

Character: Gasparius

Player: Olive

Saga: Theandric

Setting: Rhine

Current Year: 1220



House: Ex Miscellanea

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

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:

Year Born: 1195

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title: Journeyman

Height: 165 cm

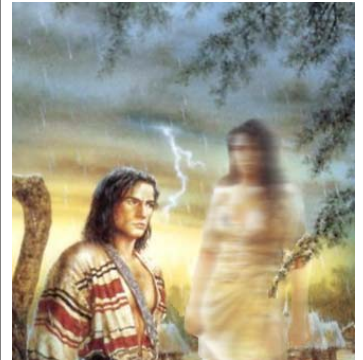
Weight: 65 kg

Hair: thick, curly black

Eyes:

Handedness:

Description: A beautiful young man with a shock of thick curly black hair, a prominent Roman nose, and a strong jaw. His lost left ear does not detract from his looks.



Characteristics

	DESCRIPTION	SCORE
Intelligence	Int	+1
Perception	Per	0
Presence	Pre	+5
Communication	Com	-1
Strength	Str	0
Stamina	Sta	0
Dexterity	Dex	+1
Quickness	Qik	0

Virtues and Flaws

The Gift (Special)

Gentle Gift (Major, Hermetic)

Gild Trained (Apple) (Minor, Hermetic)

Great Presence (Minor, General)

Intuition (Minor, General)

Piercing Gaze (Intimidation: +3) (Minor, General)

Personal Vis Source (Muto) (Minor, Hermetic); Location: tears

Strong-Willed (Will Rolls: +3) (Minor, General)

Hermetic Magus (Free, Social Status)

Fast Caster (Initiative: +3 to cast spells in combat) (Minor, Hermetic)

Death Prophecy (Major, General)

Chaotic Magic (Major, Hermetic)

Plagued by Supernatural Entity (Titiana) (Major, Story)

Susceptibility to Faerie Power (Minor, Hermetic)

Faerie Upbringing (Minor, Personality)

Missing Ear (Hearing: -3) (Minor, General)

Low Self-Esteem (Major, General)

Obsessed (faeries) (Minor, Personality)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	German	5
5	Awareness (searching)	1
5	Artes Liberales (grammar)	1
5	Athletics (running)	1
5	Bargain (haggle)	1
5	Brawl (Dodge)	1
30	Code of Hermes (faeries)	3
5	Concentration (spell concentration)	1
30	Faerie Lore (punishments)	3
50	Guile (elaborate lies)	4
5	Infernal Lore (curses)	1
15	Intrigue (plotting)	2
50	Latin (hermetic usage)	4
5	Magic Lore (creatures)	1
50	Magic Theory (auras)	4
30	Order of Hermes Lore (Ex Miscellanea)	3
5	Parma Magica (Imaginem)	1
5	Penetration (Rego)	1
15	Stealth (sneak)	2
5	Survival (forests)	1
5	Swim (rivers)	1

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Wizard's Sigil:

Covenant of Apprenticeship: Fengheld

Gauntlet Age: 25

Magical Arts

Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	0	0	Animal	0	0	0	5	Ignem	0	0	0	5
Intellego	9	45	Aquam	0	0	0	5	Imaginem	1	1	1	11
Muto	8	36	Auram	0	0	0	5	Mentem	5	15	1	10
Perdo	0	0	Corpus	5	15	1	10	Terram	0	0	0	5
Rego	5	15	Herbam	0	0	0	5	Vim	1	1	1	6

Laboratory

Lab Total: Int (1) + Magic Theory (4) + Specialty (auras) + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	9	9	9	14	9	9	10	14	9	10
Intellego	18	18	18	23	18	18	19	23	18	19
Muto	17	17	17	22	17	17	18	22	17	18
Perdo	9	9	9	14	9	9	10	14	9	10
Rego	14	14	14	19	14	14	15	19	14	15

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	+	1	=	1
	Per	+	Awareness	=	TOTAL
Base Targeting (+ die)	0	+	0	=	0
	Per	+	Finesse	=	TOTAL
Concentration (+ die)	0	+	2	=	2
	Sta	+	Concentration	=	TOTAL
Magic Resistance (+ Form)			1×5	=	5
			Parma×5	=	TOTAL
Multiple Casting (+ stress die – no. of spells vs. 9)	1	+	0	=	1
	Int	+	Finesse	=	TOTAL

Longevity Ritual

Lab Total: 0

Age Roll Modifier: 3

Twilight Scars:

Raw Vis

Art	Pawns	Physical Form and Location
Muto	3	crystal shards, tears

Familiar

Name:

Type:

POWERS, ABILITIES, ATTACKS

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		

[illegible]

Penetration: CT + Penetration - level + Penetration Specialization

Raised by faeries, Gasparius has renounced the fae and all their ways. Taken as a babe in arms because of his beauty, Gasparius was raised by faeries who treated him as a play thing. It was during one of these play sessions that he lost his ear. As a young man, he won his freedom from his faerie master through a series of complex lies. Escaping from the forests where he had lived, Gasparius was taken in by the covenant and raised by his master Abius, a magus of House ex Miscellanea. Gasparius did not escape unharmed however - his faerie master cursed him to live until the faerie could take his revenge.

Traumatized by his upbringing, Gasparius has joined Gild Apple, seeing their policies as a way to establish a more normal life, although his unfamiliarity with the ways of the mundane world make this a vain hope at best. He has also dedicated himself to combating the influence of the fae in the Order of Hermes, including House Merinita and Gild Elder. The lingering influence of his upbringing manifests in many ways, including a somewhat unpredictable manner of casting spells. Gasparius has made sure he understands the way in which the Code relates to faeries in order to achieve this aim.

Gasparius is a beautiful young man with a shock of thick curly black hair and a prominent Roman nose and a strong jaw. His lost left ear does not detract from his looks.

Shorthand Description:

Gasparius is a painfully beautiful young man, with a shock of curly black hair, a prominent Roman nose, and a strong jaw. His missing ear does not detract from his looks.

He is little known outside the covenant, and unlikely to be recognized by mundanes.

Magi may recognize him as the filius of Master Abius of Fengheld, a master of little renown. Faeries and Merinitia are more likely to identify him as "Titiana's wayward son", referring to his faerie master whom he escaped.

Gasparius's magic focuses on subtle changes, and often mimics or interacts with faerie powers. He has the Gentle Gift, is knowledgeable in matters of faeries, and shows interest in mundane society.