

Character: Marcellus

Player:

Saga:

Setting:

Current Year: 1220

House: Flambeau

Age: 35 (35) Size: 0 Confidence: 2 (5)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int	(clever)	+3
Perception	Per		0
Presence	Pre		0
Communication	Com	(blunt)	-2
Strength	Str		0
Stamina	Sta	(willful)	+3
Dexterity	Dex	(clumsy)	-2
Quickness	Qik	(quick)	+1

Virtues and Flaws

The Gift (Special)
Hermetic Magus (Free, Social Status)
Elemental Magic (Major, Hermetic)
Affinity with Perdo (Minor, Hermetic)
Enduring Constitution (Resist Pain: +3) (Minor, General)
Lightning Reflexes (Initiative on Surprise Attack: +9) (Minor, General)
Long-Winded (Fatigue Rolls: +3) (Minor, General)
Minor Magical Focus (cold, frost and ice) (Minor, Hermetic)
Puissant Perdo (Minor, Hermetic)
Self-Confident (Confidence: +1) (Minor, General)

Deficient Technique (Intellego) (Major, Hermetic)
Restriction (Target in darkness) (Major, Hermetic)
Reckless (Minor, Personality)
Temperate (Minor, Personality)
Unbearable to Demons (Penalty: -3 to social interactions with Demons) (Minor, General)



Birth Name: Marc

Year Born: 1185

Gender: Male

Race/Nationality: French

Birth Place:

Religion: Christian

Title:

Height: 165 cm

Weight: 65 kg

Hair: Red

Eyes: Black

Handedness: Left



Marcellus

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
5	Anjou Lore (geography)	1
15	Artes Liberales (cermonial magic)	2
5	Awareness (determining effect)	1
5	Brawl (Dodge)	1
5	Charm (being witty)	1
15	Concentration (spell concentration)	2
15	Covenant Lore (history)	2
5	Faerie Lore (faerie forests)	1
30	Finesse (targeting)	3
0	French (expansive vocabulary)	5
5	Guile (elaborate lies)	1
5	Infernal Lore (demons)	1
75	Latin (hermetic usage)	5
5	Folk Ken (grogs)	1
15	Magic Lore (creatures)	2
30	Magic Theory (Perdo)	3
5	Occitan (poetry)	1
15	Order of Hermes Lore (history)	2
50	Parma Magica (Vim)	4
30	Penetration (Perdo)	3
15	Philosophiae (ritual magic)	2
5	Scribe (copying)	1
5	Stealth (natural areas)	1
5	Survival (woods)	1

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House: Flambeau
Covenant: Turres Grandi
Wizard's Sigil: Frost

Domus Magna:
Primus:
Parens:
Covenant of Apprenticeship: Gauntlet Age: 23

Magical Arts													
Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR	
Creo	4	10	Animal	0	0	0	20	Ignem	8	36	2	28	
Intellego	4	10	Aquam	8	36	2	28	Imaginem	0	0	0	20	
Muto	4	10	Auram	5	15	1	25	Mentem	0	0	0	20	
Perdo	10+3	37	Corpus	4	10	1	24	Terram	5	15	1	25	
Rego	8	36	Herbam	0	0	0	20	Vim	4	10	1	29	

Laboratory Totals										
Lab Total: Int (3) + Magic Theory (3) + Specialty (Perdo) + Form + Technique + Aura + Lab Bonus + Puissant Art / Deficient Art										
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	10	18	15	14	10	18	10	10	15	14
Intellego	5	9	8	7	5	9	5	5	8	7
Muto	10	18	15	14	10	18	10	10	15	14
Perdo	20	28	25	24	20	28	20	20	25	24
Rego	14	22	19	18	14	22	14	14	19	18

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	1	+	3	= 4
(+ stress die)	Qik		Finesse	TOTAL
Determining Effect	0	+	2	= 2
(+ die, vs. 15-magnitude)	Per	+	Awareness	= TOTAL
Base Targeting	0	+	4	= 4
(+ die)	Per	+	Finesse	= TOTAL
Concentration	3	+	3	= 6
(+ die)	Sta	+	Concentration	= TOTAL
Magic Resistance			4×5	= 20
(+ Form)			Parma×5	= TOTAL

Longevity Ritual	
Lab Total: 0	Age Roll Modifier: 4
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				

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