

Magistra Florence Ex Miscellanea

filia Anais, ab Undetermined (Aquitania)

Bohemian Rhapsody 1261 AD



Fifth Edition

Female, Gascon, Heretic Age 30

Size 0 63 in, 120 lbs, Dexter, brunette hair, brown eyes

Confidence 1 | 3

Characteristics

Intelligence	Int	1	(<i>smart</i>)	Presence	Pr	1	(<i>pretty</i>)
Perception	Pe	3	(<i>attentive</i>)	Communication	Co	-1	(<i>repressed</i>)
Strength	Str	-1	(<i>slender</i>)	Dexterity	De	0	()
Stamina	Sta	1	(<i>enduring</i>)	Quickness	Qi	0	()

Abilities

9	<i>Artes Liberales (grammar)</i>	1	15	<i>Sense Holiness and Unholiness (evil)</i>	2
30	<i>Athletics (distance walking)</i>	3	16	<i>Stealth (hiding)</i>	2
1	<i>Auscorum Lore (places)</i>	0	20	<i>Survival (forest)</i>	2
15	<i>Awareness (searching)</i>	2	5	<i>Swim (surf)</i>	1
1	<i>Bargain (food)</i>	0	15	<i>Theology: Christian (Catharism)</i>	2
1	<i>Berra Lore (places)</i>	0	5	<i>Toulouse Lore (Cathar refuges)</i>	1
5	<i>Brawl (dodge)</i>	1			
15	<i>Charm (avoiding trouble)</i>	2			
5	<i>Chirurgy (bind wounds)</i>	1			
15	<i>Church Lore (Cathar)</i>	2			
15	<i>Concentration (spells)</i>	2			
0	<i>Craft: Cooking (stews)</i>	0			
30	<i>Divine Lore (Dominion)</i>	3			
5	<i>Etiquette (Hermetic)</i>	1			
15	<i>Finesse (precision)</i>	2			
25	<i>Folk Ken (Cathars)</i>	2			
5	<i>Gascony Lore (geography)</i>	1			
15	<i>Guile (feigning emotion)</i>	2			
42	<i>Hermetic Theory (inventing spells)</i>	3			
5	<i>Isabel Sur la Lac Lore (places)</i>	1			
1	<i>Lacus Castoris Lore (places)</i>	0			
50	<i>Latin (Church usage)</i>	4			
5	<i>Lex Hermei (Tribunals)</i>	1			
5	<i>Magic Lore (beasts)</i>	1			
5	<i>Narbonne Lore (Cathar refuges)</i>	1			
75	<i>Occitan (Gascon)</i>	5			
16	<i>Ordo Hermei Lore (Tribunal Aquitaniae)</i>	2			
18	<i>Parma Magica</i>	2			
0	<i>Penetration</i>	0			
5	<i>Philosophiae (ceremonial magic)</i>	1			
5	<i>Provence Lore (Cathar refuges)</i>	1			
5	<i>Pyrenees Lore (Cathar refuges)</i>	1			

Personality

- 30 *Dutybound (Cathar piety)* 3
- 30 *Meek* 3

Reputation and Devotion

- 5 *Tentamen Quaestoricus (Hermetic, Tribunal Aquitaniae)* 1

Virtues & Flaws

- 0 *The Gift*
- 1 *Affinity with Mentem*
- 1 *Cautious Sorcerer*
- 1 *Divine Stigmatic (dark marks on skin)*
- 1 *Enduring Constitution*
- 1 *Humble*
- 1 *Minor Magical Focus (destroying memories)*
- Sense Holiness and Unholiness*
- 3 *Tormenting Master*
- 0 *Social Status: Hermetic Magus*
- 1 *Affinity with Perdo*
- 1 *Deft Mentem*
- 1 *Dutybound (Cathar piety)*
- 3 *Flexible Formulaic Magic*
- 1 *Lightning Reflexes*
- 3 *Necessary Condition (foul language)*
- 1 *Susceptibility to Divine Power*

Longevity Ritual Began 1261, in effect 0 years
Lab Total 31 Age Roll Modifier -5

Warping 0

Florence

Combat Profile



Protection <i>No Armor & No Shield</i>		Soak Total: 1	Soak vs. Aquam +1
<i>Encumbrance: 0 (Total Load: 0)</i>			Soak vs. Corpus +2
Tactical	<i>Walk paces</i>	Combat	Soak vs. Herbam +1
Movement	<i>Hurry paces</i>	Modifiers	
	<i>Run paces</i>		Soak vs. Terram +1

Fatigue Levels

			Fresh
	0	2 min	Winded
	0	10 min	Wearied
	-2	30 min	Tired
	-4	1 hr	Dazed
		2 hrs	Unconscious

Wounds

Reduce Total of Wound Penalties by 1

	Range	Number	Penalty	Notes
Light Wounds	1-5	<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"/>	-3	
Heavy Wounds	11-15	<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"/>		

Weapons

Weapon	Qik+Wpn-Enc	Dex+Abl+Wpn	Qik+Abl+Wpn	Str+Wpn	Range / Span	Load / Str	Notes
	Initiative	Attack	Defense	Damage			
Dodge	0		2			0	
Knife	0	2	1	1		0	-6
Grapple	-1	1	0	-1		0	
Scuffling	0	1	1	-1		0	
Spell	2	3					

Missile Attack Modifier: -3 per Range increment beyond the first

Notes

Sigillus: river-smoothed piece of orange aventurine, inscribed with a cross

Raw Vis 1p.

Aventurine: Sigillum

Vim 1 / 12p



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Wizard's those around her sense anger when she casts
Sigil

Magical Arts

Exp	Technique	Score	Exp	Form	Bonus	Score	Exp	Form	Bonus	Score
53	Creo	9	0	Animal	0	0	0	Ignem	0	0
32	Intellego	7	1	Aquam	1	1	21	Imaginem	2	6
26	Muto	6	0	Auram	0	0	Aff 69	Mentem	3	11
Aff 101	Perdo	13	55	Corpus	2	10	15	Terram	1	5
57	Rego	10	1	Herbam	1	1	55	Vim	2	10

Basic Lab Total

$$1 + 3 + =$$

Int + Theory + Aura = Total

Base Casting Totals

Formulaic: Technique + Form + Stamina + Aura + die

Ritual: Technique + Form + Stamina + Aura + Art.Lib. + Phil. + die

Ceremonial (Fatigue): (Technique + Form + Stamina + Art.Lib. + Phil. + Aura + stress die) / 2

Spontaneous (Fatigue): (Technique + Form + Stamina + Aura + stress die) / 2

Spontaneous (No Fatigue): (Technique + Form + Stamina + Aura) / 5

Penetration Total: Casting Total + Penetration Bonus - Spell Level

Stamina 1

Penetration 0

Artes Liberales 1

Philosophiae 1

Fast Casting Speed

$$0 + 2 = 2$$

(+ stress die)

Qik + Finesse = Total

Determining Effect Form

$$3 + 2 = 5$$

(+ die, vs. 15 - magnitude)

Per + Awareness = Total

Base Targeting

$$3 + 2 = 5$$

(+ die)

Per + Finesse = Total

(+ stress die - no# of spells for Multiple Casting)

Concentration

$$1 + 2 = 3$$

(+ stress die)

Sta + Concentration = Total

Magic Resistance

$$2 \times 5 = 10$$

(+ Form)

Parma X 5 = Total

Animal 10

Ignem 10

Aquam 11

Imaginem 16

Auram 10

Mentem 21

Corpus 20

Terram 15

Herbam 11

Vim 20

Certamen Totals

Initiative

$$0 + 2 = 2$$

(+ stress die)

Qik + Finesse = Total

Attack

$$= 1 + \text{Art}$$

(+ stress die)

Pres + {Form or Technique} = Total

Defense

$$= 3 + \text{Art}$$

(+ stress die)

Perc + {Form or Technique} = Total

Attack Advantage

$$(\text{Attack Total} - \text{Defense Total})$$

If Attack Total is higher

Weakening

$$1 + 0 = 1$$

(+ Attack Advantage)

Int + Penetration = Total

Resistance

$$1 + 2 = 3$$

Sta + Parma Magica = Total

Concentration

$$1 + 2 = 3$$

(+ stress die)

Sta + Concentration = Total

Certamen Schools

Style of the Gladiator (School of the Swordsman)

A balanced, simple style, which tends to humaniform phantoms and is heavily influenced by the sigil of the magus.

Effect Summary

<i>Aura of Rightful Authority</i> Mastery 1 (5) Fast-casting	Spell: <i>Rego Mentem</i> 20	Eye / Sun /Ind
<i>Bind Wound</i>	Spell: <i>Creo Corpus</i> 10	Touch / Sun /Ind
<i>Circle of Beast Warding</i>	Spell: <i>Rego Animal</i> 5	Touch / Ring /Circle
<i>Comfort of a Spring Day</i>	Spell: <i>Creo Ignem</i> 5 (Perdo)	Per / Sun /Ind
<i>Comfort of the Drenched Traveler</i>	Spell: <i>Perdo Aquam</i> 5	Touch / Mom /Ind
<i>Eyes of the Cat</i>	Spell: <i>Muto Corpus</i> 5 (Animal)	Touch / Sun /Ind
<i>Hunt for the Wild Herb</i>	Spell: <i>Intellego Herbam</i> 5	Per / Conc /Smell
<i>Invisibility of the Standing Wizard</i>	Spell: <i>Perdo Imaginem</i> 15	Touch / Sun /Ind
<i>Palm of Flame</i>	Spell: <i>Creo Ignem</i> 5	Touch / Conc /Ind
<i>Panic of the Trembling Heart</i>	Spell: <i>Creo Mentem</i> 15	Eye / Sun /Ind
<i>Revealed Flaws of Mortal Flesh</i>	Spell: <i>Intellego Corpus</i> 10	Touch / Mom /Ind
<i>Scales of the Magical Weight</i>	Spell: <i>Intellego Vim</i> 5	Touch / Mom /Ind
<i>Sense the Nature of Vis</i>	Spell: <i>Intellego Vim</i> 5	Touch / Mom /Ind
<i>Spasms of the Uncontrolled Hand</i>	Spell: <i>Rego Corpus</i> 5	Voice / Conc /Ind
<i>The Crystal Dart</i>	Spell: <i>Muto Terram</i> 10 (Rego)	Voice / Mom /Ind
<i>Touch of the Pearls</i>	Spell: <i>Intellego Aquam</i> 5	Touch / Conc /Ind
<i>Trackless Step</i>	Spell: <i>Rego Terram</i> 10	Touch / Conc /Ind
<i>Trust of Childlike Faith</i>	Spell: <i>Perdo Mentem</i> 10	Eye / Diam /Ind
<i>Ward Against Rain</i>	Spell: <i>Rego Auram</i> 10	Per / Sun /Ind

Grimoire of Florence

<i>Aura of Rightful Authority</i> Mastery 1 (5) Fast-casting The target of the spell is strongly inclined to obey you, as if you were his natural superior.	Spell: Rego Mentem 20	Eye / Sun /Ind
<i>Bind Wound</i> This spell binds the target's wounds, so that he can undertake any activity without the risk of worsening the wounds. He still suffers from the wound penalties, however, and cannot heal naturally while under the influence of this spell. Typically, you place your hands on the target and pass them over his wounds while holding a piece of rhodocrosite, which magically seal themselves and stop bleeding. The spell requires rhodocrosite (+3 bonus to Casting Total), and requires Hermetic Theory 3+ to invent from this lab text.	Spell: Creo Corpus 10	Touch / Sun /Ind
<i>Circle of Beast Warding</i> The caster inscribes a circle that no normal beast will cross.	Spell: Rego Animal 5	Touch / Ring /Circle
<i>Comfort of a Spring Day</i> Maintains the temperature experienced by the caster as if it were a pleasant spring day.	Spell: Creo Ignem 5 (Perdo)	Per / Sun /Ind
<i>Comfort of the Drenched Traveler</i> Dries a person and his or her clothes.	Spell: Perdo Aquam 5	Touch / Mom /Ind
<i>Eyes of the Cat</i> The target gains the eyes of a cat, which allow him or her to see in near darkness (but not in absolute darkness, such as a lightless subterranean cavern).	Spell: Muto Corpus 5 (Animal)	Touch / Sun /Ind
<i>Hunt for the Wild Herb</i> When you cast this spell, you can smell one sort of plant, and follow the scent, as long as you continue to concentrate. You must have a sample of the type of plant you are looking for. A Perception stress roll of 6+ is needed to follow the scent. If there is no plant of the relevant type fairly close by (close enough to smell), you smell nothing, although the spell still works.	Spell: Intellego Herbam 5	Per / Conc /Smell
<i>Invisibility of the Standing Wizard</i> The target becomes invisible, but the spell is broken if the target moves (aside from breathing and shifting slightly in place); the target still casts a shadow	Spell: Perdo Imaginem 15	Touch / Sun /Ind
<i>Palm of Flame</i> A flame leaps up in your palm, which must be upturned for the spell's duration. The flame casts light like a torch, and can ignite very flammable items. It does no damage, and does not burn the caster.	Spell: Creo Ignem 5	Touch / Conc /Ind
<i>Panic of the Trembling Heart</i>	Spell: Creo Mentem 15	Eye / Sun /Ind
<i>Revealed Flaws of Mortal Flesh</i> You are able to find any medical defects in a person or being that you are touching. This provides more, and more specific, information than Physician's Eye.	Spell: Intellego Corpus 10	Touch / Mom /Ind
<i>Scales of the Magical Weight</i> When casting this spell, you typically hold your hands straight out from your body, place a known amount of Vim vis in your left hand (usually one pawn), and then place an unknown amount of vis in your right hand. After casting the spell, you may sense how heavy the unknown vis is in relation to the known, determining the number of pawns present. If you cast the spell without anything to measure the unknown vis against, you only have a very general idea of how valuable it is. The spell cannot be used to determine the amount of raw vis invested in an enchanted item.	Spell: Intellego Vim 5	Touch / Mom /Ind

<i>Sense the Nature of Vis</i>	<i>Spell: Intellego Vim 5</i>	<i>Touch / Mom /Ind</i>
<i>You can tell what Art a supply of raw vis is connected to. To you, the vis appears to glow with an aura that is appropriate to the Technique or Form that the vis is associated with. Creo = white, Intellego = gold, Muto = constantly fluctuating, Perdo = Black, Rego = purple, Animal = brown, Aquam = blue, Auram = violet, Corpus = dark red, Herbam = green, Imaginem = pearly blue, Ignem = bright red, Mentem = orange, Terram = dark brown, and Vim = silver. Some of the colors are very similar, but are easy to distinguish if the item is held steadily and studied for a few seconds.</i>		
<i>Spasms of the Uncontrolled Hand</i>	<i>Spell: Rego Corpus 5</i>	<i>Voice / Conc /Ind</i>
<i>One of the target's hands spasms, causing him to drop anything he is holding in it. It keeps spasming for as long as the caster concentrates.</i>		
<i>The Crystal Dart</i>	<i>Spell: Muto Terram 10 (Rego)</i>	<i>Voice / Mom /Ind</i>
<i>A 10-inch crystal dart rises from the ground at your feet, floats into the air, and speeds off like an arrow at a target that is within Voice range. It does +10 damage, and always hits its target, although it must penetrate Magic Resistance to have any real effect. This spell must be cast with a dagger (+2 bonus to Casting Total) and requires Hermetic Theory 2+ or more to invent from the standard lab text.</i>		
<i>Touch of the Pearls</i>	<i>Spell: Intellego Aquam 5</i>	<i>Touch / Conc /Ind</i>
<i>Tells you whether a liquid you hold or touch is poisonous, just as a pearl sometimes does.</i>		
<i>Trackless Step</i>	<i>Spell: Rego Terram 10</i>	<i>Touch / Conc /Ind</i>
<i>You leave no tracks in the earth until you come to a stop, such as to rest or fight.</i>		
<i>Trust of Childlike Faith</i>	<i>Spell: Perdo Mentem 10</i>	<i>Eye / Diam /Ind</i>
<i>The target loses judgement and believes almost any passable lie for the duration of the spell. An Intelligence stress roll of 6+ is allowed to resist. Truly incredible lies allow easier resistance rolls.</i>		
<i>Ward Against Rain</i>	<i>Spell: Rego Auram 10</i>	<i>Per / Sun /Ind</i>
<i>No rain falls on the caster, no matter how bad the weather.</i>		