

Character: Valeria Libidia

Player: Nzld

Saga: Theandric

Setting: Rhine Tribunal

Current Year: 1220



House: Verditius

Age: 24 (24) Size: 0 Confidence: 1

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name: Lotte

Year Born: 1196

Gender: Female

Race/Nationality: German

Birth Place: Ulm

Religion: Christianity

Title: Journeyman

Height: 162 cm

Weight: 60 kg

Hair: Black

Eyes: Green

Handedness: Right



Characteristics

		DESCRIPTION	SCORE
Intelligence	Int	(Brilliant)	+2
Perception	Per	(Intuitive)	+2
Presence	Pre	(Alluring)	+3
Communication	Com	(Witty)	+1
Strength	Str	(Lithe)	-1
Stamina	Sta		0
Dexterity	Dex	(Graceful)	+1
Quickness	Qik	(Methodical)	-3

Virtues and Flaws

The Gift (Special)

Hermetic Magus (Free, Social Status)

Verditius Magic (Minor, Hermetic)

Affinity with Magic Theory (Minor, General)

Puissant Magic Theory (Minor, General)

Affinity with Corpus (Minor, Hermetic)

Affinity with Mentem (Minor, Hermetic)

Inventive Genius (Invent Lab Totals: +3) (Minor, Hermetic)

Venus' Blessing (Bonus: +3 Com and Pre with sexually compatible characters) (Minor, General)

Educated (50/50) (Minor, General)

Arcane Lore (50/50) (Minor, General)

Skilled Parens (Minor, Hermetic)

Gild Trained (Apple) (Minor, Hermetic)

Magic Addiction (Major, Hermetic)

Lecherous (Major, Personality)

Deleterious Circumstances (While clothed) (Minor, Hermetic)

Difficult Spontaneous Magic (Minor, Hermetic)

Driven (original research) (Minor, Personality)

Ability Block (Martial) (Minor, General)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	German (expansive vocabulary)	5
50	Latin (hermetic usage)	4
93	Magic Theory (enchanting items)	7+2
5	Parma Magica (Mentem)	1
15	Artes Liberales (cermonial magic)	2
15	Philosophiae (ceremonial magic)	2
5	Medicine (physician)	1
15	Chirurgia (binding wounds)	2
30	Silversmith	3
5	Jewelworking	1
5	Scribe (hermetic texts)	1
5	Order of Hermes Lore (politics)	1
15	Magic Lore (creatures)	2
15	Rhine Tribunal Lore (legends)	2
5	Code of Hermes (mundane relations)	1
30	Charm (being witty)	3
15	Intrigue (gossip)	2
15	Folk Ken (the opposite sex)	2
5	Athletics (grace)	1

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House: Verditius
Covenant: Teneo
Wizard's Sigil:

Domus Magna: Verdii
Primus:
Parens: Gudrun Tigurina
Covenant of Apprenticeship: Durenmar

Gauntlet Age: 24

Magical Arts

Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	5	15	Animal	4	10	1	9	Ignem	0	0	0	5
Intellego	5	15	Aquam	0	0	0	5	Imaginem	4	10	1	9
Muto	5	15	Auram	0	0	0	5	Mentem	10	37	2	20
Perdo	5	15	Corpus	10	37	2	15	Terram	4	10	1	9
Rego	5	15	Herbam	0	0	0	5	Vim	7	28	2	12

Laboratory

Lab Total: Int (2) + Magic Theory (9) + Specialty (enchancing items) + Form + Technique + Aura + Lab Bonus + Puissant Art / Deficient Art

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	20	16	16	26	16	16	20	26	20	23
Intellego	20	16	16	26	16	16	20	26	20	23
Muto	20	16	16	26	16	16	20	26	20	23
Perdo	20	16	16	26	16	16	20	26	20	23
Rego	20	16	16	26	16	16	20	26	20	23

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)	-3	+	0	=	-3
	Qik		Finesse		TOTAL
Determining Effect (+ die, vs. 15-magnitude)	2	+	0	=	2
	Per	+	Awareness	=	TOTAL
Base Targeting (+ die)	2	+	0	=	2
	Per	+	Finesse	=	TOTAL
Concentration (+ die)	0	+	0	=	0
	Sta	+	Concentration	=	TOTAL
Magic Resistance (+ Form)			1×5	=	5
			Parma×5	=	TOTAL
Multiple Casting (+ stress die – no. of spells vs. 9)	2	+	0	=	2
	Int	+	Finesse	=	TOTAL

Longevity Ritual

Lab Total: 0

Age Roll Modifier: 3

Twilight Scars:

Raw Vis

Art	Pawns	Physical Form and Location
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
13	13	13
14	14	14
15	15	15
16	16	16
17	17	17
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89	89	89
90	90	90
91	91	91
92	92	92
93	93	93
94	94	94
95	95	95
96	96	96
97	97	97
98	98	98
99	99	99
100	100	100

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

[illegible]

Penetration: CT + Penetration - level + Penetration Specialization

MUNDANE LIFE

Born in the streets of Ulm to a poor prostitute, the child Lotte grew up amongst whores and beggars; living in brothels, alleyways, and common rooms. She spent her days struggling as a dirt-clad urchin, surviving on stolen food and beggar's coin. Her nights were spent hiding in shadows, keeping out of sight, surrounded by the grunts and moans of copulation. Her childhood was one of strife and torment, made only worse by the nature of her as yet undiscovered Gift.

As Lotte grew, she became accustomed to the everyday fornication that surrounded her, and developed a fascination for the endless parade of flesh: young and old; lean and fat; rich and poor. At her young age, she began to fathom the intricacies of lust and the economics of sex. Seeing girls not much older than herself already selling their bodies, she knew it was only a matter of time before she, too, began to ply the flesh trade. The predatory stares of passing men only affirmed what she already knew: she would have no shortage of eager customers.

Alas, Lotte's destiny was not to follow in her mother's footsteps. Fate intervened in the form of a young man wearing a peculiar red hat. Lottie thought him, at first, a man like any other man, and the nature of his desire was apparent for anyone to see, but she was surprised to find him staring at her in a curious manner. Lotte saw kind eyes and knew that, upon seeing her, all thoughts of sexual congress had fled him. Her mother, however, misinterpreted the young man's interest, and a grimace of disgust and contempt briefly crossed his face as she offered Lotte to him for the night for a paltry sum in silver coin. Lotte was more surprised when the young man accepted. Paying her mother more coin than was asked, the young man took Lotte's hand and led her to a more secluded location. Though for a moment Lotte felt she must have misinterpreted his desires, after all, she found she was not afraid to go with him and resigned herself to what she believed must happen. In but the next of what were many surprises that night, however, the young man merely asked her if she would like to go away to a magical and wonderful place, and, upon her consent, he pulled forth a strange device with which he spirited her away.

HERMETIC LIFE

Later, Lottie would learn that the young man was a Redcap of the Order of Hermes, into which she had been inducted. Having seen in her indications of the Gift, the young man had brought her to the covenant of Durenmar, deep in the forboding Black Forest. Many magi showed interest in taking Lotte as apprentice, but it was finally agreed that she would be given to Gudrun Tigurina of House Verditius.

Lotte's apprenticeship was unremarkable, though she showed a brilliant understanding and aptitude for Hermetic theory. Several magi of Bonisagus made overtures of claiming her as their own apprentice, as was their right under the Code of Hermes, but their claims were always dropped as certain peculiarities of her magic became evident. Some believed that Lotte's constant exposure to sex at such a young age had permanently tainted her Gift. Others speculated that perhaps her magic was linked to ancient, pagan traditions that practiced fertility rights and sexual magic. Regardless, it was evident that Lotte preferred to perform magic in the nude. Indeed, her magic drastically suffered while she wore clothing. Furthermore, much to the chagrin of many masters at Durenmar, as Lotte's body matured into womanhood, she began to develop sexual desires of her own... desires which were first difficult, then impossible, to contain. During her years of apprenticeship, she seduced many magi, apprentices, and redcaps; and uncounted grogs and other covenfolk.

Upon her Gauntlet, the apprentice called Lotte became the maga Valeria Labidia. To those whom hold a grudge against her or her paren, she is still regarded as "the whore of Durenmar".

APPEARANCE

Valeria Libidia is a beautiful young woman with long-flowing, luxurious black hair; a voluptuous figure; and a seductive wit. She plies her charms freely, flirting with commoner, noble, and magi, alike; but though she may come across as a naive waif, her demeanor masks a brilliant - often cold - intellect, and she never forgets that it is the Gift that sets her above mundanes.

Valeria wears simple, yet elegant, robes, favoring silks, brocades, and beautiful embroidery, which she often accompanies with luxurious, fur-lined capes and mantles. She adorns herself with silver jewelry, trinkets, and charms, some of which are recognizable as the casting tools required by members of her House.

As with her clothing, Valeria favors luxury and comfort in every aspect of her life, from pillows, rugs, and tapestries for her bed chamber, to fine woods and wine for her table. Though she indulges her desires for finery and extravagance when possible, she never does so at the expense of her physique, nor is she above living in relative squalor when the situation demands it.