

Idolon

Hermetic Name: Idolon	Birth Name: Adhamh	Parents: Lusor
House: Tytalus	Covenant: Severn Temple	Tribunal: Stonehenge

Born: 1182	Age: 32 34	Apparent Age: 32 34
Size: -1	Decrepitude: 0	Longevity Potion: Nil
Confidence: 3	Current Confidence: 3	

Personality Traits

Brave +2	Self-Reliant +2	Confident +2
Vengeful +1	Wary +1	

Reputation

Description

Idolon is a small man, both in height and in frame. His dark hair is cut short and he is clean shaven. Upon his torso, covered by the shirt and soft leather cuirass he usually wears, are a number of simple tattoos of spirals and knots. He wears a leather wristband on his left wrist into which are woven small feathers and bones from a crow. Above it, although again commonly covered, his left forearm is marked with many thin scars. Upon his right hand he wears a bronze ring with a Green Turquoise set in it and always carries a dagger at his waist.

Virtues

Affinity (Spirits) +1	Personal Vis Source (Mentem) +1
Need No Sleep (+7)	Second Sight (+1)

Flaws

Necessary Condition (Wearing Fetish) -1	Stingy Master -1
Small Frame -3	Major Magical Deficiency (Vim) -5

Idolon

Characteristics

Intelligence (Insightful)	+3	Perception (Wary)	+2
Strength (Small Frame)	-2	Stamina (Determined)	+1
Presence (Confident)	+1	Communication (Soft Spoken)	+2
Dexterity (Gawky)	-2	Quickness	0

Abilities

Name	+	xp	Name	+	xp
Magic Theory (Inventing Spells)	5	1	Speak Gaelic (Scottish)	4	
Hermes Lore (House Tytalus)	2		Speak English	4	
Hermes History (Houses)	2		Speak Latin	5	
Parma Magica (Mentem)	3	1	Scribe Latin	3	
Magical Affinity (Spirits)	3	1	Speak Welsh	2	
Penetration (Mentem)	1				
Certamen (Mentem)	1		Awareness (At Night)	2	1
<i>Fineste (Precision)</i>	1		Athletics (Long Hikes)	1	
Concentration (Spellcasting)	1		Survival (Hills)	1	
			Stealth (At Night)	1	
Second Sight (Ghosts)	3	2			
Occult Lore (Spirits)	2	1	Intimidation (Spirits)	1	
Occult Knowledge (Spirits)	2	1	Intrigue (Gossip)	2	
Legend Lore (Spirits)	2	1	Folk Ken (Grogg)	2	
<i>Fantastic Beast Lore (werewolves)</i>	2				
Faerie Lore (Bargains)	1		Dagger Attack (vs Dagger)	1	
Highlands Lore (Magical Places)	1				
Lowlands Lore (Covenants)	1				
Dean Lore (Magical Sites)	3	1			
Powys Lore (Geography)	1				
Marches Lore (Geography)	1				
Mynydd Myrddyn Lore (Geography)	1				
East Anglia Lore (Narwold)	1				

Idolon

Attack

Weapon	1 st Strike	Attack	Damage
Dagger (Magical)	A2 +3	+3	#1 +2

Defence

Parry / Dodge	Bonus
Dodge	+1

Wounds / Fatigue

Soak: +1	Fatigue: +1
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Unhurt	☺	☺	☺	Fresh
Light Wounds	X	-1	X	Weary (10m)
Medium Wounds	X	-3		Tired (30m)
Heavy Wounds	X	-5		Dazed (1h)
Incapacitated	X	⊗		Unconscious (2h)

Recover fatigue in half time with Stamina roll of 9+ (can add Meditation score).

Mundane Resources

Currency	Amount
Pennies	150 100

Item	Notes
Fetish	Leather wristband with Crow feathers and bones woven in
Soft Leather Cuirass	Adds 1 point armour (0.5 load)
Dagger	(0 Load)

Encumbrance

Strength	Load	Encumbrance
-2	0.5	0

Idolon

Magical Arts

Technique	+	xp	Form	+	xp	Form	+	xp
Creo 15	6		Animal 10	3		Ignem 12	0	
Intellego 14	8		Aquam 8	0		Imagonem 14	3	
Muto 9	4		Auram 11	0		Mentem 10	10	2
Perdo 19	10	9	Corporem 14	3		Terram 8	4	
Rego 10	10	8	Herbam 7	0		Vim 15	1	

Characteristics

Stamina (Determined)	+1	Intelligence (Insightful)	+3
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Laboratory Totals

Activity	Factors	Total
Studying from Vis	(Stress die x pawns) + Aura, Lab bonus	6 +vis total
Learning Spells	Int, Magic Theory, Arts	8 +arts
Inventing Spells	Int, Magic Theory (spec), Arts, Lab Bonus, Aura	15 +arts
Enchanting Items	Int, Magic Theory, Arts, Lab Bonus, Aura	14 +arts
Investigating Items	Int, Magic Theory, Intellego, Vim, Lab Bonus (divide by 2)	8
Extracting Vim Vis	Int, Magic Theory, Creo, Vim, 3 x Aura, Lab Bonus (divide by 10)	3
Pawns of Vis usable in a season	Magic Theory + Vim (divide by 2)	3

Non-Hermetic Talents

When talking to spirits (without coercing them through magic) add affinity score to communication rolls.

Idolon

Certamen

Battle: Arts + Int + Skill + Die	Press: Int + Skill + Adv. + Die	Defence: Stamina + Skill + Die
4 + Arts + Die	4 + Adv. + Die	2 + Die
Certamen's Fought:		

Affinity with Spirits +3. Mentem +1.

Twilight

Twilight Points -	Vim:	Age:	Twilights: 0	Total:
Effects of Twilight:				

Manifestation

Aspect	Manifests
Gift	Those around Idolon feel as if there is another presence in the vicinity
Sigil	Idolon's magic has the faintest touch of shadows upon it

Familiar

Name:	Species:		
Intelligence		Perception	
Strength		Stamina	
Presence		Communication	
Dexterity		Quickness	
Gold Cord:	Silver Cord:	Bronze Cord:	
Cord Bonus:		Bond Score:	
Bond Qualities:			
Bond Effects:			

Spells for Mundane Interaction

	Arts	Level	Mastery
Enchantment of Detachment	MuMe	15	
<i>Foci & Notes: A Figure (+3), Eye/Sight, Sun/Moon</i>			
Recollection of Memories Never Quite Lived	MuMe	20	
<i>Foci & Notes: Rosemary (+1), Eye/Sight, Inst.</i>			
Sight of the Transparent Motive	InMe	10	
<i>Foci & Notes: A clear crystal (+3), Near/Sight, Inst.</i>			
Disguise of the New Visage	MuCo	15	
<i>Foci & Notes: Chip from a Pooka's Hoof (+5), Touch/Near, Sun/Year</i>			
	ReMe (c-)	15	
<i>The Call to Slumber</i>			
<i>Foci & Notes: A pinch of sand (+1), Near/Sight, Inst.</i>			
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Utility Spells

	Arts	Level	Mastery
Snap of Awakening	ReMe	5	
<i>Foci & Notes: A Twig (+1), Near/Sight, Inst.</i>			
Eyes of the Cat	MuCoAn	10	
<i>Foci & Notes: A hair from a cat (+3), Touch, Sun/Year</i>			
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Offensive Spells

	Arts	Level	Mastery
Oneiros' Curse	ReMe	20	1
<i>Foci & Notes: A pinch of sand (+1), Near/Sight, Inst. (Sta 12+ or fall asleep instantly)</i>			
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Defensive Spells

	Arts	Level	Mastery
Warding the Deadly Blade	ReTe	20	
<i>Foci & Notes: Self/Touch, Conc./Sun (wards all known attacks)</i>			
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Magical Resources

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Technique		Form		Form	
Creo	3	Animal		Ignem	7
Intellego	1	Aquam		Imagonem	
Muto		Auram		Mentem	27 14
Perdo		Corporem	10	Terram	
Rego	20 17	Herbam		Vim	

Item	Notes
Bronze Ring with Green Turquoise	Spell Focus
Leap of Homecoming Potion	
Leather Bracer (inset with bronze)	20 x Posing the Silent Question (Minor Enchantment)
Plain Silver Necklace	5 x Veil of Invisibility (Minor Enchantment) [Side effect: Loose objects within reach become invisible]
Dialectic's Silver Ring	On infinite loan Ward vs metal attacks & shield of the infinity staff
Allynack Dagger	+15 magical resistance Spd +1 +1 Den

Bone grinder lost with me

History

Idolon was born Adamh, to a small Scottish clan in the far north of the Highlands. The clan was long descended from the Picts who had once ruled the land in those parts but such memories were long since lost. His life was unremarkable until he was about 5 years old whereupon one night he was woken by what he described to his family as a great host of spirits congregating about him. After that night he began to need ever less rest until eventually he stopped sleeping altogether, and often claimed that he could see the ghosts of those who had died. The other members of the clan began to shun him and even his parents grew colder, fearing that he had become possessed by some evil spirit. He would surely have been driven out had a Magus of Ex Miscellanea, drawn to rumours about the boy, not claimed him shortly after he turned 9 years old.

Magus Ragnall lived without Covenant and had many flaws in his gift but he trained Adamh for the next 5 years, encouraging his development of the hermetic arts related to spirits while imparting some of the lore that he had learned on that subject.

Unfortunately Magus Ragnall had drawn the attention of a Tytalan named Lusor, and for reasons that Adamh has never learned the two fought Wizard's War. Lusor was victorious, slaying Adamh's master near a henge of standing stones in the north west of Loch Leglean tribunal. Magus Lusor decided to take the apprentice as part of his victory spoils and returned with him to his home covenant of Carron Valley. For two years Adamh refused to succumb to his new master, making a number of attempts to escape and suffering all too frequent punishments. It was during this period that Lusor discovered that Adamh's blood bore Mentem vis and he treated the boy as his own personal source.

Eventually Adamh realised that he would need to put aside his vengeance and began to accept the tuition that Lusor gave him. He was permitted to further his art in spirit magic while being taught the value of self-reliance and seeking ever greater challenges. For 8 further years he studied until he passed his gauntlet whereupon he was given his hermetic name.