery Cult	3
5	Parma Magica (Mentem)	1
15	Philosophiae (laboratory work)	2
15	Verditius Cult Lore (initiating others)	2

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

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Magical Arts													
Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR	
Creo (1)	15	121	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 (5)	14	110	3	19	

Laboratory Totals										
Lab Total: Int (3) + Magic Theory (6) + Specialty (extracting vis) + Form + Technique + Aura (3) + Lab Bonus + Puissant Art / Deficient Art										
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	27	27	27	27	27	27	27	27	27	41
Intellego	12	12	12	12	12	12	12	12	12	26
Muto	12	12	12	12	12	12	12	12	12	26
Perdo	12	12	12	12	12	12	12	12	12	26
Rego	14	14	14	14	14	14	14	14	14	28

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

Longevity Ritual	
Lab Total: 0	Age Roll Modifier: 5
Twilight Scars:	

Raw Vis		
Art	Pawns	Physical Form and Location

Familiar				POWERS, ABILITIES, ATTACKS			
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						

Grimoire of Hermetic Architect 045

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	+15	CrCo10	Touch	Sun	Ind		+5	
Flash of the Scarlet Flames	+15	CrIg15	Voice	Mom	Ind		+0	
Lamp without Flame	+15	CrIg10	Touch	Conc	Ind		+5	
Prying Eyes	+0	InIm5	Touch	Conc	Room		-5	
Words of the Unbroken Silence	+15	CrMe10	Sight	Mom	Ind		+5	
Air's Ghostly Form	+15	CrAu5	Touch	Diam	Ind		+10	
Jupiter's Resounding Blow	+15	CrAu10	Voice	Mom	Ind		+5	
Ward Against Rain	+2	ReAu10	Per	Sun	Ind		-8	

Penetration: CT + Penetration - level + Penetration Specialization