

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:

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)



Birth Name:
Year Born: 1195
Gender: Male
Race/Nationality:
Birth Place:
Religion:
Title:
Height: 168 cm
Weight: 72 kg
Hair:
Eyes:
Handedness:



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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Wizard's Sigil:

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

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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)			1x5	=	5
			Parmax5	=	TOTAL

Longevity Ritual

Lab Total: 0

Age Roll Modifier: 3

Twilight Scars:

Raw Vis

Art	Pawns	Physical Form and Location
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
13	13	13
14	14	14
15	15	15
16	16	16
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90	90	90
91	91	91
92	92	92
93	93	93
94	94	94
95	95	95
96	96	96
97	97	97
98	98	98
99	99	99
100	100	100

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 025

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Casting Total: (Technique + Form + Sta + mastery + focus - no hands - mute + spellcasting bonus + [Art. Lib. + Phil. (ritual only)]) / deficiencies
 Penetration: CT + Penetration - level + Penetration Specialization