

Player: Strahd

Setting: Rhine

Current Year: 1220



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

Effects of Aging:

Effects of Warping:

Birth Name:

Year Born: 1195

Gender: Male

Race/Nationality:

Birth Place:	poland
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Religion:

Title:

Height: 175 cm

Weight: 75 kg

Hair: none

Eyes: black

Handedness:

Description: A horribly ugly haunchback with a tattooed face.



DESCRIPTION

SCORE

Intelligence	Int	+3
Perception	Per	0
Presence	Pre	(ugly) -4
Communication	Com	+1
Strength	Str	0
Stamina	Sta	+3
Dexterity	Dex	0
Quickness	Qik	0

The Gift (Special)

Flexible Formulaic Magic (Major, Hermetic)

Subtle Magic (Minor, Hermetic)

Quiet Magic (×2) (Spellcasting Penalty: None for not speaking) (Minor, Hermetic)

Method Caster (Formulaic Spells: +3) (Minor, Hermetic)

Sense Holiness and Unholiness (Minor, Supernatural)

Hermetic Magus (Free, Social Status)

Skilled Parens (Minor, Hermetic)

Gild Trained (Minor, Hermetic)

The Enigma (Minor, Hermetic)

Disfigured (criamon tattoos) (Minor, General)

Twilight Prone (Major, Hermetic)

Hunchback (Penalty: -3 on agility, balance and Com rolls involving good looks) (Minor, General)

Weak Spontaneous Magic (Major, Hermetic)

Covenant Upbringing (Minor, Personality)

Poor Presence (Minor, General)

Exp. ABILITY (SPECIALTY)

SCORE

10	Enigmatic Wisdom (interpreting signs)	2
5	Philosophiae (ritual magic)	1
30	Dominion Lore (divine creatures)	3
15	Athletics (climb)	2
30	Brawl (Bite)	3
30	(Durenmar) Lore (personalities)	3
5	Artes Liberales (ritual magic)	1
75	Magic Theory (Vim)	5
5	Magic Lore (regiones)	1
5	Parma Magica (Vim)	1
5	(Tribunal) Lore (geography)	1
5	Guile (elaborate lies)	1
5	Stealth (hide)	1
0	German (specific dialect)	5
15	Order of Hermes Lore (personalities)	2
5	Church Lore	1
25	Sense Holiness and Unholiness (good)	3
75	Latin (hermetic usage)	5

[illegible][illegible]

Gauntlet Age: 25

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	5	15	Aquam	0	0	0	5	Imaginem	0	0	0	5
Muto	2	3	Auram	0	0	0	5	Mentem	5	15	1	10
Perdo	4	10	Corpus	5	15	1	10	Terram	0	0	0	5
Rego	4	10	Herbam	0	0	0	5	Vim	10	55	2	20

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	12	12	12	17	12	12	12	17	12	23
Intellego	17	17	17	22	17	17	17	22	17	28
Muto	14	14	14	19	14	14	14	19	14	25
Perdo	16	16	16	21	16	16	16	21	16	27
Rego	16	16	16	21	16	16	16	21	16	27

Fast Casting Speed (+ stress die)	0	+	0	=	0
	Qik		Finesse		TOTAL
Determining Effect (+ die, vs. 15-magnitude)	0	+	0	=	0
	Per	+	Awareness	=	TOTAL
Base Targeting (+ die)	0	+	0	=	0
	Per	+	Finesse	=	TOTAL
Concentration (+ die)	3	+	0	=	3
	Sta	+	Concentration	=	TOTAL
Magic Resistance (+ Form)			1×5	=	5
			Parma×5	=	TOTAL
Multiple Casting (+ stress die – no. of spells vs. 9)	3	+	0	=	3
	Int	+	Finesse	=	TOTAL

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		

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	

Penetration: CT + Penetration - level + Penetration Specialization

Gorgamesh is exceedingly ugly, a deformed haunchback of terrible quiteness 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.