

2 blood points

Ruaridh, filius Yania, member of House Ex Miscellanea

Gender: Male	Age: 80 (9 years in regio)	Decrepitude: 2
Size: 0	Mater: Yania	Twilight points: 8
		Confidence: 3

Statistics

Int: +5 (Creative)	Per: +3 (Insightful)
Str: -1 (Small frame)	Sta: +1 (Tenacious)
Pre: 0	Com: -1 (Laconic)
Dex: -2 (Awkward)	Qui: -1 (Languid stride)

Virtues and Flaws

Cont. Spont. Magic +4	Maj. Mag. Def. Aquam -3
Quiet Magic +2	Decrepitude -2
Gentle Gift +1	No Familiar -2
Personal Vis Source +1	Weakness (Apologies) -1
Inventive Genius +1	Uncom. Fear (Snakes) -1
Hermetic Prestige +1	Uncom. Fear (Abs Dark) -1
	Enemies (Jerbiton) -1

Personality Traits

Kind +1	Pliable -1
Brave +1	Tenacious +2
Self-righteous +2	

Reputations

Quaesitor (Order) 3	
Murdered Rhys (Grog) 2	

Arts

Creo: 17	Intellego: 18/16	Muto: 18	Perdo: 22/4	Rego: 19/7
Animal: 5	Aquam: 5	Auram: 22	Corporem: 21/2	Herbam: 6
Ignem: 5	Imaginem: 10	Mentem: 12	Terram: 5	Vim: 19/4

Talents

Skills

Knowledges

Athletics: 2 (Sprint)	Knife Attack: 1 (Bindings)	Speak Latin: 5
Pretend: 1/1 (A Specific Role)	Stealth: 1 (Making No Sound)	Speak English: 4
Folk Ken: 2/2 (Magi)	Brawl: 1 (Break Hold)	Speak Welsh: 3
Dodge: 1/1 (Flying Creatures)	Etiquette: 2 (Nobles)	Speak French: 2
Finesse: 5/3 (Muto)	Debate: 1 (Humour)	Scribe Latin: 3
Penetration: 3 (Perdo)	Certamen: 3 (Perdo)	Magic Theory: 7/4 (Inventing spells)
Concentration: 3/2 (Long Periods)	Parma Magica: 7/3 (Perdo)	Hermes Lore: 2 (Mundanes)
Awareness: 2 (Traps)	Intrigue: 1 (Rumours)	Hermetic Law: 5 (Tribunal Law)
Vengeance: 4 (Injustice)	Chirurgy: 1 (Bind wounds)	Hermes History: 2 (Houses)
Guile: 1 (Nobles)	Shortsword attack (From behind) 3/3	Pagan Lore: 2 (Festivals)
	Shortsword parry (Swords) 2/1	Pagan Knowledge: 2 (Gods)
		Church Lore: 2 (History)
		Humanities: 1 (Greek History)
		Medicine: 2 (Anatomy)
		Fantastic Beast Lore: 2 (Wales)
		Faerie lore: 1 (Forest of Dean)
		Legend lore: 1/1 (Wales)
		Occult Lore: 3/1 (Infernal Powers)
		Hierarchy: 2 (Infernal Items)
		Dean Lore: 1 (Geography)
		Gloucester Lore: 1 (Taverns)
		Mynydd Myrdyn Lore: 1/1 (Geog.)
		Wiltshire Lore: 1 (Geography)
		Shropshire Lore: 1 (Geography)
		Blackthorn Lore: 1 (Underground)

Combat

Cynwyr +5/+9/+8/+6	Shortsword +4/+5/+6/+4	Knife: +1/+3/+2	Brawl: +0/-1/+0
Cynwyr +8/+12/+11/+6	Shortsword +5/+8/+9/+4	Knife: +4/+6/+5	Brawl: +3/+2/+3
Dodge: 0 or +3			

Body Levels (Soak +1)

Fatigue Levels (Fatigue +1)

Hurt		0		Winded
Light Wounds		-1		Weary
Medium Wounds		-3		Tired
Heavy Wounds		-5		Dazed
Incapacitated		X		Unconscious

Formulaic Spells (1330 levels)

Auram (205 levels)	<ul style="list-style-type: none"> • Incantation of Lightning (CrAu 35) [Xp: 1] • Arc of Directed Lightening (Cr[Re]Au 35) • Ward Against the Hellish Fumes (ReAu [Ig] 15) • Circling Winds of Protection (ReAu 20) • The Travelling Thistledown (ReAu 25) • Wings of Soaring Wind (ReAu 25) [Xp: 1] • Ward Against Faeries of the Air (ReAu 50)
Corporem (440 levels)	<ul style="list-style-type: none"> • The Chirurgeon's Healing Touch (CrCo 20) • Soothing the Afflicted Body (CrCo 20) • Vision Restored (CrCo 30) • Sight of the True Form (InCo 10) • Sense the Approaching Presence (InCo 20) • The Inexorable Search (InCo 20) • Hooked Nose of the Warty Witch (MuCo 5) • Eyes of the Cat (MuCo 10) • Gift of Achilles (MuCo 25) • Invocation of Atlas' Strength (MuCo 25) • Swift Stride of Hermes (MuCo 25) • Enchantment of Precise Action (MuCo 25) • Invocation of Weariness (PeCo 5) [Mastered] • Dust to Dust (PeCo 15) • Confound the Connection (PeCo 15) • The Withered Limb (PeCo 15) • Incantation of the Milky Eyes (PeCo [Me] 20) • Far Range Clenching Grasp of the Crushed Heart (PeCo 45) • Spasms of the Uncontrolled Hand (ReCo 5) • Rise of the Feathery Body (ReCo 10) • Lift the Dangling Puppet (ReCo 20) • Repelling the Troublesome Assailant (ReCo 20) • Seven League Stride (ReCo 35)
Herbam (10 levels)	<ul style="list-style-type: none"> • Intuition of the Forest (InHe 10)
Ignem (25 levels)	<ul style="list-style-type: none"> • Ward Against Heat and Flames (Relg 25)
Imagonem (170 levels)	<ul style="list-style-type: none"> • Eyes of the Past (InIm 20) • Disguise of the Transformed Image (Mulm [Co] 15) • Image Phantom (Mulm 20) • The Wizard's Ever-Changing Abode (Mulm 20) • Mask of Serenity (Mulm [Me] 20) • Invisibility of the Standing Wizard (Pelm [Co] 15) • Veil of Invisibility (Pelm [Co] 30) • Image from the Wizard Torn (Relm [In, Co] 20) • The Wizard's Sidestep (ReAu 20)
Mentem (205 levels)	<ul style="list-style-type: none"> • Betraying Whispers (InMe 20) • Improved Tongue of the Folk (InMe 25) • Recollections of Memories Never Quite Lived (MuMe 20) • Emotion of Reversed Intentions (MuMe 20) • Lay to Rest the Haunting Spirit (PeMe 25) [Side Effect] • Wrench the Assailant's Mind (PeMe 45) • Oneiros' Curse (ReMe 20) • Coerce the Spirits of the Night (ReMe 30)
Terram (35 levels)	<ul style="list-style-type: none"> • Rock to Viscid Clay (MuTe 15) [Xp: 1] • Silvery Scales of the Knight (CrTe [Vi] 20)
Vim (240 levels)	<ul style="list-style-type: none"> • Sense the True Gift (InVi 25) • Sense the Lingering Magics (InVi 30) • Sight of the Active Magics (InVi 40) [Side Effect – Sta 12+ or lose a ST fatigue] • Parma Aurae (PeVi 30) • Demon's Eternal Oblivion (PeVi 45) [Xp: 3] • Rend the Mystic Veil (ReVi 30) • Circular Ward Against Demons (ReVi 40)

Personal Vis

Intellego: 3	Perdo: 19		
--------------	-----------	--	--

Longevity Potion

• Level 80. Minus 16 to ageing rolls. First roll needed at age 90.
--

Equipment

<ul style="list-style-type: none"> • Bronze Ring of Detecting the Unseen (MuMe 5, penetrates using wearer's Arts, unlimited uses, vis can boost range) • Silver Ring of Deflect the Unseen Blade (ReTe30, constant effect) • A diamond & 70 pennies • A non-Hermetic healing salve
--

- Cynwyr (+3 / +8 / +6 / +4)
 - Power 1: Blade of both worlds (strikes spirits). 3 per day.
 - Power 2: Penetrating thrust (through all armour). 3 per day.
 - Power 3: Wounding touch (fatigue loss). 3 per day.