

<b>Oratio</b>	<b>Ex-misc</b>	<b>YOB 1199 Age 80</b>	<b>Decrepitude 0</b>
	<b>Size 0</b>	<b>Apparent age 35</b>	<b>Confidence 2</b>
<b>Int</b> +3 (quick thinker)	<b>Str</b> -1 (weak arms)	<b>Pre</b> +1 (honest face)	<b>Quik</b> 0
<b>Per</b> +2 (patient) (+1 Fam)(+3 kv)	<b>Sta</b> +1 (iron stomach) +1 (fam)	<b>Com</b> +3 (Calm voice)	<b>Dex</b> -1 (plodding steps)

<b>Virtues</b>	<b>Flaws</b>
Affinity ghosts & spirits +1	Non-Spontaneity -5
Second sight +1	Non combatant -2
Keen vision +1	Deep sleeper -1
Affinity Formulaic Magic +2	Magic Susceptibility -1
Passion Honour (Protecting the innocent) +1	Common Fear crossing water (fam)
Latent Magical Gift+2	Disfigured -1
Personal vis source (Intellego) +1	

<b>Personality Traits</b>	<b>Reputations</b>
Lugubrious (fam) +2	Ex quasitor 2
Friendly +2	Compromised (ex-misc) 2
Kind +2	Christian (covenant) 2
Honest +1	
Donkey +2 (fam)	
Patient +3 (fam)	
Fear of Wolves (fam) +3	

<b>Arts (Library score)</b>					
Creo (15)	7	Animal (10)	12	Imagonem (14)	7
Intellego (20)	24/1	Auram (15)	6	Ignem (12)	6
Muto (9)	8/8	Aquam (8)	5	Mentem (18)	21
Perdo (19)	10	Corporem (14)	7	Terram (8)	5
Rego (14)	14	Herbam (12)	6	Vim (20)	11/4

Base lab score (int+aura+lab+magic theory) =19 + Apprentice  
Vim extraction total =12 + lab total = 31 + creo + vim = 49 + Apprentice

Body			Fatigue	
Unhurt	X	X	Fresh	X
Hurt		0	Winded	
Light		-1	Weary	
Medium		-3	Tired	
Heavy		-5	Dazed	
Inc		xxx	Unc	

Winded 2 mins : Weary 10 mins : Tired 30 mins : Dazed 60 mins : Unc wake up Weary after 2 hours

<b>Skills</b>
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Affinity Formulaic magic (int)	5	Demonology (Identifying)	4	Magic Theory (Learning Spells)	7.3
Affinity ghosts and corpses (rego)	3/1	Divination (Dreams)(Past)	4	Medicine (Anatomy)	2
Animal Handling (Vet)	2	Dodge (thrust)	1	Meditation (damnat)	4
Athletics (Long Distance) fam(1/1 before)	4	Etiquette (nobility)	1	Occult Knowledge (ghosts)	3.2
Awareness (spot hidden)	2.1	Faerie Lore (court of wood)	1	Occult Lore(ghosts)	3.3
Bargain(travel)	1	Finesse (Corpore)	2	Parma Magica (Mentem)	5
Certamen (Mentem)	2.2	Folk Ken (Peasants) (fam orig 1/1)	3	Passion (honour) Protecting the weak	1
Charm (Extract Info)	2	Guile (priests)	1	Penetration (Mentem)	1
Church Knowledge (Franciscans)	4.2	Hermes History (Legal cases)	3	Ride (stay on)	1.1
Church Lore (saints)	5	Hermes Lore (History)	3	Sacre Cord (Damnat)	3
Civil Law (great charter)	2.2	Hermetic Law (Tribunals)	6	Scribe Latin	3
Concentration (Long Periods)	3/2	Humanities (philosophy)	3.1	Second Sight (Ghosts)	5.1
Debate (hermetic law)	1.1	Intimidation (Subtle)	1	Sing (whistle)	1
Chirurgry (bind wounds)	1.1	Intrigue (rumours)	1.1	Speak English	4
Swim (stay afloat)	1	Legend lore (Arthurian)	3.1	Speak French	2.1
		Stealth (sneak)	1	Speak Latin	5

Area Lore					
Solis Castle lore(Geography)	1	Norfolk Lore (Narwold)	1.1	Wiltshire lore (laycock)	1.1
Normandy Lore (Hidden Island)	1	Devon Lore (Carrion Moor)	1	Leinster Lore (glen cochlear)	1
Order of Suleiman lore (sahia)	1	Gloucester Lore (warrens)	1	Rome lore (religious sites)	1
Hertfordshire Lore (Monasteries)	1	Nottinghamshire Lore (Geog)	1	Anjou Lore (Angers)	1
Dean Lore (history)	2	Mag Villas Lore (Geog)	1	Oxford Lore (Geog)	1
Mynydd mynnyn lore(vis sites)	1	Travalga Lore (Geog)	1	Suffolk Lore (Geog)	1
Cad Gadu Lore (Geog)	1	Cheshire Lore (Geog)	1	Paris Lore (Geog)	1
London Lore (inns)	1	Warwickshire Lore (Geog)	1	Tomar Lore (Castle)	1
Somerset Lore (tor)	1				

Septum Sancti			
Scentit	0	Sanat	2.1
Revelat	0	Loquitur	0
Inspirat	0	Damnat	4
int + sacre cord + art + assistance = lab total		stamina + meditation + stress + score = casting total	

#	Name	Tech	Form	Lvl	Range	Dur	xp	Focus	Cur
1	Ruminants raiment (wool clothes)	cr	an	5	touch	sun moon			24
2	Create the bears pelt	cr	an	5	touch	sun moon			24
3	Tongue of the Beasts	in	an	20	eye near	conc scene			40
4	Open the tome of the animals mind	in	an	25	touch	conc			40
5	Panic of the elephants mouse	re	an	15	eye near	sun perm			31
6	The gentle beast	re	an	20	eye near	sun perm		divine mush +4	31
7	Fill the aqueous bucket	cr	aq	5	near	sun perm			19
8	Touch of the pearls	in	aq	5	touch	inst			35
9	Lungs of the fish	mu	aq	10	body touch	sun year			20
10	Cloak of ducks feathers	re	aq	5	touch	sun			26
11	True Sight of air	in	au	15	Sight	Conc moon		4 leaf clover +1	36
12	Wings of the soaring wind	re	au	25	self	conc			27
13	Consider the corpses countenance	in	co	10	touch	inst			37
14	Reveal cause of untimely death	in	co	10	Sight	Inst			37
15	Reveal flaws mortal flesh	in	co	10	Sight	Inst			37
16	Whispers through the dark gate	in	co	15		conc		green turq +3 t+4	37
17	Tracing the trail of deaths stench	in	co	20	100/400	conc		feather +4	37
18	Eye of the sage	in	co	30					37
19	Eyes of the cat	mu	co	10	touch	sun moon			22
20	Disguise of the transformed image	mu	co	15	touch near	sun year			22
21	Gift of Mercury	mu	co	25	Self Touch	Sun Moon			22
22	Swift Swordsman's arm	mu	co	25	Self Touch	Sun moon			22
23	The beast remade	mu	co	25	touch near	sun perm			22
24	Grant endurance of phippipedes	mu	co	30	touch near	sun moon			22
25	Dust to dust	pe	co	15	near sight	inst		bone dust +3	24
26	Veil of invisibility	pe	co	30	self touch	sun moon			24
27	Gift of the angels wings	re	co	15	touch near	conc moon			28
28	Leap of homecoming	re	co	35	self touch	inst			28
29	Converse with plants and trees	in	he	25	reach near	conc scene		chewed leaf +1	35
30	Curse of the rotted wood	pe	he	5	near sight	inst		pinch sawdust +3	22
31	Cut the rope	pe	he	15	sight	inst			22
32	Lamp without Flame	cr	ig	10	touch	spec		lantern	20
33	quench the rippling flames	pe	ig	5	near sight	inst			23
34	ward against cold and ice	re	ig	25	touch near	sun year			27
35	Fragile image of painted statue	cr	im	5	Near	Conc			21
36	Discern own illusion	in	im	5	body touch	sun moon			37
37	Eyes of the past	in	im	20		conc			37
38	Discern Illusions of truth falsehood	in	im	30	near sight	conc moon			37
39	Aura of ennobled presence	re	im	10	near sight	sun year			28
40	Words of unbroken silence	cr	me	5	near sight	inst			33
41	Panic the trembling heart	cr	me	15	eye sight	sun moon			33
42	Elevate the suppressed spirit	cr	me	25	eye/sight	sun/moon			33
43	The escape from reverie	cr	me	30	near	scene			33
44	Sight of transparent motive	in	me	10	near sight	inst			49
45	Tongue of folk	in	me	20	eye near	conc scene			49
46	Tongue of the dead	in	me	20	eye near	conc scene		green turq +3 t+4	49
47	Perceive the dreamers dream	in	me	25	eye near	conc		sapphire +1	49
48	Posing silent question	in	me	25	eye near	inst	1		49
49	Recollection of memories not lived	mu	me	20	Eye Sight	Inst		rosemary +1	34

50	Vision of haunting spirit	mu	me	20		inst		green turq +5	34
51	Lay to rest haunting spirit	pe	me	25		inst		green turq +3 t+4	36
52	Confusion of the numbed will	re	me	15	near sight	sun moon			40
53	Ward against spirits	re	me	15	ring	spec		green turq +3 t+4	40
54	Coerce spirit's of the night	re	me	20	near far	conc		green turq +3 t+4	40
55	Enforce the Wizards Will	re	me	35	eye near	conc			40
56	Incantation of summoning the dead	re	me	25		inst		black onyx +1 t+4	40
57	Summon haunting spirit	re	me	25	near	inst		ritual t+4	40
58	Coerce spirit's of the night	re	me	35	near far	conc		green turq +3 t+4	40
59	Ward against spirits	re	me	35	near	ring		green turq +3 t+4	40
60	Gift of the locksmiths art	re	te	5	touch	inst			26
61	Wizards subtle touch	in	vi	5	touch	inst			41
62	Keen intuition of the magical veil	in	vi	10	self	inst			41
63	Intuit the gift of hermes	in	vi	10	touch	inst			41
64	Sense nature of vis	in	vi	10	touch	inst			41
65	Scales of magical might	in	vi	15	touch	inst			41
66	Sense the elusive boundary	in	vi	15	near sight	conc			41
67	Sense the magical presence	in	vi	25	Self	Inst			41
68	Sense Lingering magic	in	vi	30	Reach	Conc			41
69	Glimpse through the mystic veil	in	vi	30	Reach	conc			41
70	Sight of Active Magics	in	vi	35	Near	Body		ergot +3	41
71	Demons eternal oblivion	pe	vi	35	near far	inst		red coral +3	28
72	Rend magical veil	re	vi	30	reach	conc			32
73	Ward against demons	re	vi	30	ring	spec		red coral +3	32

Communication rolls with spirits add my affinity score.(learnt from Fergus)

\* Flaw it raises it up but then drops it down even more

# Resources

Vis					
Creo	20	Animal	2	Imagonem	13 +1*
Intellego	0 / 28	Auram	0	Ignem	17
Muto	12	Aquam	21	Mentem	6
Perdo	5	Corporem	5	Terram	11
Rego	25	Herbam	42	Vim	0

## Money

sp 916

## Items

Lab Notes  
Hunters Sense = 5

15th mag longevity potion -15 aging -1 standard of living roll at 100 twilight =1

talisman green turquoise in a hazel walking stick 12 vim vis attuned necromancy +4

Leap of homecoming potion to blackthorn  
giant spider antidote

Enforcing wizards will 35 re me  
Purloin magical possession 15 re co  
Thief stolen breath 10 pe an

Jakelin Apprentice

Sheaf of documents on Black Powder

Certamen done int/vi int/corp int/he int/an

## Faerie Quest

Find Island of Avalon and Restore Arthur to his rightful place.

Magistrate papers Samuel Fordham of Dudley Issued by Sheriff of Gloucester

## Help Frioc

Oggborn St andrew  
Priest called Jeffery  
Contact agatha witch (near a village))

Roger Bacon

Arturus wade visiting master from oxford (papers).

Each magus must do a seasons service for tribunal library

Each magus must pay 5 pawns of vis

The magic of House Corpus Domini, which is known as the Septem Sancti, as seven branches:

- Scentit is concerned with reading emotions, including surface thoughts and preoccupations. More advanced practitioners can also apparently read memories, though this is said to be difficult.
- Sanat covers healing, specifically the laying on of hands, to relieve pain and close wounds. It also has some power over poisons and diseases, though this requires more knowledge and skill.
- Revelat allows the detection of lies, and it may permit more powerful casters to pierce illusions, including the veil of invisibility.
- Protegit provides a degree of magical protection in a manner analogous to a powerful Hermetic Form. At its strongest, this branch also provides some protection against physical threats.
- Loquitur is a rare branch that allows communication with animals and plants. At its pinnacle, it also provides something close the familiar bond, and allows communication over great distances.
- Inspirat can be used to manipulate emotions and motivations, and it is said that the Parma Magica may provide little defence. More powerful practitioners can apparently use this branch on crowds, rather than individuals.
- Damnat weakens, drives out or (allegedly) destroys ghosts, faeries or demons in a manner similar to the practice of exorcism. Those skilled in this branch can also use its power on the auras of the supernatural realms.

Practitioners of the Septem Sancti typically use prayer and hand gestures to invoke their magic, as doing so without these components makes spell casting more difficult. They do not have anything similar to spontaneous magic; all of their effects are pre-defined, and practitioners tend to specialise in one or more of the branches. The Septem Sancti are apparently unaffected by magical or faerie auras, weaker in infernal auras and slightly stronger within the dominion. Holy days and religious practice such as communion also apparently provide some benefits.