

Character: Elominius

Player: Olavo

Saga: Brittany

Setting:

Current Year: 1220

House: Mercere

Age: 25 (25) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		+2
Perception	Per		0
Presence	Pre		0
Communication	Com		+2
Strength	Str		0
Stamina	Sta		+1
Dexterity	Dex		0
Quickness	Qik		0

Virtues and Flaws

The Gift (Special)

Book Learner (Book Quality: +3) (Minor, General)

Elemental Magic (Major, Hermetic)

Hermetic Magus (Free, Social Status)

Cyclic Magic (Positive): +3 When the Moon Is Down (Minor, Hermetic)

Premonitions (Minor, Supernatural)

Intuition (Minor, General)

Puissant Creo (Minor, Hermetic)

Cyclic Magic (Negative): -3 When the Moon Is Up (Minor, Hermetic)

Unpredictable Magic (Minor, Hermetic)

Warped Magic (Nearby items acquire an electric charge) (Minor, Hermetic); Side Effect: Nearby items acquire an electric charge

Nocturnal (All Rolls: -1 between dawn and midday) (Minor, Personality)

Age Quickly (Major, Supernatural)



Birth Name: Ferdnand Azure

Year Born: 1195

Gender: Male

Race/Nationality: Spaniard

Birth Place: Catalunha

Religion: Catholic

Title: Sodale

Height: 165 cm

Weight: 65 kg

Hair: Light brown

Eyes: Hazel

Handedness: Left

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
5	Area Lore: Catalonia (Legends)	1
5	Climb	1
1	Thrown Weapon (Knife, Throwing) (+1, 1)	0
5	Animal Handling (Horses)	1
5	Athletics (Running)	1
75	Latin (Hermetic)	5
5	Artes Liberales (Arithmetic)	1
5	Bows (Bow, Short)	1
5	Chirurgy (Binding)	1
1	Church Lore (History) (+1, 1)	0
15	Awareness (Searching)	2
5	Brawl (Dodging)	1
5	Stealth (Shadowing)	1
5	Survival (Finding Shelter)	1
5	Swim (Long Distances)	1
0	Premonitions (People I met in the last 24 hours)	1
1	Civil and Canon Law (Papal Law) (+1, 1)	0
5	Concentration (Reading)	1
5	Carpentry	1
	Category: Buildings	
5	Hunt (Cover Tracks)	1
15	Medicine (physician)	2
1	Music (sing) (+1, 1)	0
5	Reeve	1
5	Teaching (Artes Liberales)	1
1	Theology (heresy) (+1, 1)	0
30	Magic Theory (inventing spells)	3
5	Parma Magica (Mentem)	1
5	Code of Hermes (political intrigue)	1
5	Finesse (precision)	1
5	Order of Hermes Lore (personalities)	1
5	Penetration (Rego)	1

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Fatigue Levels			
☐			Fresh
☐	0	2 min.	Winded
☐	-1	10 min.	Weary
☐	-3	30 min.	Tired
☐	-5	1 hr.	Dazed
☐		2 hr.	Unconscious

Wounds	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-5	☐ ☐ ☐ ☐ ☐ ☐ ☐	-1	
Medium Wounds	6-10	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-3	
Heavy Wounds	11-15	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-5	
Incapacitated	16-20	☐		
Dead	21+	☐		

Armor	Soak: +1 = +1 (Sta) + 0 (prot) + 0 (Virtues)

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House: Mercere
Covenant: Tres Aquae
Wizard's Sigil: Ondulação térmica no ar

Domus Magna:
Primus:
Parens: Herodus of Mercere
Covenant of Apprenticeship: Gauntlet Age: 25

Magical Arts													
Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR	
Creo	5+3	15	Animal	0	0	0	5	Ignem	7	28	2	12	
Intellego	5	15	Aquam	0	0	0	5	Imaginem	0	0	0	5	
Muto	0	0	Auram	0	0	0	5	Mentem	5	15	1	15	
Perdo	0	0	Corpus	0	0	0	5	Terram	5	15	1	10	
Rego	3	6	Herbam	0	0	0	5	Vim	6	21	2	11	

Laboratory Totals										
Lab Total: Int (2) + Magic Theory (3) + Specialty (inventing spells) + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art										
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	17	17	17	17	17	24	17	22	22	23
Intellego	14	14	14	14	14	21	14	19	19	20
Muto	9	9	9	9	9	16	9	14	14	15
Perdo	9	9	9	9	9	16	9	14	14	15
Rego	12	12	12	12	12	19	12	17	17	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 (+ stress die)	0	+	1	= 1
	Qik		Finesse	TOTAL
Determining Effect (+ die, vs. 15-magnitude)	0	+	2	= 2
	Per	+	Awareness	= TOTAL
Base Targeting (+ die)	0	+	2	= 2
	Per	+	Finesse	= TOTAL
Concentration (+ die)	1	+	1	= 2
	Sta	+	Concentration	= TOTAL
Magic Resistance (+ Form)			1×5	= 5
			Parma×5	= TOTAL

Longevity Ritual	
Lab Total: 0	Age Roll Modifier: 3
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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