

Description:



## CHARACTERISTICS

Intelligence	+4	(sharp)
Perception	+2	(insightful)
Presence	+1	(comely)
Communication	+2	(witty)
Strength	-3	(weak)
Stamina	0	(wan)
Dexterity	0	
Quickness	0	

## ABILITIES

ABILITY (SPECIALTY)	SCORE	EXP.
Faerie Lore	3	5
Faerie Magic	3	5
Magic Theory	4	0
Organization Lore (Order of Hermes)	2	2
Parma Magica	4	7
Certámen	2	3
Scribe Latin	4	4
Speak Latin	4	0
Speak Slavic	4	0
Sing	2	3
Swim	1	1
Charm	2	3

## VIRTUES AND FLAWS

[illegible]

Confidence	3	Current Score	
Size	0	Decrepitude	1

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

## PERSONALITY TRAITS

TRAIT	SCORE	TRAIT	SCORE
Outgoing	+2		
Soft Hearted	+1		
Fearful of Betrayal	+2		

[illegible]

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 rond you required to  
properly wield weapon.  
Strength: Minimum Str to use.

## ARMOR

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

## EQUIPMENT

LOAD	ITEM AND NOTES	LOAD	ITEM AND NOTES
0	Fist/Kick (Initiative: -2; Attack: -6; Defense: -3; Damage: -6; Fatigue: -3; Skill: Brawling; Space: 0; Range: Touch)		

# REPUTATIONS

SCORE	TYPE/TARGET
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## NOTES

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	5	5	15	Animal	0	0	0
Intellego	0	0	0	Aquam	2	2	3
Muto	9	9	45	Auram	0	0	0
Perdo	0	0	0	Corpus	2	2	3
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	0	0	0

## 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 20+  
Parma Magica x 5 (+ Form and bonuses)

Targeting Roll 2  
Per + Finesse

Concentration Roll 4  
Int + Concentration

Fast-Cast Speed 0  
Qik + Finesse + Enc

Certamen 6+  
Int + Certamen + Technique + Form

Basic Lab Total 8+  
Int + Magic Theory + Technique + Form

Maximum Vis per Season 4  
Magic Theory + Vim

## WIZARD'S SIGIL

A drop in temperatures.

## WIZARD'S TWILIGHT

POINTS EFFECTS OF TWILIGHT

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

_____
_____
_____
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_____
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_____
_____

## FAMILIAR

### CORD SCORES

Gold 0  
Silver 0  
Bronze 0

### OTHER SCORES

Size 0  
Magic Might 0

### TOTALS

Cord Score 7  
Cords Total 0  
Bonds Total 0

### BOND QUALITIES

SCORE QUALITY

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____