

Character: Serapis of Guernicus

Player: visibleman

Saga: Oculus Outpost

Setting:

Spring 1220

House: Guernicus

Age: 35 (35)

Size: 0

Confidence: 2 (5)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:



Birth Name: Marcos Setaiolo

Year Born: 1185

Gender: Male

Race/Nationality: Sicilian

Birth Place: Cotrone

Religion: Christian

Title: Dottore (Doctor)

Height: 5'8"

Weight: 160 lbs

Hair: Black, wavy

Eyes: Black

Handedness: Right



Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per		+2
Presence	Pre		+2
Communication	Com		+1
Strength	Str		0
Stamina	Sta		0
Dexterity	Dex		0
Quickness	Qik		0

Virtues and Flaws

The Gift (Special)

Gentle Gift (Major, Hermetic)

Latent Magic Ability (Minor, General)

Privileged Upbringing (Minor, General)

Baccalaureus (Minor, Social Status)

Piercing Gaze (Intimidation: +3) (Minor, General)

Deft Form (Mentem) (Minor, Hermetic); Form: Mentem

Minor Magical Focus (Spirits/Ghosts) (Minor, Hermetic)

Spell Binding (Minor, Hermetic)

Hermetic Magus (Free, Social Status)

Hermetic Prestige (Minor, Hermetic)

Heroic Personality (Minor, Heroic)

Driven (To bring his wife back from the dead.) (3, Personality)

Unimaginative Learner (Studying from Raw Vis: -3) (Minor, Hermetic)

Lesser Malediction (Ghostly Interference: Once per Adventure, the storyguide can use ghosts to interfere with the character. A ghost would need to penetrate the maga's Parma to affect the maga directly. but indirect effects can also cause significant problems. Some examples : making an NPC think he heard something, causing an object to fall, changing the course of an attack.) (Minor, Supernatural)

Weak Magic Resistance (While on consecrated ground) (Major, Hermetic)

Hermetic Patron (Minor, Story); Note: Disciples of the Worm

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
30	Artes Liberales (music)	3
15	Awareness (alertness)	2
15	Bargain (fine fabrics)	2
15	Brawl (Grappling)	2
15	Carouse (drinking songs)	2
30	Chirurgy (setting bones)	3
15	Code of Hermes (mundane relations)	2
15	Concentration (reading)	2
5	Disciples of the Worm Lore (initiating self)	1
5	Etiquette (academics)	1
15	Finesse (certamen)	2
15	Folk Ken (academics)	2
15	Guile (lying to authority)	2
15	Leadership (intimidation)	2
15	Magic Theory (inventing spells)	2
75	Medicine (apothecary)	5
15	Music (lute)	2
5	Parma Magica (certamen)	1
5	Penetration (certamen)	1
15	Philosophiae (natural philosophy)	2
15	Ride (long distance)	2
15	Scribe (copy lab text)	2
5	Second Sight (ghosts)	1
15	Swim (diving)	2
15	Theology (biblical knowledge)	2
0	Sicilian (trade)	5
75	Latin (academic usage)	5
30	Low German (medicine)	3

Personality Traits	SCORE	Reputations	SCORE
Ruthless	+5	Quaesitor (Hermetic Prestige)	3
Optimistic	+5	Confidential (Lubeck)	2
Mercurial	+2	Good Reputation (Academic)	1

Notes

<http://hasc-arm.uials.no:5010/Cast/Serapis of Guernicus>

His full lineage is:
Serapis,
filius Carles Severel,
filius Raffael of Venice,
filius Larrenna of Sciily,
filia Guernicus.

Fatigue Levels	Wounds	RANGE	NUMBER	PENALTY	NOTES
<input type="checkbox"/> Fresh	Light Wounds	1-5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
<input type="checkbox"/> 0 2 min. Winded	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	
<input type="checkbox"/> -1 10 min. Weary	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"/>	-5	
<input type="checkbox"/> -3 30 min. Tired	Incapacitated	16-20	<input type="checkbox"/>		
<input type="checkbox"/> -5 1 hr. Dazed	Dead	21+	<input type="checkbox"/>		
<input type="checkbox"/> 2 hrs. Unconscious	Armor Soak: 0 = 0 (Sta) + 0 (prot) + 0 (Virtues)				

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 2 + 0 = +2	--	--	Touch
Fist	0 + 0 + 0 = +0	0 + 2 + 0 = +2	0 + 2 + 0 = +2	0 + 0 = +0	--	Touch
Grappling	0 + 0 + 0 = +0	0 + 3 + 0 = +3	0 + 3 + 0 = +3	0 + 0 = +0	--	Touch
Kick	0 - 1 + 0 = -1	0 + 2 + 0 = +2	0 + 2 - 1 = +1	0 + 3 = +3	--	Touch
Dagger	0 + 0 + 0 = +0	0 + 2 + 2 = +4	0 + 2 + 0 = +2	0 + 3 = +3	--	Touch

Equipment

Total Encumbrance 0, Burden: 0
Covenant Charter for Oculus Septentrionalis (copy)
Letter: Quaesitor in good standing
Apocathary jars
Keg of Liquorice Root
Lute
The Bible (Type: Summa; Total Quality: 3; Quality: 3; Level: 10;
Topic: Theology; Quality: 3; Level: 3; Topic: Church Lore)
Causae et Curae: Medicine (Type: Summa; Total Quality: 13;
Quality: 13; Level: 3; Topic: Medicine; Language: Latin; Covenant
Cost: 22; Subject: Medicine; Author: Hildegard of Bingen)
Doctor's Robe
Physician tools
Surgical tools

Wizard's Sigil: A set of scales, a human skull in one pan, an ankh in the other.

Covenant of Apprenticeship: Schola Medica Salernitana & Magvillus

Gauntlet Age: 34

Magical Arts

Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	5	15	Animal	0	0	0	5	Ignem	0	0	0	5
Intellego	5	15	Aquam	0	0	0	5	Imaginem	0	0	0	5
Muto	5	15	Auram	0	0	0	5	Mentem	10	55	2	15
Perdo	5	15	Corpus	5	15	1	10	Terram	0	0	0	5
Rego	5	15	Herbam	0	0	0	5	Vim	5	15	1	10

Laboratory Totals

Lab Total: Int (0) + Magic Theory (2) + Specialty (inventing spells) + Form + Technique + Aura + Lab Bonus + Puissant Art / Deficient Art

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	7	7	7	12	7	7	7	17	7	12
Intellego	7	7	7	12	7	7	7	17	7	12
Muto	7	7	7	12	7	7	7	17	7	12
Perdo	7	7	7	12	7	7	7	17	7	12
Rego	7	7	7	12	7	7	7	17	7	12

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + Die

Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + Die

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

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

Fast Casting Speed (+ stress die)	0 Qik	+	2 Finesse	=	2 TOTAL
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Determining Effect	2	+	2	=	4
(+ die, vs. 15-magnitude)	Per	+	Awareness	=	TOTAL

Base Targeting	2	+	2	=	4
(+ die)	Per	+	Finesse	=	TOTAL

Concentration	0	+	2	=	2
(+ die)	Sta	+	Concentration	=	TOTAL

Magic Resistance	1×5	=	5
(+ Form)	Parma×5	=	TOTAL

Longevity Ritual

Lab Total: 0

Age Roll Modifier: 4

Twilight Scars:

Raw Vis

Art	Pawns	Physical Form and Location
Vim	3	A crucifix made of iron; Hung round his neck
Mentem	3	A silver ring; His left hand.

Familiar

Name:

Type:

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

POWERS, ABILITIES, ATTACKS

Grimoire of Serapis of Guernicus

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Mentem Spells								
The Blinded Sentry	+15	PeMe5	Touch	Mom	Ind		+11	
Coerce the Spirits of the Night	+20	ReMe20	Voice	Conc	Ind		+1	Focus: Spirits/Ghosts
Creation of an Undeserved Reputati...	+15	CrMe20	Eye	Sun	Ind		-4	
Lay to Rest the Haunting Spirit	+20	PeMe25	Voice	Mom	Ind		-4	Focus: Spirits/Ghosts
Posing the Silent Question	+15	InMe20	Eye	Mom	Ind		-4	
Vim Spells								
Gather the Essence of the Beast	+10	ReVi15	Touch	Mom	Ind		-4	
Sustain A Spell of Form	+20	ReVi15	Touch	Spec	Ind		+6	Ritual; Focus: Spirits/Ghosts
Spontaneous Spells								
Aura of Ennobled Presence	+5	MuIm5	Per	Sun	Ind		+1	
By His Works	+15	CrMe5	Per	Conc	Ind		+11	
The Clandestine Mask	+5	MuIm4	Per	Sun	Ind		+2	
Curse of the Unruly Tongue	+10	ReCo5	Voice	Conc	Ind		+6	
Eyes of the Cat	+5	MuCo5	Touch	Sun	Ind		+1	
Image of the Beast	+5	InAn5	Arc	Mom	Ind		+1	
In Christ's Footsteps	+10	ReCo5	Per	Conc	Ind		+6	
Physician's Eye	+10	InCo5	Touch	Mom	Ind		+6	
Prying Eyes	+5	InIm5	Touch	Conc	Room		+1	
Probe for Pure Silver	+5	InTe4	Per	Mom	Smell		+2	
Recollection of Memories Never Q...	+15	MuMe4	Eye	Sun	Ind		+12	
Scales of the Magical Weight	+10	InVi5	Touch	Mom	Ind		+6	
Sense of Magical Power	+10	InVi2	Touch	Mom	Ind		+9	
Sense the Nature of Vis	+10	InVi5	Touch	Mom	Ind		+6	
Spasms of the Uncontrolled Hand	+10	ReCo5	Voice	Conc	Ind		+6	
Touch of the Goose Feather	+10	PeCo5	Voice	Mom	Ind		+6	
Unseen Arm	+5	ReTe5	Voice	Conc	Ind		+1	

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