

Grimoire of Gorgamesh

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Agony of the Beast	+7	PeAn15	Voice	Conc	Ind		-8	
Wizard's Communion	+15	MuVi15	Voice	Mom	Group		+0	
Piercing the Divine Veil	+18	InVi20	Per	Conc	Vision		-2	
Sense of Divine Power	+18	InVi2	Touch	Mom	Ind		+16	
Sense the Nature of Vis	+18	InVi5	Touch	Mom	Ind		+13	
Aura of Rightful Authority	+12	ReMe20	Eye	Sun	Ind		-8	
Disguise of the New Visage	+10	MuCo10	Per	Sun	Part		+0	
Endurance of the Berserkers	+12	ReCo15	Per	Conc	Ind		-3	
Gift of the Frog's Legs	+12	ReCo15	Touch	Mom	Ind		-3	
Lifting the Dangling Puppet	+12	ReCo15	Voice	Conc	Ind		-3	
Preternatural Growth and Shrinking	+10	MuCo15	Touch	Sun	Ind		-5	
Whispers Through the Black Gate	+13	InCo15	Touch	Conc	Ind		-2	
Panic of the Elephant's Mouse	+7	ReAn15	Eye	Conc	Ind		-8	
The Wound that Weeps	+12	PeCo15	Voice	Mom	Ind		-3	

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

Gorgamesh is exceedingly ugly, a deformed haunchback of terrible countenance whose master only added sin to iniquity by blatantly tattooing his face with mystic symbols. Little girls have been known to run screaming at his sight. Gorgamesh's parents are Master Cato, a Criamon member of Durenmar whose studies focus on the formation of magic and magic auras. He brought Gorgamesh to Durenmar as a babe (no one knows from where), and started his tutelage early. He encouraged Gorgamesh to join Teneo, urging him to get out into the world and put his theories to test.

Gorgamesh casts all his spells with no gestures or words, bringing forth magic with mere thought. He has learned many spells, and can stretch his Formulaic spells somewhat. His spontaneous spellcasting ability, however, is very weak. His spells focus on sensing the divine and physical deformations, and he is fairly skilled in Vim and Rego, and has an uncanny ability to notice the Divine.

The following are some relevant Virtues & Flaws, simplified:

Subtle & Quiet Magic: Gorgamesh always casts his spells using no gestures and no words, at no penalty.

Method Caster: He gains a +3 bonus to cast his Formulaic spells, as long as he is using no voice and gestures.

Flexible Formulaic Magic: You may raise or lower a Formulaic's spell level by 5 to raise or lower *one* of Range, Duration, or Target.

Sense Holiness and Unholiness: A Perception + SHaU [+3] EF 9 for evil/good in the area, EF 15 in person or object; must overcome Magic Resistance.

Disfigured: Criamon tattoos on your face make you easy to recognize. Presence rolls that involve good looks and gaining respect from most people are at -3. As the tattoos are a part of you, they are generally manifested even when you use magic to change shape (though they may be distorted).

Hunchback: You are at -3 to all rolls involving agility and balance, and to Communication rolls that involve good looks.

Twilight Prone: You must roll to resist Twilight on a single magical botch, rather than on a double botch like most magi.

Weak Spontaneous Magic: You may not exert yourself when casting spontaneous magic, so always divide your Casting Score by 5 to get the spontaneous spell level. You still need to check for botch, and may use ceremonial casting.