Tyro Aurelius Aestivus Bonisagi

filius Auspecius, ab Arx Caeles

Ryan B Bohemian Rhapsody 1280 AD

Male, Volyhnian/Lithuanian, Pagan Age 30 (28 apparent)

Size 0 67 in, 145 lbs, Sinister, red-blonde hair, hazel eyes

Ars Magica Fifth Edition

Confidence 1 | 4

Characteristics

Intelligence	Int	2	(	*smart*	)	Presence	Pre	2	(	*Khors*	)
Perception	Per	1	(	*keen*	)	Communication	Co	1	(	*friendly*	)
Strength	Str	0	(		)	Dexterity	De	0	(		)
Stamina	Sta	1	(	*hardy*	)	Quickness	Qik	0	(		)

Abilities

1	*Al-Warit Lore (places)*	0
19	*Artes Liberales (grammar)*	2
15	*Arx Caeles Lore (places)*	2
15	*Athletics (running)*	2
1	*Atlantea Lore (people)*	0
15	*Awareness (alertness)*	2
5	*Bargain (favors)*	1
5	*Brawl (dodge)*	1
1	*Carouse (power drinking)*	0
7	*Charm (first impressions)*	1
20	*Concentration (spells)*	2
75	*Czech (PG dialect)*	5
18	*Domus Bonisagi Lore (history)*	2
1	*Drekavatn Lore (people)*	0
1	*Ecros Lore (customs)*	0
1	*Etiquette (magi)*	0
1	*Faerie Lore (customs)*	0
1	*Fayyum Lore (places)*	0
30	*Finesse (precision)*	3
10	*Folk Ken (covenfolk)*	1
5	*Fortunia Lore (people)*	1
4	*Gomahara Lore (people)*	0
5	*Guan (vocabulary)*	1
1	*Guile (fast talk)*	0
153	*Hermetic Theory (inventing spells)*	9 Aff
2	*Insula Valaamis Lore (people)*	0
5	*Intrigue (negotiations)*	1
80	*Latin (academic)*	5
3	*Leadership (in lab)*	0
5	*Magic Lore (vis)*	1
1	*Moeris Lore (places)*	0
5	*Music (singing)*	3
7	*Ordo Hermei Lore (magi)*	1
17	*Parma Magica (Mentem)*	2
0	*Philosophiae (ceremonial magic)*	0
8	*Porta Germania Lore (hranice)*	1
1	*Reppertum Lore (places)*	0
50	*Second Sight (regiones)*	4
5	*Stealth (sneaking)*	1
5	*Survival (forest)*	1
5	*Swim (rivers)*	1
4	*Teaching (Second Sight)*	0
1	*Thrown Weapon (rock)*	0
1	*Triozera Lore (Tribunal)*	0

Personality

30	*Compassionate*	3
30	*Covenant Upbringing (Porta Germaniae)*	3
30	*Dutybound (Khors Traits: Curiosity, Compassion, Retribution)*	3

Reputation and Devotion

30	*Respected (Local, bloodline of Khors)*	3

Virtues & Flaws

0	*The Gift*
-1	*Ability Block: Crafting*
1	*Affinity with Intellego*
-1	*Compassionate: minor*
1	*Cyclic Magic (positive) (Spring, Summer)*
1	*Faerie Blood (+1 Pre)*
3	*Hyperborean Blood (Blood of Khors)*
	Puissant Hermetic Theory
-3	*Restriction (absolute darkness)*
0	*Social Status: Hermetic Magus*
1	*Affinity with Hermetic Theory*
1	*Apt Student*
-1	*Covenant Upbringing*
	Dutybound
-3	*Faerie Heritage (Baba)*
1	*Inventive Genius*
1	*Puissant Music*
-1	*Weird Magic*

Longevity Ritual Began 1277, in effect 3 years
Lab Total 74 Age Roll Modifier -15

Warping 0

Tyro Aurelius Aestivus

Combat Profile

Ars Magica Fifth Edition

Protection *Lorica Draconis & No Shield*

Soak Total: 13

Encumbrance: 2 (Total Load: 5)

Tactical Movement		Combat Modifiers
	Walk 8 paces	
	Hurry 16 paces	
	Run 32 paces (Fatigue ck)	

Soak vs. Animal +2
Soak vs. Auram +1
Soak vs. Herbam +2
Soak vs. Terram +2

Fatigue Levels

☐			Fresh
☐	0	2 min	Winded
☐	-1	10 min	Weary
☐	-3	30 min	Tired
☐	-5	1 hr	Dazed
☐		2 hrs	Unconcious

Wounds

	Range	Number	Penalty	Notes
Light Wounds	1–5	☐☐☐☐☐	-1	
Medium Wounds	6–10	☐☐☐☐☐	-3	
Heavy Wounds	11–15	☐☐☐☐☐	-5	
Incapacitated	16–20	☐		
Dead	21+	☐		

Weapons

Weapon	Qik+Wpn-Enc Initiative	Dex+Abl+Wpn Attack	Qik+Abl+Wpn Defense	Str+Wpn Damage	Range / Span	Load / Str	Notes
Dodge	-2		0			0	
Dagger	-2	3	1	3		0 -3	
Grapple	-3	1	0	0		0	
Scuffling	-2	1	1	0		0	
Spell	1	5					

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

Notes

Sigillus: palm-sized bronze medallion inscribed "Aurelius Aestivus" around crossed Bonisagi keys on one side, and a sunburst surrounding an eye on the other
white lamellar with tiny gold crossed keys on each lame
10L silver, blank codex parvus gracilis
7 1/2 lb gold
'Large Egg' from IV event

Raw Vis 18p.

		Glass pawn	*Creo 1 / 1p*
Wooden pawn	*Intellego 1 / 2p*	*Wooden pawn*	*Intellego 1 / 2p*
Wooden pawn	*Animal 3 / 2p*	*Wooden pawn*	*Animal 2 / 2p*
Glass pawn	*Animal 1 / 1p*	*Wooden pawn*	*Herbam 2 / 2p*
Wooden pawn	*Imaginem 1 / 2p*	*Wooden carving*	*Terram 1 / 2p*
Knucklebone	*Vim 3 / 3p*	*Wooden pawn*	*Vim 2 / 2p*

Powers of Aurelius Aestivus

Magic Might 0

Swan Form *Animal 0 (Special, Sun)*

By singing and pouring a libation on the ground, Aurelius can assume the form of a white swan.

Forms of Aurelius Aestivus

Power *Swan, a Swan* **Size** -1

Cunning	−1	**Strength**	−2	**Presence**	2	**Dexterity**	1
Perception	2	**Stamina**	3	**Communication**	1	**Quickness**	2

Innate Traits

Accomplished Flyer
Amphibious
Imposing Appearance
Vocal

Luck
Inspirational
Humble

Notes

Abilities

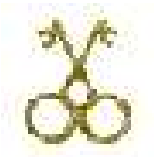
75	*Athletics (flying)*	5	50	*Awareness (food)*	4
15	*Brawl (bite)*	2	30	*Music (singing)*	3
30	*Survival (lakes)*	3	50	*Swim (lakes)*	4

Fatigue *OK, 0, -1, -3, -5, Unconscious* **Soak 3**

Wounds *-1 (1-4) -3 (5-8) -5 (9-12) Incap (13-16) Dead (17+)*

Weapons

	Qik+Wpn-Enc	Dex+Abl+Wpn	Qik+Abl+Wpn	Str+Wpn	
Weapon	**Initiative**	**Attack**	**Defense**	**Damage**	**Notes**
Bite	2	7	6	−1	*beak*



Tyro Aurelius Aestivus Bonisagi

filius Auspecius, ab Arx Caeles

Ars Magica Fifth Edition

Wizard's Sigil *his magic has a hymn-like quality*

Magical Arts

Exp	Technique	Score
67	Creo	11
Aff 111	Intellego	14
38	Muto	8
21	Perdo	6
63	Rego	10

Exp	Form	Bonus	Score
28	Animal	2	7
0	Aquam	0	0
20	Auram	1	5
0	Corpus	0	0
40	Herbam	2	8

Exp	Form	Bonus	Score
0	Ignem	0	0
23	Imaginem	2	6
60	Mentem	2	10
21	Terram	2	6
50	Vim	2	9

Basic Lab Total

2 + 9 + 5 + 3 = 19

Int + Theory + Aura + Genius = 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

Artes Liberales 2

Penetration

Philosophiae 0

Fast Casting Speed 0 + 3 = 3

(+ stress die) Qik + Finesse = Total

Determining Effect Form 1 + 2 = 3

(+ die, vs. 15 - magnitude) Per + Awareness = Total

Base Targeting 1 + 3 = 4

(+ die) Per + Finesse = Total

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

Concentration 1 + 2 = 3

(+ stress die) Sta + Concentration = Total

Magic Resistance 2 x 5 = 10

(+ Form) Parma X 5 = Total

Animal 17	Ignem 10
Aquam 10	Imaginem 16
Auram 15	Mentem 25
Corpus 10	Terram 16
Herbam 18	Vim 19

Certamen Totals

Initiative 0 + 3= 3

(+ stress die) Qik + Finesse = Total

Attack = 2+ Art

(+ stress die) Pres + {Form or Technique} = Total

Defense = 1+ Art

(+ stress die) Perc + {Form or Technique} = Total

Attack Advantage (Attack Total - Defense Total)

If Attack Total is higher

Weakening 2 + =

(+ 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.

Style of the Gladiatrix (School of the Swordswoman)

Using a chessboard as a setting for the duel, the phantoms arise and slaughter each other. The pieces do not always correspond to normal pieces.

Effect Summary

Aegis of the Hearth	*Ritual: Rego Vim 20*	*Touch / Year /Bound*
Aura Mentium	*Spell: Intellego Mentem 30*	*Per / Sun /Vision*
Aura of Ennobled Presence	*Spell: Muto Imaginem 10*	*Touch / Sun /Ind*
Circular Ward Against Demons (3:12)	*Spell: Rego Vim 12*	*Touch / Ring /Circle*
Discern Own Illusions	*Spell: Intellego Imaginem 15*	*Per / Sun /Vision*
Discern the Images of Truth and Falsehood	*Spell: Intellego Imaginem 30*	*Per / Conc /Vision*
Disguise of the Transformed Image	*Spell: Muto Imaginem 15*	*Touch / Sun /Ind*
Dispel the Phantom Image (2)	*Spell: Perdo Imaginem 10*	*Voice / Mom /Ind*
Invisible Sling of Vilano	*Spell: Rego Terram 10*	*Touch / Mom /Ind*
Lamp Without Flame	*Spell: Creo Ignem 10*	*Touch / Conc /Ind*
Notes of a Delightful Sound	*Spell: Muto Imaginem 10*	*Touch / Sun /Room*
Oculi Bubonis	*Spell: Intellego Imaginem 25*	*Per / Sun /Vision*
Palm of Flame	*Spell: Creo Ignem 5*	*Touch / Conc /Ind*
Peering into the Mortal Mind *Mastery 2 (15) Quiet Castingx2*	*Spell: Intellego Mentem 30*	*Eye / Mom /Ind*
Scrutinium Scitum Nigromanticum Securiae	*Spell: Intellego Mentem 30*	*Touch / Ring /Circle*
Taste of the Spices and Herbs	*Spell: Muto Imaginem 5*	*Touch / Sun /Ind*
The Crystal Dart	*Spell: Muto Terram 10 (Rego)*	*Voice / Mom /Ind*
Thoughts Within Babble	*Spell: Intellego Mentem 25*	*Per / Conc /Hear*
Tollere Velamen Mirationis	*Spell: Intellego Vim 25*	*Touch / Conc /Vision*
Visus Aurae Magicae	*Spell: Intellego Vim 30*	*Per / Conc /Vision*
Wielding the Invisible Sling	*Spell: Rego Terram 10*	*Voice / Mom /Ind*
Wizard's Communion (4)	*Spell: Muto Vim 20*	*Voice / Mom /Group*

Grimoire of Aurelius Aestivus

Aegis of the Hearth — *Ritual: Rego Vim 20* — *Touch / Year /Bound*

This ritual protects a covenant similar to the way a Parma Magica protects a magus.

Aura Mentium — *Spell: Intellego Mentem 30* — *Per / Sun /Vision*

The caster can see the mental states of minds around her as auras. The color of the aura indicates the dominate mental state, while fluctuations or other aspects of the aura can indicate aberrant conditions such as possession, etc.

Aura of Ennobled Presence — *Spell: Muto Imaginem 10* — *Touch / Sun /Ind*

The target appears more forceful, authoritative, and believable. Numerous subtle changes in appearance bring about this change, including a slight supernatural illumination of the face, a more erect posture, and a louder and smoother voice. The character gets a +3 on rolls to influence, lead, or convince others.

Circular Ward Against Demons (3:12) — *Spell: Rego Vim 12* — *Touch / Ring /Circle*

All creatures with Infernal Might equal to or less than the level of the spell are unable to enter the circle or harm those within it. If you cast the spell again, the stronger ring dispels the weaker, regardless of the order of casting. Some magi cast this spell before going to sleep at night. At night, from certain angles, the ring may be seen as a silver-hued dome.

Discern Own Illusions — *Spell: Intellego Imaginem 15* — *Per / Sun /Vision*

This spell makes your own illusions largely transparent, but still discernible.

Discern the Images of Truth and Falsehood — *Spell: Intellego Imaginem 30* — *Per / Conc /Vision*

You can tell whether an image has been created or altered through a spell, seeing both the original and false images in the case of alterations. Illusions caused by a spell with a level higher than five lower than the level of this spell are not discerned. If you botch the roll, you mistake illusions for the real thing and illusions for reality. Your discernment is not limited to visual illusions, although you can only tell that a sound is illusory if you are looking at the apparent source.

Disguise of the Transformed Image — *Spell: Muto Imaginem 15* — *Touch / Sun /Ind*

Makes someone look, sound, feel, and smell different, though at least passably human.

Dispel the Phantom Image (2) — *Spell: Perdo Imaginem 10* — *Voice / Mom /Ind*

Destroys the image from any one CrIm spell whose level you match or exceed on a stress die + level of your spell

Invisible Sling of Vilano — *Spell: Rego Terram 10* — *Touch / Mom /Ind*

Hurl a stone at a target as a projectile. An aiming roll is required to hit the intended target, but this attack is not resisted. The stone inflicts +5 damage on impact and has a range increment of 20 paces.

Lamp Without Flame — *Spell: Creo Ignem 10* — *Touch / Conc /Ind*

This spell creates a steady light as bright as daylight on a cloudy day. The light has no apparent source, but illuminates an area about ten paces across, centered on a point indicated by the caster. This point may be a mobile item.

Notes of a Delightful Sound — *Spell: Muto Imaginem 10* — *Touch / Sun /Room*

Causes all sounds in a room, particularly music, to be especially clear and sonorous. The notes are clearer, sharper, and more distinct.

Oculi Bubonis — *Spell: Intellego Imaginem 25* — *Per / Sun /Vision*

The caster can see in the darkness clearly, even in total darkness (species are emitted independently of the presence of light).

Palm of Flame — *Spell: Creo Ignem 5* — *Touch / Conc /Ind*

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.

Peering into the Mortal Mind — *Spell: Intellego Mentem 30* — *Eye / Mom /Ind*

Mastery 2 (15) Quiet Castingx2

You can thoroughly probe and understand the contents of the mind of the target, including his or her immediate and long-term motives, personal strengths and weaknesses, and other pertinent information.

Scrutinium Scitum Nigromanticum Securiae — *Spell: Intellego Mentem 30* — *Touch / Ring /Circle*

'Securia's Clever Necromantic Inquiry' enables the caster to discern the surface thoughts of any spirits with a mind within the target circle, as well as allowing minds within the target circle to understand surface thoughts of the caster: these thoughts are available to all spirits within the target circle, and might be discerned by someone with Second Sight within the target circle, in the same manner that the silent speech of spirits is detectable.

Note that if multiple Mentem spirits are present within the target circle, the caster may have difficulty separating the thoughts of any single spirit.

Taste of the Spices and Herbs — *Spell: Muto Imaginem 5* — *Touch / Sun /Ind*

A setting's worth of food or drink tastes and smells exactly as you designate.

The Crystal Dart — *Spell: Muto Terram 10 (Rego)* — *Voice / Mom /Ind*

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.

Thoughts Within Babble — *Spell: Intellego Mentem 25* — *Per / Conc /Hear*

You can understand the speech of those within the target area. Perception or Communication stress rolls are needed for difficult exchanges. You also understand people who misuse a language that you do speak; you know what they mean to say, as well as hearing what they actually said.

Tollere Velamen Mirationis — *Spell: Intellego Vim 25* — *Touch / Conc /Vision*

This spell allows the recipient to see through the boundaries of magical regios, and thus to see the routes between levels.

Visus Aurae Magicae — *Spell: Intellego Vim 30* — *Per / Conc /Vision*

The caster can see supernatural auras, and can judge the general strength by how brightly they glow in the target's vision; each Realm is shaded in a different hue:
Magic = purple
Faerie = pink
Divine = violet
Infernal = burgandy

Minor Flaw: the caster's eyes glow with the color of the Aura, readily visible to observers
Side Efffect: the caster smells a strong odor relevant to any Aura detected (brimstone, incense, ozone, ??)
Major Flaw: the caster's color perception is entirely shifted to the relavent color(s) if an aura is detected

Wielding the Invisible Sling — *Spell: Rego Terram 10* — *Voice / Mom /Ind*

Hurls any nearby object that could normally be thrown by a person at any target within range. The object must not be held down or otherwise restrained. Damage depends on the object thrown, up to +5 for a fist-sized stone. Casting requisites of an appropriate Form for the target are required.

Wizard's Communion (4) *Spell: Muto Vim 20* *Voice / Mom /Group*

This spell lets magi combine their power to cast spells. The group of magi work together to cast a specified spell through the unified power of the Communion. Only one extra magus may join the Communion for each 5 levels of the specified spell being cast. One of the magi in the group must also know the specified spell. All the magi in the gathering who know Wizard's Communion add the level at which they know it to get the effective level of the Wizard's Communion. This combined total must be at least twice the level of the specified spell being cast. One magus must roll for success as if casting the specified spell himself. However, the target number for the spellcasting roll is the spell's level divided by the number of magi participating in the Communion. So if five magi participate to cast a 50th level spell, the caster would have to successfully cast a 10th level spell - with all the relevant requisities, of course. This method of casting adds one botch die per magus participating. If the spell botches, all participants gain Warping Points and thus must check for Twilight. Communion is a remnant of Mercurian rituals, so spontaneous spells may not be cast by this means, and it does not perfectly fit into the guidelines of Hermetic theory.