

Voluntus

Name: Volutus (Quaesitor)		Parents: Praesulis	
House: Bonisagus	Covenant: Severn Temple		Tribunal: Stonehenge
Born: 1252		Age: 53	Apparent Age: 34
Size: 0	Decrepitude: 0		Longevity Potion: -19 (-21)*
Confidence: 3	Current Confidence: 3		

* -2 to ageing rolls within Severn Temple

Personality Traits

Brave +1	Honest +1	Diplomatic +2
Determined +3	Calm +2	Curious +1

Reputation

Hermetic Prestige +3	

Virtues

Hermetic Prestige +1	Affinity with Ritual Magic +1
Aptitude (+1 Travel) +2	Mentor (Archimagus Contusus – Primus Mercere) +2
Magical Animal Companion +2	Strong Willed +1
Good Characteristic +1	

Flaws

Twilight Prone -3	Twilight Points -1
No Familiar -2	Difficult Spontaneous Magic -1 [No cantrips]
Stingy Master -1	Non Combatant -2

Description

Magus Volutus is a striking man with ash blonde hair, which he wears to shoulder length, and very pale blue eyes, one of which has a glint of steel grey within it following its magical restoration. His longevity potion has left him appearing in his mid-thirties and apart from a few fine lines around his eyes he might pass for several years' younger than, although since his return from the massacre at Durenmar there is something very slightly haunted about his visage. A slender man, with delicate limbs, he moves with grace and a sense of purpose. He is a calm and courteous man, though tough minded and determined when matters are of importance to him.

Within Hermetic society he wears fine robes, subtly marked with magical sigils. When travelling his garb is more mundane but still of a good quality.

Rarely seen, his forearms are covered with arcane and mystical symbols, stemming from his practice of Criamon rituals. He now also bears a tattoo on his back which if seen has an effect akin to the **blatant gift**.

History

Raised in Singing Stones covenant in the East of the Normandy tribunal.

Notes

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Intelligence (Level Headed)	+4	Perception (Astute)	+3
Strength (Slender)	-3	Stamina (Tough Minded)	+1
Presence (Striking)	+2	Communication (Courteous)	+2
Dexterity (Graceful)	+2	Quickness	0

Name	+	xp	Name	+	xp
Magic Theory (Twilight)	9	3	Speak French	4	
Hermes Lore (Stonehenge)	3		Speak Latin	5	
Hermes History (The Schism)	3		Speak English	4	
Hermetic Law (Apprentices)	3	1			
Parma Magica (Mentem)	6		Scribe Latin	3	
Certamen (Vim)	1				
Affinity with Ritual Magic (Vim)	3	1	Fantastic Beast Lore (Habitats)	1	1
Affinity with Twilight (Caves)	5	1	Legend Lore (Camargue)	1	1
Meditation (Ritual Magic)	2		Faerie Lore (Queen of Snakes)	1	1
Concentration (Vim spells)	1		Pagan Lore (Treasures)	2	
Enigmatic Wisdom (Fate)	3				
			Church Lore (Templars)	1	
Dean Lore (Severn Temple)	2	1	Church Knowledge (Templar Rule)	1	
North Wales Lore (Covenants)	1				
Mynydd Myddyn Lore (Caves)	2	1	Craft - Cartography (Twilight)	1	
Bristol Lore (Witch's Forest)	1				
West Country Lore (Covenants)	1		Awareness (at Night)	2	1
London Lore (Geography)	1	1	Animal Handling (Horses)	1	
Medway Lore (Rochester)	1		Ride (Speed)	2	
Weald Lore (Witherenden)	1		Survival (Forage)	2	
Narwold Lore (Route)	1		Athletics (Caves)	3	
Northumberland Lore (Borri Tor)	1		Climb (Caves)	1	
Borders Lore (Giants Stone)	1		Stealth (Woods)	1	
Jura Lore (Geography)	1				
Durenmar Lore (Route)	1		Etiquette (Negotiation)	1	1
Rhine Lore (Towns)	1		Intrigue (Alliances)	2	
Alps Lore (Cave of Twisted Shadows)	1		Debate (Hermetic Politics)	1	
Verdi Lore (Magi)	1		Humanities (History)	1	1
			Bargain (Magi)	1	
			Folk Ken (Magi)	2	1
			*Guile (Magi)	1	
			*Charm (1 st impressions)	2	

* Social talents (+3 with Aura of Ennobled Presence)

Defence

Dodge / Parry	Bonus
Dodge	0

Wounds / Fatigue

Soak: +1 (+9 with Gift of Achilles)	Fatigue: +1
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Unhurt				Fresh
Hurt		0		Winded (2m)
Light Wounds		-1		Weary (10m)
Medium Wounds		-3		Tired (30m)
Heavy Wounds		-5		Dazed (1h)
Incapacitated		□		Unconscious (2h)

+3 to rolls to resist pain, Recover fatigue in half time with Stamina roll of 9+ (can add Meditation score).

Encumbrance

Strength	Load	Encumbrance
-3	0.5	0

volutus

Magical Arts

Technique	+	xp	Form	+	xp	Form	+	xp
Creo 15	7		Animal 10	5		Ignem 12	6	
Intellego 20	10		Aquam 8	5		Imagonem 14	8	
Muto 9	6		Auram 15	6		Mentem 18	9	
Perdo 19	6		Corporem 14	8		Terram 8	6	
Rego 14	9		Herbam 12	6		Vim 20	12	

Laboratory Totals

Apprentice (included in totals below)	+8
Laboratory Bonus (included in totals below)	+3
Aura (included in total below)	6

Activity	Factors	Total
Studying from Vis	(Stress die x pawns) + Aura, Lab bonus <i>For Magic Theory the total is compared to current score and yields 0-3 xp</i>	9 + vis total
Learning Spells	Int, Magic Theory, Apprentice, Arts	21 + arts
Inventing Spells / Enchanting items	Int, Magic Theory, Arts, Lab Bonus, Aura, Apprentice	30 + arts
Investigating Items	Int, Magic Theory, Apprentice, Intellego, Vim, Lab Bonus	46
Extracting Vim Vis	Int, Magic Theory, Apprentice, Creo, Vim, 3 x Aura, Lab Bonus (divide by 5)	61 (12)
Pawns of Vis usable in a season	Magic Theory + Vim	21

Certamen

Battle: Arts + Int + Skill + Die	Press: Int + Skill + Adv. + Die	Defence: Stamina + Skill + Die
5 + Arts + Die	5 + Adv. + Die	2 + Die
Certamen's Fought:		

Specialisation: Vim

Twilight

Twilight Points -	Flaw: 3	Vim: 2	Age: 1	Twilights: 7	Total: 13
Effects of Twilight: Learned enigmatic wisdom (Grey Hill Summer 1280) Increased affinity with Ritual Magic (Carrion Moor Spring 1300) Agony of the White Fire Gift of the White Fire					
Roll for twilight: Stress roll + twilight points + enigmatic wisdom [16] - Target 24+					
Roll for control: Stress roll + intelligence + enigmatic wisdom + strong willed + affinity [15] vs Stress die + aura					

White Fire – Int + Meditation + Affinity with Twilight, Open veins to magically direct the effect, determine extent of erasure, greater physical risk the more I unwind fabric of reality

Manifestation

Aspect	Manifests
Gift	A sense that Volutus is not quite of this world
Sigil	The faintest touch of twilight upon the magic

Parma Restore

Parma Magica + Simple D10. Each 6 points restores 1 level of Parma.

Spells

Animal Spells	Arts	Level	Mastery	Base
Tongue of the Beast	In An	20		16
<i>Foci & Notes: Self, Conc.</i>				
Circle of Beast Warding	ReAn	20		15
<i>Foci & Notes: Ligurius Stone (+5), Special, Ring [15 paces across]</i>				
Aquam Spells	Arts	Level	Mastery	Base
Cloak of the Duck's Feathers	ReAq	5		15
<i>Foci & Notes: Feather from a Bird of Legendary Size (+3), Self/Near, Conc</i>				
Auram Spells	Arts	Level	Mastery	Base
Wings of the Soaring Wind	ReAu	25		16
<i>Foci & Notes: Duck's Feather (+3), Touch/Near, Sun (special)</i>				
Corporem Spells	Arts	Level	Mastery	Base
Restoration of the Defiled Body	CrCo	25		16
<i>Foci & Notes: A Garnet (+1), Touch/Near, Sun/Instant</i>				
Eyes of the Cat	MuCo (An)	10		15 +3
<i>Foci & Notes: A Hair from a Cat (+3), Touch, Sun/Year</i>				
Gift of Achilles	MuCo	25		15 +3
<i>Foci & Notes: A piece of Jet (+3), Self/Touch, Sun/Year [+8 soak]</i>				
Imagonem Spells	Arts	Level	Mastery	Base
Eyes of the Past	InIm	20		25
<i>Foci & Notes: Near, Conc, Ritual</i>				
Aura of Ennobled Presence	Mulm (CoMe)	10	Mastered	15
<i>Foci & Notes: Violet Amethyst (+5), Near/Sight, Sun/Year [+1 Pre, +3 to social talent rolls]</i>				
Mentem Spells	Arts	Level	Mastery	Base
Snap of Awakening	ReMe	5		16
<i>Foci & Notes: Twig (+1), Near/Sight, Instant</i>				
Terram Spells	Arts	Level	Mastery	Base
Hands of the Grasping Earth	MuTe (Re)	15	1	13 +1
<i>Foci & Notes: Brown Gloves (+1), Near/Sight, Sun</i>				
Vim Spells	Arts	Level	Mastery	Base
A Glimpse Through the Doorway	CrVi	15		24
<i>Foci & Notes: Self, Instant, Ritual (induce a personal twilight)</i>				
Intuit the Gift of Hermes	InVi	10		28
<i>Foci & Notes: Touch, Instant, Ritual</i>				
Sense the Nature of Vis	InVi	10	Mastered	23
<i>Foci & Notes: Sapphire (+5), Touch/Near, Instant.</i>				
Sense the Magical Presence	InVi	10		23
<i>Foci & Notes: Near, Instant.</i>				
Scales of the Magical Weight	InVi	15		23
<i>Foci & Notes: Set of Scales (+3), Touch, Instant</i>				
Sense the Elusive Boundary	InVi	15	1	23
<i>Foci & Notes: Near / Sight, Conc</i>				
Perceive the Magical Scent	InVi	20		23
<i>Foci & Notes: Dog's Toenail (+1), Near/Sight, Conc/Year</i>				
Keen Intuition of the Magical Veil	InVi	25		23
<i>Foci & Notes: Self, Conc</i>				
Sense of the Lingering Magic	InVi	30		23
<i>Foci & Notes: A Sapphire (+1), Reach/Near, Conc</i>				
Glimpse Through the Mystic Veil	InVi	30		23
<i>Foci & Notes: Near, Conc</i>				
Wizard's Communion	MuVi	20		19
<i>Foci & Notes: Reach/Near, Instant (combined total of all Wizard's Communion spells must be 2x spell being cast)</i>				
The Reckless Adventurer	ReVi	25		22
<i>Foci & Notes: Self, Conc</i>				
Walking the Mundane Path	ReVi	25		22
<i>Foci & Notes: Self, Conc [Side effect – damages the ground I walk on]</i>				
The Anchor Against the Storm	ReVi	30		26
<i>Foci & Notes: Self / Touch, Special, Ritual</i>				

Non-Canon Spells

The Anchor Against the Storm ReVi30

A non-Hermetic Cramon Ritual that anchors the spirit when encountering powerful mystical effects (e.g. twilight, crystal cave). Cast jut before exposure it gives +2 to control the effects of twilight and if successful reduces twilight point loss to just one point.

The Reckless Adventurer

The result of a failed attempt to create 'Walking the Mundane Path' when in effect the magus might be transported to any level of regio when crossing a boundary.

Walking the Mundane Path ReVi25

Allows the magus to cross regio boundaries with a greatly reduced likelihood of passing through to a different level.

Magical Resources

Technique		Form		Form	
Creo	6	Animal		Ignem	
Intellego		Aquam		Imagonem	
Muto		Auram		Mentem	
Perdo		Corporem	10	Terram	
Rego	1	Herbam	2	Vim	4

Item	Notes
The Hidden Wizard	Clear Glass Pendant, Limited enchantment <ul style="list-style-type: none"> Veil of invisibility (PeImCo 30, Sun, Self, 3 x day) CURRENTLY HELD BY SANDER

Potion	Doses

Arcane Connection

Location	Year
Baiard	Hair taken each season

Laboratory Texts

Spell / Enchantment	Magic Theory
Call to Slumber Ring (ReMeCo 15)	7
The Foresters Wand (ReHe 15)	8
Potion – 7 league stride	8
Potion – Leap of Homecoming	9

Apprentice

Sander (formerly filius Rubellius of the Rhine tribunal), Age: 6 (at start of training), Years trained: 8 Int: +5, Magic Theory 3 Loyal, reliable, determined Deft art (Mentem), Quiet magic, subtle magic, affinity (emotions), empathy Twilight points, clumsy magic, slow caster Arts taught: Intellego, Mentem, Muto, Vim, Animal, Rego Imagonem, Creo

Magical Animal Companion

Name: Baiard	Species: Horse (Camarguais)	Magic Might: 8	Size: +2
Cunning	0	Perception	0
Strength	+3	Stamina	+4
Dexterity	0	Quickness	0
Fatigue: +4	Defence: 0	Soak: +7	Body: ok/0/0/-1/-1/-3/-5/inc
Abilities: Ferocity +2 (Freewilled) Sight of the night road (+1), Uncommon fear – underground (-1) Hooves: 1 st +4, Atk +4, Dam +7			

Mundane Resources

Currency	Amount
English Pennies	7,507

Item	Notes
Belt with semi-precious stones stitched into it (hidden)	200d worth of gems
Map of Twilight	Base level
Map of the caves within the Grey Hill	At the 7 th magnitude level

Books read	
Humanities	A History of Secular Law
Magic Theory	Encyclopaedia Formulae
Hermetic Law	Traditions of Tribunal Law, Traditions of Stonehenge Tribunal, Reading Between the Lines of the Code, Interpretation is Unnecessary: Read the Text