

Discipulus Aurelius Medice Bonisagi

filius Auspicius, ab Porta Germaniae

Bohemian Rhapsody 1260 AD



Fifth Edition

Male, Czech, Secret Pagan Age 29 (28 apparent)

Size 0 68 in, 165 lbs, Dexter, pale blonde hair, ice blue eyes

Confidence 1 | 4

Characteristics

Intelligence	Int	3	(<i>smart</i>)	Presence	Pr	1	(<i>golden</i>)
Perception	Pe	0	()	Communication	Co	1	(<i>eloquent</i>)
Strength	Str	0	()	Dexterity	De	0	()
Stamina	Sta	0	()	Quickness	Qi	0	()

Abilities

31	<i>Artes Liberales (astronomy)</i>	3
15	<i>Athletics (climbing)</i>	2
15	<i>Awareness (alertness)</i>	2
5	<i>Brawl (dodging)</i>	1
5	<i>Charm (first impressions)</i>	1
1	<i>Chirurgy (binding wounds)</i>	0
10	<i>Concentration (spell concentration)</i>	1
75	<i>Czech (PG dialect)</i>	5
10	<i>Domus Bonisagi Lore (magi)</i>	1
1	<i>Durenmar Lore (places)</i>	0
5	<i>Faerie Lore (Volhynian tales)</i>	1
15	<i>Finesse (precision)</i>	4 ^{Aff}
15	<i>Folk Ken (covenfolk)</i>	2
5	<i>Guile (fast talk)</i>	1
176	<i>Hermetic Theory (inventing spells)</i>	9
1	<i>Intrigue (Certamen)</i>	0
76	<i>Latin (church usage)</i>	5
10	<i>Lex Hermei (apprentices)</i>	1
12	<i>Magic Lore (myths)</i>	1
1	<i>Medicine (diagnosis)</i>	0
30	<i>Music (singing)</i>	3
15	<i>Ordo Hermei Lore (researchers)</i>	2
12	<i>Parma Magica (Mentem)</i>	1
39	<i>Philosophiae (natural)</i>	3
27	<i>Porta Germania Lore (hranice)</i>	2
19	<i>Profession: Scribe (copying)</i>	2
15	<i>Russian (Volhynian)</i>	2
36	<i>Second Sight (regiones)</i>	3
5	<i>Stealth (hiding)</i>	1
5	<i>Survival (forest)</i>	1
1	<i>Teaching (Second Sight)</i>	0
3	<i>Thrown Weapon (rock)</i>	0

Personality

30	<i>Compassionate</i>	3
30	<i>Covenant Raised</i>	3
5	<i>Curious</i>	1
1	<i>Forests</i>	0 *
1	<i>Music</i>	0 *
1	<i>Sun</i>	0 *
1	<i>Swans</i>	0 *

Reputation and Devotion

30	<i>Healer (Local, among lineage of Khors)</i>	3
5	<i>Baba baby (Local, Porta Germaniae)</i>	1

Virtues & Flaws

0	<i>The Gift</i>	0	<i>Social Status: Hermetic Magus (Discipulus)</i>
1	<i>Affinity with Creo</i>	1	<i>Affinity with Finesse</i>
1	<i>Affinity with Rego</i>	-1	<i>Compassionate: minor</i>
-1	<i>Covenant Upbringing</i>	1	<i>Cyclic Magic, positive (spring, summer)</i>
1	<i>Faerie Blood (Pre +1)</i>	-3	<i>Faerie Heritage (Baba)</i>
3	<i>Hyperborean Blood (magical beings respect him)</i>	-1	<i>Lesser Charm (daily meditation)</i>
1	<i>Minor Magical Focus (healing)</i>	1	<i>Puissant Finesse (Lesser Charm)</i>
	<i>Puissant Hermetic Theory</i>	-3	<i>Restriction (absolute darkness)</i>
-1	<i>Warped by Magic (TBD)</i>		

Age Roll Modifier -1

Warping 1

Aurelius Medice

Combat Profile



Protection <i>No Armor & No Shield</i>	Soak Total: 0	Soak vs. Animal +1
<i>Encumbrance: 0 (Total Load: 0)</i>		Soak vs. Aquam +1
Tactical Movement <i>Walk 10 paces</i>	Combat Modifiers	Soak vs. Corpus +2
<i>Hurry 20 paces</i>		Soak vs. Herbam +1
<i>Run 40 paces</i>		Soak vs. Terram +1

Fatigue Levels

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

Wounds

	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			
<i>Dodge</i>	0		2			0	
<i>Knife</i>	0	2	1	2		0 -6	
<i>Grapple</i>	-1	1	0	0		0	
<i>Scuffling</i>	0	1	1	0		0	

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

Notes

Sigillus: purple enameled bronze symphytum flower

Raw Vis 3 p.

<i>Wooden token</i>	<i>Imaginem 2 p / 2</i>	<i>Wooden token</i>	<i>Mentem 1 p / 2</i>
		<i>Venuska trade</i>	

Forms of Aurelius Medice

Power	<i>Swan, a Swan</i>				Size -1
Cunning -1	Strength -2	Presence 1	Dexterity 1		
Perception 2	Stamina 3	Communicatio 1	Quickness 2		
Innate Traits	Abilities				
<i>Accomplished Flyer</i>	75 <i>Athletics (flying)</i>	5	50 <i>Awareness (food)</i>	4	
<i>Amphibious</i>	15 <i>Brawl (beak)</i>	2	30 <i>Music (singing)</i>	3	
<i>Imposing Appearance</i>	30 <i>Survival (lakes)</i>	3	50 <i>Swim (lakes)</i>	4	
<i>Vocal</i>	Fatigue OK, 0, -1, -3, -5, Unconscious				Soak 3
<i>Luck</i>	Wounds -1 (1-4) -3 (5-8) -5 (9-12) Incap (13-16) Dead (17+)				
<i>Inspirational</i>					
<i>Humble</i>					
Notes	Weapons				
		<small>Qik+Wpn-Enc</small>	<small>Dex+Abl+Wpn</small>	<small>Qik+Abl+Wpn</small>	<small>Str+Wpn</small>
	Weapon	Initiative	Attack	Defense	Damage Notes
	<i>Dodge</i>	2		5	
	<i>Bite</i>	2	6	5	-1 <i>beak</i>



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Wizard's Sigil *His shadow wavers momentarily as if looking at a reflection on water, rippling in the direction of the target of the magic*

Magical Arts											
	Exp	Technique	Score	Exp	Form	Bonus	Score	Exp	Form	Bonus	Score
Aff	102	Creo	13	1	Animal	1	1	0	Ignem	0	0
	20	Intellego	5	1	Aquam	1	1	40	Imaginem	2	8
	16	Muto	5	0	Auram	0	0	1	Mentem	1	1
	1	Perdo	1	62	Corpus	2	10	1	Terram	1	1
Aff	72	Rego	11	1	Herbam	1	1	47	Vim	2	9

Basic Lab Total	3 + 9 + 6 + 1 = 19
Int + Theory + Aura + Lab Quality = Total	

Certamen Totals	
Initiative	0 + 4 = 4
(+ stress die)	Qik + Finesse = Total
Attack	= 1 + Art
(+ stress die)	Pres + {Form or Technique} = Total
Defense	= 0 + Art
(+ stress die)	Perc + {Form or Technique} = Total
Attack Advantage	(Attack Total - Defense Total)
	If Attack Total is higher
Weakening	3 + =
(+ Attack Advantage)	Int + Penetration = Total
Resistance	0 + 1 = 1
	Sta + Parma Magica = Total
Concentration	0 + 1 = 1
(+ stress die)	Sta + Concentration = Total

Base Casting Totals	
<i>Formulaic: Technique + Form + Stamina + Aura + die</i>	
<i>Ritual: Technique + Form + Stamina + Aura + Art.Lib. + Phil. + die</i>	
<i>Ceremonial (Fatigue): (Technique + Form + Stamina + Art.Lib. + Phil. + Aura + stress die) / 2</i>	
<i>Spontaneous (Fatigue): (Technique + Form + Stamina + Aura + stress die) / 2</i>	
<i>Spontaneous (No Fatigue): (Technique + Form + Stamina + Aura) / 5</i>	
<i>Penetration Total: Casting Total + Penetration Bonus - Spell Level</i>	
Stamina 0	Penetration
Artes Liberales 3	Philosophiae 3
Fast Casting Speed	0 + 4 = 4
(+ stress die)	Qik + Finesse = Total
Determining Effect Form	0 + 2 = 2
(+ die, vs. 15 - magnitude)	Per + Awareness = Total
Base Targeting	0 + 4 = 4
(+ die)	Per + Finesse = Total
(+ stress die - no# of spells for Multiple Casting)	
Concentration	0 + 1 = 1
(+ stress die)	Sta + Concentration = Total
Magic Resistance	1 x 5 = 5
(+ Form)	Parma X 5 = Total
Animal 6	Ignem 5
Aquam 6	Imaginem 13
Auram 5	Mentem 11
Corpus 15	Terram 6
Herbam 6	Vim 14

Certamen Schools
<i>Style of the Gladiator (School of the Swordsman)</i>
<i>A balanced, simple style, which tends to humaniform phantoms and is heavily influenced by the sigil of the magus.</i>

Effect Summary

<i>Disguise of the Transformed Image</i>	<i>Spell: Muto Imaginem 15</i>	<i>Touch / Sun /Ind</i>
<i>Intercessio Chirurgica Magi Misericordis</i>	<i>Spell: Rego Corpus 20</i>	<i>Touch / Mom /Part</i>
<i>Moonbeam</i>	<i>Spell: Creo Ignem 3</i>	<i>Touch / Conc /Ind</i>
<i>Oculi Bubonis</i>	<i>Spell: Intellego Imaginem 25</i>	<i>Per / Sun /Vision</i>
<i>Orbis Salutaris Galenis</i>	<i>Ritual: Creo Corpus 40</i>	<i>Touch / Mom /Circle</i>
<i>Mastery 1 (9) Ritual Mastery</i>		
<i>Palm of Flame</i>	<i>Spell: Creo Ignem 5</i>	<i>Touch / Conc /Ind</i>
<i>Valetudinarium Recuperationis Clementis</i>	<i>Spell: Creo Corpus 25</i>	<i>Touch / Moon /Room</i>
<i>Potent Casting Item Amber +3</i>		
<i>Wizard's Communion (4)</i>	<i>Spell: Muto Vim 20</i>	<i>Voice / Mom /Group</i>

Grimoire of Aurelius Medice

<i>Disguise of the Transformed Image</i>	Spell: Muto Imaginem 15	Touch / Sun /Ind
<i>Makes someone look, sound, feel, and smell different, though at least passably human.</i>		
<i>Intercessio Chirurgica Magi</i> <i>Misericordis</i>	Spell: Rego Corpus 20	Touch / Mom /Part
<i>'Surgical Intervention of the Compassionate Magus' enables the caster to surgically intervene in the event of a failed Wound Recovery roll by a patient. The caster must succeed on an Int + Finesse roll of 12+. If successful, the patient's wound does not worsen, but there may be other consequences, as stated in A&A (62).</i>		
<i>Moonbeam</i>	Spell: Creo Ignem 3	Touch / Conc /Ind
<i>Causes a gentle light, bright enough to read by, to shine down from above and illuminate the area described by your encircled arms. Lasts as long as you hold your arms in a circle.</i>		
<i>Oculi Bubonis</i>	Spell: Intellego Imaginem 25	Per / Sun /Vision
<i>The caster can see in the darkness clearly, even in total darkness (species are emitted independently of the presence of light).</i>		
<i>Orbis Salutaris Galeni</i>	Ritual: Creo Corpus 40	Touch / Mom /Circle
<i>Mastery 1 (9) Ritual Mastery</i> <i>The Healing Circle of Galen heals all wounds of everyone inside the circle drawn at the time of casting. Senior Medica learn this spell as the most efficient way to instantly heal large numbers of casualties.</i>		
<i>Palm of Flame</i>	Spell: Creo Ignem 5	Touch / Conc /Ind
<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.</i>		
<i>Valetudinarium Recuperationis</i> <i>Clementis</i>	Spell: Creo Corpus 25	Touch / Moon /Room
<i>Potent Casting Item Amber +3</i> <i>Provides all patients within the Target Room at the time the spell was cast with a +6 bonus to Recovery rolls, so long as the patients remain within the Room for the Duration of the spell.</i>		
<i>Wizard's Communion (4)</i>	Spell: Muto Vim 20	Voice / Mom /Group
<i>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 Warring 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.</i>		