

Player: MummyKitty

Setting: Rhine

Ars Magica

Age: 28 (28) Size: 0 Confidence: 1

Effects of Aging:

Effects of Warping:

Description: Titus is a handsome man with short cropped brownish hair, a neatly trimmed beard and slight frame. He is dressed as a minor noble.



SCORE

Intelligence	Int	+3
Perception	Per	-1
Presence	Pre	+1
Communication	Com	+1
Strength	Str	-2
Stamina	Sta	+2
Dexterity	Dex	-2
Quickness	Qik	0

Weak Characteristics: -3 (Minor, General)

SCORE

75	Magic Theory	5
30	Artes Liberales (geometry)	3
	Scribe Latin and Greek	
75	Latin (academic usage)	5
30	Greek (artes liberales)	3
0	Italian (specific dialect)	5
50	Italy and Sicily Lore	4
5	Rhine tribunal Lore	1
15	Architecture	2
5	Sculpting	1
15	Folk Ken (townsfolk)	2
5	Etiquette (nobility)	1
5	Philosophiae (ritual magic)	1
5	Theology (Greek and Roman) (history)	1
5	Parma Magica (Terram)	1
5	Order of Hermes Lore (history)	1
30	German (expansive vocabulary)	3
5	Magic Lore (pagan traditions)	1
5	Penetration (Terram)	1
5	Intrigue (alliances)	1

[illegible][illegible]

Wizard's Sigil: Dust, dirt, or small pebbles nearby become agitated and rise from the floor.

Covenant of Apprenticeship: Fengheld

Gauntlet Age: 28

Magical Arts

Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	1	1	Animal	3	6	1	8	Ignem	0	0	0	5
Intellego	5	15	Aquam	0	0	0	5	Imaginem	0	0	0	5
Muto	4	10	Auram	0	0	0	5	Mentem	5	15	1	10
Perdo	1	1	Corpus	0	0	0	5	Terram	13	61	3	23
Rego	1	1	Herbam	0	0	0	5	Vim	4	10	1	9

Laboratory

Lab Total: Int (3) + Magic Theory (5) + Specialty () + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art

[illegible]

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)	-1	+	0	=	-1
	Per	+	Awareness	=	TOTAL
Base Targeting (+ die)	-1	+	0	=	-1
	Per	+	Finesse	=	TOTAL
Concentration (+ die)	2	+	0	=	2
	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

Longevity Ritual

Lab Total: 0

Age Roll Modifier: 3

Twilight Scars:

Raw Vis

[illegible]

Familiar

Name:

Type:

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		

POWERS, ABILITIES, ATTACKS

Grimoire of Titus Creperius

[illegible]

Titus Creperius, of the House Jerbiton, Apple Guild. Inspired by his youth growing up in an ancient Roman villa, even at a young age Titus had empathy for things ancient. With no brothers or sisters, a father who often travelled for diplomatic purposes and a strict mother who demanded perfection in his studies, he grew up with his best friends the statues of ancient Greek and Roman mythological figures that stood in his father's garden. Sometimes, he could swear that these old stone forms could talk, and told him stories of mythical heroes and of the grandeur of Rome. As Titus grew, he studied ancient history and found that he had some latent magical skills that indeed were slanted towards the Terrum field. Since magic was not allowed in Italy (especially for a high society diplomat such as his father), his parents shipped him off to the Rhine Tribunal to study in more depths with the magus of the convent.

Since he was already a student of human history, he fit right in to the Apple Gild. As a member of the Apple Gild, Titus is supportive of working alongside humans and using magic to help people. However, from his studies of the Roman Empire he also has the idea that magus should rule or lead human society, which may be in conflict with other Gild members. So far he has kept his theories and beliefs to himself. In fact, his overarching theory is that the ancient Roman emperors employed magus behind the scenes to gain their power, and this is an area that he is always researching, looking for proof of magical intervention in history. In particular, he feels the monumental architecture of the empire (a special area of interest for Titus) is evidence of magical intervention. Using magic to form monumental buildings is an area of research for Titus. He is also interested in researching communication with stone (Intellego Terram) under the theory that statues should be able to better observe their surroundings than plain stone (perhaps an improved version of "Stone Tell of the Mind that Sits" spell). With a spell such as this, he could perhaps gain even deeper secrets from ancient cult statues, or his old friends in his father's garden...

Shorthand Description:

Titus appears as a handsome man with short cropped brownish hair, a neatly trimmed beard, and a slight frame. He is dressed as a minor noble.

Travelers from Italy or Sicily may recognize him as the rake son of the Bronchelli family, rumored to have been sent to France after infuriating the Douche of Venice. His liaison with the douche's daughter was quite famous, for a while. Rhine magi may recognize him as the filius of Master Peter of Fengheld, known for his interest in vines and wine. He is otherwise not well known in the tribunal.

Titus is a student of mundane sculpture and architecture, of an the ancient Mercurian tradition. He is an expert in Terram and Intellego, and a creative innovator.