

House: Flambeau
 Covenant:
 Wizard's Sigil:

Domus Magna:
 Primus:
 Parens:
 Covenant of Apprenticeship:

Gauntlet Age: 25

Magical Arts

Technique	Score	Exp.	Form	Score	Exp.	Bonus	MR	Form	Score	Exp.	Bonus	MR
Creo	10	55	Animal	5	15	1	30	Ignem	6	21	2	31
Intellego	6	21	Aquam	6	21	2	31	Imaginem	5	15	1	30
Muto	4	10	Auram	6	21	2	31	Mentem	6	21	2	31
Perdo (15)	18+3	129	Corpus	15	120	3	45	Terram (4)	6	25	2	31
Rego	9	45	Herbam	6	21	2	31	Vim	8	36	2	33

Laboratory Totals

Lab Total: Int (3) + Magic Theory (5) + Specialty (Inventing spells) + Form + Technique + Aura + Lab Bonus + Puissant Art / Deficient Art

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	23	24	24	33	24	24	23	24	24	26
Intellego	19	20	20	29	20	20	19	20	20	22
Muto	17	18	18	27	18	18	17	18	18	20
Perdo	34	35	35	44	35	35	34	35	35	37
Rego	22	23	23	32	23	23	22	23	23	25

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + Die

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

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

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

Fast Casting Speed 2 + 4 = 6
 (+ stress die) Qik Finesse TOTAL

Determining Effect 1 + 3 = 4
 (+ die, vs. 15-magnitude) Per + Awareness = TOTAL

Base Targeting 1 + 5 = 6
 (+ die) Per + Finesse = TOTAL

Concentration 0 + 4 = 4
 (+ die) Sta + Concentration = TOTAL

Magic Resistance 5x5 = 25
 (+ Form) Parmax5 = TOTAL

Multiple Casting 3 + 4 = 7
 (+ stress die - no. of spells vs. 9) Int + Finesse = TOTAL

Longevity Ritual

Lab Total: 0

Age Roll Modifier: 9

Twilight Scars: Unusually deep shadows hide his face; Nearby magic items decay when he uses Magic

Raw Vis

Art Pawns Physical Form and Location

Familiar

POWERS, ABILITIES, ATTACKS

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

Grimoire of Darius of Flambeau

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Cripple the Howling Wolf	+27	PeAn25	Voice	Mom	Ind	1 (0)	+9	
Parching Wind	+28	PeAq20	Voice	Mom	Part	1 (0)	+15	
Curse of the Desert	+29	PeAq25	Voice	Mom	Part	2 (10)	+11	
The Chirurgeon's Healing Touch	+32	CrCo20	Touch	Mom	Ind	1 (0)	+18	Ritual
Whispers Through the Black Gate	+13	InCo15	Touch	Conc	Ind	1 (0)	+4	
The Inexorable Search	+22	InCo20	Arc	Conc	Ind	1 (0)	+8	
Dust to Dust	+37	PeCo15	Voice	Mom	Ind	1 (0)	+29	
The Wound that Weeps	+37	PeCo15	Voice	Mom	Ind	1 (0)	+29	
Incantation of the Milky Eyes	+37	PeCo30	Voice	Mom	Ind	1 (0)	+14	
Twist of the Tongue	+37	PeCo30	Voice	Mom	Part	1 (0)	+14	
Clenching Grasp of the Crushed He...	+38	PeCo40	Voice	Mom	Ind	2 (10)	+5	
Gift of the Bear's Fortitude	+20	MuCo25	Per	Sun	Ind	1 (0)	+1	
Endurance of the Berserkers	+25	ReCo15	Per	Conc	Ind	1 (0)	+16	
Lifting the Dangling Puppet	+25	ReCo15	Voice	Conc	Ind	1 (0)	+16	
Seven-League Stride	+25	ReCo30	Per	Mom	Ind	1 (0)	+1	
The Leap of Homecoming	+25	ReCo35	Per	Mom	Ind	1 (0)	-4	
The Great Rot	+28	PeHe25	Voice	Mom	Group	1 (0)	+10	
Soothe the Raging Flames	+28	PeIg20	Voice	Mom	Ind	1 (0)	+15	
Ward Against Heat and Flames	+16	ReIg25	Touch	Sun	Ind	1 (0)	-3	
Veil of Invisibility	+28	PeIm20	Touch	Sun	Ind	2 (10)	+15	
Tip of the Tongue	+29	PeMe5	Eye	Diam	Ind	2 (10)	+31	
Calm the Motion of the Heart	+28	PeMe15	Voice	Mom	Ind	1 (0)	+20	
Loss of But a Moment's Memory	+30	PeMe15	Eye	Mom	Ind	3 (25)	+22	
Blessing of Childlike Bliss	+30	PeMe25	Eye	Sun	Ind	3 (25)	+12	
Rusted Decay of Ten-Score Years	+28	PeTe10	Voice	Mom	Ind	1 (0)	+25	
Demon's Eternal Oblivion	+30	PeVi30	Voice	Mom	Ind	1 (0)	+7	
Wind of Mundane Silence	+30	PeVi30	Voice	Mom	Room	1 (0)	+7	

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