

Character Loretta  
 Player NPC  
 Saga Rabenstein Current Year 1220  
 Setting \_\_\_\_\_  
 House Jerbiton  
 Birth Name Loretta  
 Race/Nationality \_\_\_\_\_  
 Place of Origin \_\_\_\_\_  
 Religion \_\_\_\_\_  
 Title/Profession Lady

Confidence 3 (3)  
 Year Born 1176  
 Age 44 (19)  
 Gender Female  
 Size 0  
 Height 5'5"  
 Weight 100 lbs  
 Hair Auburn  
 Eyes Hazel  
 Handedness Left  
 Decrepitude Score 0 Warping Score 4 (6)



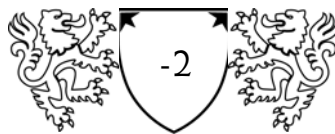
### Characteristics

Characteristic	Description	Score
Intelligence	(cunning)	+3
Perception	(motives)	+2
Presence	(striking face)	+3
Communication	(endearing)	+1
Strength	(soft grip)	-3
Stamina	(allergies)	-2
Dexterity		0
Quickness		0

### Abilities

Ability (Specialty)	Score	Exp
Animal Handling (horses)	2	15
Artes Liberales (music)	2	15
Athletics (mountain hikes)	3	30
Awareness (in large groups)	2	15
Brawl (Kick)	1	5
Byzantium Lore (sacred sites)	2	15
Carouse (drinking wine)	1	5
Charm (nobles)	3	30
Code of Hermes (Redcap regulations)	1	5
Concentration (spell concentration)	2	15
Etiquette (court)	3	30
Finesse (grace)	1	5
Folk Ken (nobles)	2	15
German (introductions)	5	0
Greek (Hermeticism)	3	30
Guile (elaborate lies)	4+2	50
Intrigue (court)	3	30
Italian (apologies)	3	30
Latin (Hermetic terms)	4	50
Magic Lore (Cult of Perates)	2	15
Magic Sensitivity (works of Basil)	2	10
Magic Theory (laws of magic)	3	30
Music (lyre)	1	5
Order of Hermes Lore (House Tytalus)	2	15
Parma Magica (Mentem)	3	30
Ride (treacherous terrain)	4	50
Tyrol Lore (nobility)	3	30

### Combat



Soak

Soak -2 = -2 (Sta) + 0 (prot) + 0 (Virtues)

### Fatigue Levels

Fresh		<input type="checkbox"/>
Winded	0 2 min.	<input type="checkbox"/>
Weary	-1 10 min.	<input type="checkbox"/>
Tired	-3 30 min.	<input type="checkbox"/>
Dazed	-5 1 hr.	<input type="checkbox"/>
Unconscious	2 hr.	<input type="checkbox"/>

### Wounds

Wound Type	Range	Number	Penalty
Light Wounds	1-5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1
Medium Wounds	6-10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3
Heavy Wounds	11-15	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5
Incapacitated	16-20	<input type="checkbox"/>	
Dead	21+	<input type="checkbox"/>	

Notes: \_\_\_\_\_

### Weapons

Qik+Weap-Enc = INIT Dex+Abil+Weap = ATK    Qik+Abil+Weap = DFN    Str+Weap = DAM    Load    Range

Dodge	0 + 0 + 0 = +0	--	0 + 1 + 0 = +1	--	--	Touch
Fist	0 + 0 + 0 = +0	0 + 1 + 0 = +1	0 + 1 + 0 = +1	-3 + 0 = -3	--	Touch
Kick	0 - 1 + 0 = -1	0 + 2 + 0 = +2	0 + 2 - 1 = +1	-3 + 3 = +0	--	Touch

## Virtues and Flaws



Affinity with Mentem (Minor, Hermetic)  
 Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge) (Minor, General)  
 Deft Form (Form: Mentem) (Minor, Hermetic)  
 Gentle Gift (Major, Hermetic)  
 The Gift (Special)  
 Hermetic Magus (Free, Social Status)  
 Magic Sensitivity (Minor, Supernatural)  
 Puissant Guile (Minor, General)  
 Social Contacts (German nobles) (Minor, General)  
 Unaging (Minor, Supernatural)  
 Venus' Blessing (Bonus: +3 Com and Pre with sexually compatible characters) (Minor, General)

Enemies (Hermetic magi) (Major, Story)  
 Infamous Master (Minor, Hermetic)  
 Restriction (Gift tied to magical woodcarving) (Major, Hermetic)  
 Unstructured Caster (Major, Hermetic)



## Personality Traits

	Score
Apprehensive	+1
Calm	+1
Confident	+2
Disarming	+2
Scheming	+2

## Reputations

	Score
Disgrace (Nubes Fenestre)	3
Trouble (Rabenstein)	1
Temptress (Straussburg)	2

## Equipment



## Notes

Speed	Base	+	Qik	+	Ath	-	Enc	=	Paces
Walk	5	+	0	+	n/a	-	0	=	5
Hustle	10	+	0	+	n/a	-	0	=	10
Sprint	20	+	0	+	3	-	0	=	23

### History

Summer 1220: Warping Points: 26, Exp: 0  
 Summer 1220: Warping Points: 4, Exp: 0  
 Summer 1220: Warping Points: 26, Exp: 0

# Magical Arts

Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	5	15	Animal	5	15	1	20	Ignem	0	0	0	15
Intellego	8	36	Aquam	0	0	0	15	Imaginem	5	15	1	20
Muto	7	28	Auram	3	6	1	18	Mentem	12	52	3	32
Perdo	0	0	Corpus	6	21	2	21	Terram	0	0	0	15
Rego	5	15	Herbam	3	6	1	18	Vim	3	6	1	18

## Laboratory Totals

Lab Total: Int (3) + Magic Theory (3) + Specialty (laws of magic) + Form + Technique + Aura (3) + Lab Bonus + Puissant Art / Defic

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	19	14	17	20	17	14	19	26	14	17
Intellego	22	17	20	23	20	17	22	29	17	20
Muto	21	16	19	22	19	16	21	28	16	19
Perdo	14	9	12	15	12	9	14	21	9	12
Rego	19	14	17	20	17	14	19	26	14	17



## 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 + 1 = 1	Qik Finesse TOTAL
Determining Effect (+ die, vs. 15-magnitude)	2 + 2 = 4	Per + Awareness = TOTAL
Base Targeting (+ die)	2 + 1 = 3	Per + Finesse = TOTAL
Concentration (+ die)	-2 + 3 = 1	Sta + Concentration = TOTAL
Magic Resistance (+ Form)	3x5 = 15	Parma x 5 = TOTAL
Multiple Casting (+ stress die - no. of spells vs. 9)	3 + 1 = 4	Int + Finesse = TOTAL

## Raw Vis

Art Pawns Physical Form and Location

## Familiar

Powers, Abilities, Attacks

Name

Type

Int	0	Tech	Creo
Per	0	Form	Animal
Str	0	Lab Total	0
Sta	0	Bond Lev	25
Pre	0		
Com	0	Cords	
Dex	0	Gold	0
Qik	0	Silver	0
Size	0	Bronze	0
Might	0	Total	0



## Longevity Ritual

Lab Total: 0

Twilight Scars:

## Wizards Sigil

## Hermetic Lineage

Domus Magna \_\_\_\_\_

Primus \_\_\_\_\_

Parens Fransi Dar \_\_\_\_\_

Covenant of Apprenticeship Nubes Fenestre \_\_\_\_\_

Gauntlet Age 30 \_\_\_\_\_

## Grimoire of Loretta

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Doublet of Impenetrable Silk	+10	MuAn30	Touch	Sun	Ind		-20	
Whispers Through the Black Gate	+12	InCo25	Touch	Conc	Ind		-13	
Disguise of the New Visage	+11	MuCo35	Touch	Sun	Part		-24	
Alluring Gaze of the Seductive Hand...	+9	ReCo15	Voice	Conc	Ind		-6	
Lifting the Dangling Puppet	+9	ReCo30	Voice	Conc	Ind		-21	
Rise of the Feathery Body	+9	ReCo20	Touch	Conc	Ind		-11	
The Ear for Distant Voices	+11	InIm55	Arc	Conc	Room		-44	
Aura of Ennobled Presence	+10	MuIm25	Touch	Sun	Ind		-15	
Wizard's Sidestep	+8	ReIm20	Per	Sun	Ind		-12	
Words of the Unbroken Silence	+15	CrMe25	Sight	Mom	Ind		-10	
Sight of the Transparent Motive	+18	InMe15	Eye	Mom	Ind		+3	
Thoughts Within Babble	+18	InMe40	Per	Conc	Group		-22	
Enchantment of Detachment	+10	PeMe30	Eye	Sun	Ind		-20	
Confusion of the Numbed Will	+15	ReMe30	Eye	Sun	Ind		-15	

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

Penetration: CT + Penetration - level + Penetration Specialization