

Name: Gerhardt von Obersdorf
 Player: Blue Genie
 Type: Magus, House: Bonisagus
 Covenant: Gormenghast
 Saga: Gormenghast



Description:

Height: 165 cm Weight: 65 kg Gender: Male Age: 32 Year Born: 1128 Current Year: Spring 1160

CHARACTERISTICS

SCORE SPECIALTY

Intelligence	+4
Perception	+3
Presence	+2
Communication	-2
Strength	0
Stamina	+2
Dexterity	-2
Quickness	0

ABILITIES

ABILITY (SPECIALTY)	SCORE	EXP.
Magic Theory	5	0
Organization Lore (Order of Hermes)	3	0
Parma Magica	3	3
Scribe Latin	3	0
Speak Latin	5	0
Speak German	4	0
Awareness	1	1
Brawling	2	3
Certámen	3	6
Concentration	2	3
Finesse	2	3
Affinity with Vim	3	5
Penetration	2	3
Folk Ken	2	3
Area Lore	1	1
Speak Slavic	1	1

VIRTUES AND FLAWS

SCORE	VIRTUE OR FLAW AND DESCRIPTION
+1	Hermetic Prestige
+3	Affinity with Vim
+1	Inventive Genius (Lab Total: +3 (+6 on experiments))
+2	Cautious Sorcerer
+2	Great Intelligence
+1	Knack (Magic Theory+1)
-1	Blatant Gift (Interaction Rolls: -6)
-2	Slow Caster
-1	Driving Goal (become preeminent Vim researcher)
-2	Magical Deficiency with Terram (Major)
-1	Reclusive
-2	Magical Deficiency with Corpus (Minor)
+0	Twilight Points
-1	Warped Magic (anyone witnessing spell has flashes of his own death)

Confidence	3	Current Score	
Size	0	Decrepitude	0

BODY LEVELS

SOAK TOTAL: +2

Unhurt	O	NA	Fresh	O	NA
Hurt	O	NA	Winded	O	NA
Lt Wounds	O	-1	Wary	O	-1
Med Wounds	O	-3	Tired	O	-3
Hvy Wounds	O	-5	Dazed	O	-5
Incapacitated	O	NA	Unconscious	O	NA

FATIGUE LEVELS

FATIGUE TOTAL: +2

PERSONALITY TRAITS

TRAIT	SCORE	TRAIT	SCORE
Reclusive	+3		
Curious	+1		

Initiative: Qik+Weapon Skill+Weapon
Initiative Bonus + Enc
Attack: (Dex or Per) + Weapon Skill
+Weapon Attack Bonus +Enc
Defense: Qik + Weapon Skill + Weapon
Defense Bonus - Size + Enc
Damage: (Str + Size) or (Nothing) +
Weapon Damage Bonus
Range: Effective Range of Weapon
Space: Open paces round you required to
properly wield weapon.
Strength: Minimum Str to use.

Protection: 0, Load: 0, Type: --

SCORE	TYPE/TARGET
+3	Bonisagus hermit

LOAD ITEM AND NOTES LOAD ITEM AND NOTES

[illegible]

Walk: 9+Qik+Enc =	9
Hustle: 15+Qik+Enc =	15
Sprint: 30+Qik+Ath+Enc-Wnd-Fat =	30+
Horseback: 50+Ride =	50

HERMETIC TRAITS

MAGIC ARTS

TECHNIQUE	TOTAL	SCORE	EXP	FORM	TOTAL	SCORE	EXP
Creo	0	0	0	Animal	0	0	0
Intellego	7	7	28	Aquam	0	0	0
Muto	0	0	0	Auram	0	0	0
Perdo	4	4	10	Corpus	0	0	0
Rego	7	7	28	Herbam	0	0	0
				Ignem	0	0	0
				Imaginem	7	7	28
				Mentem	7	7	28
				Terram	0	0	0
				Vim	10	7	28

IMPORTANT

Casting Spontaneous Spells

Int + Technique + Form + Enc

Divide by 2 if spending Fatigue level

Divide by 5 if not

Casting Formulaic Spells

Stm + Technique + Form + Enc

Casting Ritual Spells

Formulaic Total + Concentration

Magic Resistance 15+

Parma Magica x 5 (+ Form and bonuses)

Targeting Roll

5

Per + Finesse

Concentration Roll

6

Int + Concentration

Fast-Cast Speed

2

Qik + Finesse + Enc

Certamen

7+

Int + Certamen + Technique + Form

Basic Lab Total

9+

Int + Magic Theory + Technique + Form

Maximum Vis per Season

15

Magic Theory + Vim

WIZARD'S SIGIL

All colors seem to drain out of everything in sight whil spells is being cast.

WIZARD'S TWILIGHT

POINTS EFFECTS OF TWILIGHT

0 Twilight Flaw (To be announced)

0 Total Twilight Points

Twilight Control: +4

CHARACTERISTICS

Int 0 Str 0 Com 0 Dex 0
Per 0 Sta 0 Pre 0 Qik 0

ABILITIES AND POWERS

FAMILIAR

CORD SCORES

Gold 0
Silver 0
Bronze 0

OTHER SCORES

Size 0
Magic Might 0

TOTALS

Cord Score 14
Cords Total 0
Bonds Total 0

BOND QUALITIES

SCORE QUALITY