

CELESTOPHANE

Age : 42

Genre **M**

Year Born : 1158

Size **0**

Hermes House :
TYTALUS

Current Year : 1200

Confiance **3**

Décrépitude : 0

Current Conf

Twilight : 4

Intelligence	+3
Perception	+2

Strength	-2
Stamina	+3

Presence	-2
Communic	+2

Dexterity	+1
Quickness	+1

Abilities

Speak Gaelic	(4)	4
Speak Latin	(5)	5
Scribe Latin	(2) (Copying Spells)	3
Magic Theory	(4) (Necromancy)	5
Hermes Lore	(2) (Tytalus)	2
Parma Magica	(2) (Creo)	5
Penetration	(Perdo)	3
Finesse	(Corpus)	3
Concentration	(Multiple Casting)	3
Certamen	(Mentem)	3
Magical affinity	(1) (Mentem)	4
Awareness	(Alertness)	2
Brawl	(Dodge)	3

Faerie Lore	(Unseelie Court)	1
Legend Lore	(Death)	2
Occult Lore	(Ghosts)	4
Church Lore	(Funerals)	1
Area Lore	(Haunted Places)	2
Intrigue	(1) (Plotting)	2
Guile	(Lying to Quaesitors)	2
Leadership	(Intimidation)	3
Storytelling	(Horror)	2
Medicine	(Anatomy)	2
Chirurgy	(Bind Wounds)	2

Virtues

Magical Affinity	(Mentem)	+3
Book Learner	(read books at level + 2)	+1
Strong Writer		+1
Secret Vis Source	(1 pawn Vim / season)	+1
Method Caster		+3
Inventive Genius		+1

Flaws

Non-Spontaneity		-6
Discredited Lineage		-2
Warped Magic	(Cold Sensation)	-1
Tormenting Master's Ghost		-1

Personality Traits

Brave	0
Reclusive	+2
Morbid	+1

Secret	+2
Pessimistic	+1
Generous	+1

Reputation

Diabolists Lineage	(Quaesitors)	-4

Encombrance : 0

Dodge : 5

Pds	Weapon	First	Attack	Dam	Parry
0,0	Dagger	+6	+5	+1	+6

Pds	Armor	Protection
	None	0

Soak	3
Unhurt	0
Hurt	0
Light wound	-1
Medium wound	-3
Heavy wound	-5
Incapacited	X

Fatigue	3
Fresh	0
Winded	0
Weary	-1
Tired	-3
Dazed	-5
Unconscious	X

MAGIC & SPELLS

Intelligence	+3	Stamina	+3	Perception	+2	Potion	34
Magic Theory		(Necromancy)	5	Finesse		(Corpus)	3
Parma Magica		(Creo)	5	Concentration		(Multiple Casting)	3
Certamen		(Mentem)	3	Magical affinity		(Mentem)	4
Penetration		(Perdo)	3				

Magic Arts

Creo	10	Animal	6	Ignem	6	+4
Intellego	10	Aquam	3	Imaginem	6	
Muto	10	Auram	3	Mentem	12	
Perdo	10	Corpus	12	Terram	3	
Rego	12	Herbam	3	Vim	12	

Spell Title	GRIMOIRE	Lvl	Technique & Forme	Bon	Range, Duration	Aimed
Weaver's Trap of Web		20	Creo Animal	22	Near/Sight, Sun/Inst	5p x 5p x 2p
Vision of the Marauding Beast		15	Intellego Animal	22	Touch, Mom/Conc	
* Lungs of the Fish		10	Muto Aquam	19	Per/Touch, Sun/Year	
* Transform Water into Whisky		10	Muto Aquam	19	Touch/Near, Sun/Perm	
* Cloack of the Duck's Feathers		5	Rego Aquam	21	Touch, Sun	
* Air's Ghostly Form		5	Creo Auram	19	Per, Mom	
* Stench of the Twenty Corpses		10	Creo Auram	19	Near/Sight, Mom	
Eyes of the Bat		25	Intellego Auram	19	Per/Touch, Spec	
* Thief of the Stolen Breath	(M)	10	Perdo Auram	19	Near/Sight, Mom	
* Charm Against Putrefaction		10	Creo Corpus	28	Touch/Near, Moon/Perm	
The Chirurgeon's Healing Touch		20	Creo Corpus	28	Touch/Near, Sun/Inst	
Restoration of the Defiled Body		25	Creo Corpus	28	Touch/Near, Sun/Inst	
* Revealed Flaws of the Mortal Flesh		15	Intellego Corpus	28	Sight, Mom	
* Whispers Through the Black Gate		15	Intellego Corpus	28	Reach/Near, Conc	
Tracing the Trail of Death's Stench		20	Intellego Corpus	28	Arc : 100 miles/400 miles, Conc	
* Eyes of the Cat		5	Muto Corpus	22	Touch, Sun/Year	
Disguise of the New Visage		15	Muto Corpus	28	Touch/Near, Sun/Year	
Gift of the Bear's Fortitude		30	Muto Corpus	22	Per/Touch, Sun/Year (+10 Soak)	
* Invocation of Weariness	(M)	10	Perdo Corpus	28	Near/Sight, Mom	
Dust to Dust		15	Perdo Corpus	28	Near/Sight, Mom	
* Rise of the Feathery Body		10	Rego Corpus	30	Touch/Near, Conc/Moon	
Awaken the Slumbering Corpse		25	Rego Corpus	30	Near/Sight, Conc/Moon	
The Walking Corpse		35	Rego Corpus	30	Reach, Perm (Ritual)	
The Seven-League Stride		35	Rego Corpus	30	Per/Touch, Mom (Int+Fin 9+)	
* Lamp Without Flame		10	Creo Ignem	22	Touch, Conc	
Arc of Fiery Ribbons	(M)	25	Creo Ignem	22	15p, Mom 60°, +20 - 1/p	
Well Without Light		25	Perdo Ignem	22	Reach/Far, Ring/Perm	
Ward Against Heat and Flames		25	Rego Ignem	24	Touch/Near, Sun/Year (+15 Soak)	
Silence of the Smothered Sound		20	Perdo Imaginem	22	Near, Sun/Year	
Veil of Invisibility		25	Perdo Imaginem	22	Self/Touch, Sun/Year (Corpus)	
The Captive Voice		15	Rego Imaginem	24	Reach/Sight, Sun/Year	
Wizard's Sidestep		20	Rego Imaginem	24	Self/Touch, Sun (Corpus)	
Return of Mental Lucidity		40	Creo Mentem	32	Touch, Inst (Ritual)	
* Vision of the Haunting Spirit	(M)	5	Muto Mentem	32	Near/Sight, Mom	
Loss of But a Moment's Memory		20	Perdo Mentem	32	Eye/Sight, Mom	
Lay to Rest the Haunting Spirit		40	Perdo Mentem	32	Near/Sight, Inst (die+lvl > 2xSM)	
Coerce the Spirit of the Night		40	Rego Mentem	34	Near/Sight, Conc	
Incantation of Summoning the Dead		25	Rego Mentem	34	Reach/Near, Conc	
* Wizard's Subtle Touch		5	Intellego Vim	28	Touch, Inst	
* Scale of the Magical Weight		5	Intellego Vim	28	Touch, Inst	
* Sense the Nature of Vis		5	Intellego Vim	28	Touch/Near, Inst	
* Change the Nature of Vis		5	Muto Vim	28	Touch, Inst (Ritual)	
Demon's Eternal Oblivion		35	Perdo Vim	28	Near/Sight, Inst	
Circular Ward Against Demons		35	Rego Vim	30	Per, Ring/Perm	