Character: Vartan Gandzatetsi

Player: Neil Mason

Saga: The Covenant of the Spear

Setting: Levant (Armenia) Current Year: 1217

House: Ex Miscellanea

Age: 25 (25) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name: Vartan Gandzatetsi	
Year Born: 1192	
Gender: Male	
Race/Nationality: Armenian	
Birth Place: Lesser Armenia	
Religion:	
Title:	
Height: 13'9"	
Weight: 65 lbs	
Hair:	
Eyes:	
Handedness: Left	

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		+2
Perception	Per		+1
Presence	Pre		+1
Communication	Com		+1
Strength	Str		0
Stamina	Sta		+2
Dexterity	Dex		+1
Quickness	Qik		-2

Virtues and Flaws

The Gift (Special)
Inoffensive to Animals (Minor, General)
Hermetic Magus (Free, Social Status)
Subtle Magic (Minor, Hermetic)
Ways of the Cultivated Land (Major, General)
Secondary Insight (Major, Hermetic)
Quiet Magic (Spellcasting Penalty: None for soft voice, -5 if not speaking) (Minor, Hermetic)

Necessary Condition (Must be holding living vegetation when casting) (Major, Hermetic)
Hedge Wizard (Minor, Hermetic)
Temperate (Minor, Personality)
Meddler (*Major, Personality)
Animal Companion (Minor, Story)
Loose Magic (Minor, Hermetic)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
30	Animal Handling (cattle)	3
7	Rum Lore (Seljuks) (2)	1
75	Armenian (Agriculture)	5
5	Artes Liberales (ritual magic)	1
38	Awareness (alertness) (8)	3
15	Charm (first impressions)	2
15	Chirurgy (diagnosis)	2
5	Concentration (spell concentration)	1
5	Finesse (Herbam)	1
30	Folk Ken (peasants)	3
2	Guile (Dealing with mages) (2)	0
50	Latin (hermetic usage)	4
36	Magic Theory (inventing spells) (6)	3
5	Parma Magica (Corpus)	1
15	Profession Farmer	2
5	Ride (Horse)	1
30	Scribe	3

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Personality Traits

	SCORE
Temperate	+2
Meddlesome	+2
Homely	+1

Reputations

	SCORE
Hedge Wizard	3

Notes

History

Autumn 1214: Training: Area Lore-0 to 1, Exp: 7
Winter 1214: Copy The Root of Growth: Creo, Exp: 0
Spring 1215: Exposure: Guile-0 to 0, Exp: 2
Summer 1217: Experience, Exp: 5
Spring 1215: Experience: Awareness, Exp: 8
Spring 1215: Advance season to Summer 1215, Exp: 0
Summer 1215: Exposure: Magic Theory-3 to 3, Exp: 2
Summer 1215: Set Up Laboratory: Season 1, Exp: 0
Autumn 1215: Set Up Laboratory: Season 2, Exp: 0
Autumn 1215: Exposure: Magic Theory, Exp: 2
Summer 1217: Studying Creo: Secondary Insight added 1 pt bonus art experience to Animal, Aquam, Auram, Herbam, Exp: 0
Winter 1215: Study The Root of Growth: Creo-3 to 5, Exp: 11
Summer 1217: Studying Creo: Secondary Insight added 1 pt bonus art experience to Animal, Aquam, Auram, Herbam, Exp: 0
Spring 1216: Study The Root of Growth: Creo-5 to 7, Exp: 11
Summer 1216: Exposure: Magic Theory, Exp: 2
Summer 1216: Season assisting Umberto, Exp: 0
Autumn 1216: Studying Creo: Secondary Insight added 1 pt bonus art experience to Animal, Herbam, Ignem, Terram, Exp: 0
Autumn 1216: Study The Root of Growth: Creo-7 to 8, Exp: 11
Winter 1216: Studying Creo: Secondary Insight added 1 pt bonus art experience to Animal, Herbam, Ignem, Terram, Exp: 0
Winter 1216: Study The Root of Growth: Creo-8 to 9, Exp: 11

Fatigue Levels

❑			Fresh
❑	0	2 min.	Winded
❑	-1	10 min.	Weary
❑	-3	30 min.	Tired
❑	-5	1 hr.	Dazed
❑		2 hr.	Unconscious

Wounds

	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-5	❑❑❑❑❑❑	-1	
Medium Wounds	6-10	❑❑❑❑❑❑	-3	
Heavy Wounds	11-15	❑❑❑❑❑❑	-5	
Incapacitated	16-20	❑		
Dead	21+	❑		

Armor

Soak: +2 = 2 (Sta) + 0 (prot) + 0 (Virtues)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	-2 + 0 + 0 = -2	--	-2 + 0 + 0 = -2	--	--	Touch
Knife (Stout)	-2 + 0 + 0 = -2	1 + 0 + 1 = +2	-2 + 0 + 0 = -2	0 + 2 = +2	--	Touch
Fist	-2 + 0 + 0 = -2	1 + 0 + 0 = +1	-2 + 0 + 0 = -2	0 + 0 = +0	--	Touch
Kick	-2 - 1 + 0 = -3	1 + 0 + 0 = +1	-2 + 0 - 1 = -3	0 + 3 = +3	--	Touch

Equipment

The Root of Growth (Type: Summa; Total Quality: 11; Quality: 11; Level: 12; Topic: Creo; Language: Latin; Covenant Cost: 23; Subject: Creo; Author: Hazarapet; Copied By: Vartan Gandzatetsi; Copied: Winter 1214)

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Notes

Spring 1217: Studying Creo: Secondary Insight added 1 pt bonus art experience to Animal, Herbam, Imaginem, Mentem, Exp: 0
Spring 1217: Study The Root of Growth: Creo-9 to 10, Exp: 11

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House: Ex Miscellanea
Covenant: New Covenant of the Spear
Wizard's Sigil: Scent of new-mown hay.

Domus Magna:
Primus:
Parens:
Covenant of Apprenticeship:

Gauntlet Age: 20

Magical Arts

Technique	Score	Exp.
Creo (6)	10	61
Intellego	3	6
Muto	3	6
Perdo	3	6
Rego	3	6

Form	Score	Exp.	Bonus	MR
Animal (3)	4	13	1	9
Aquam (2)	3	8	1	8
Auram (2)	3	8	1	8
Corpus	3	6	1	13
Herbam	5	15	1	10

Form	Score	Exp.	Bonus	MR
Ignem (1)	1	2	1	6
Imaginem	1	1	1	6
Mentem	1	1	1	6
Terram (1)	1	2	1	6
Vim	3	6	1	8

Laboratory Totals

Lab Total: Int (2) + Magic Theory (3) + Specialty (inventing spells) + Form + Technique + Aura (4) + Lab Bonus + Puissant Art / Deficient Art

	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
Creo	23	22	22	22	24	20	20	20	20	22
Intellego	16	15	15	15	17	13	13	13	13	15
Muto	16	15	15	15	17	13	13	13	13	15
Perdo	16	15	15	15	17	13	13	13	13	15
Rego	16	15	15	15	17	13	13	13	13	15

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 (+ stress die)	-2 Qik	+	1 Finesse	=	-1 TOTAL
Determining Effect (+ die, vs. 15–magnitude)	1 Per	+	3 Awareness	=	4 TOTAL
Base Targeting (+ die)	1 Per	+	1 Finesse	=	2 TOTAL
Concentration (+ die)	2 Sta	+	2 Concentration	=	4 TOTAL
Magic Resistance (+ Form)			1×5 Parma×5	=	5 TOTAL
Multiple Casting (+ stress die – no. of spells vs. 9)	2 Int	+	1 Finesse	=	3 TOTAL

Longevity Ritual

Lab Total: 0
Age Roll Modifier: 3
Twilight Scars:

Raw Vis

Art	Pawns	Physical Form and Location

Familiar

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		

POWERS, ABILITIES, ATTACKS

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Grimoire of Vartan Gandzatetsi

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Image of the Beast	+9	InAn5	Arc	Mom	Ind		+4	
Disguise of the Putrid Aroma	+9	ReAn5	Voice	Conc	Ind		+4	
Silken Apparel of Personnal Protect...	+9	MuAn10	Per	Sun	Ind		-1	
Circle of Beast Warding	+9	ReAn5	Touch	Ring	Circle		+4	
Soothe the Ferocious Bear	+9	ReAn10	Voice	Mom	Ind		-1	
Subtle Taste of Poison and Purity	+8	InAq5	Per	Conc	Taste		+3	
Touch of the Pearls	+8	InAq5	Touch	Conc	Ind		+3	
Cloak of the Duck's Feathers	+8	ReAq5	Touch	Sun	Ind		+3	
Chamber of Spring Breezes	+15	CrAu5	Touch	Sun	Ind		+10	
Bind Wound	+15	CrCo10	Touch	Sun	Ind		+5	
Conjure the Sturdy Vine	+17	CrHe5	Voice	Sun	Ind		+12	
Probe Nature's Hidden Lore	+10	InHe4	Touch	Mom	Ind		+6	
Hunt for the Wild Herb	+10	InHe5	Per	Conc	Smell		+5	
Shriek of the Impending Shafts	+10	InHe15	Per	Sun	Group		-5	
Probe for Pure Silver	+6	InTe4	Per	Mom	Smell		+2	
Fist of Shattering	+6	PeTe10	Voice	Mom	Ind		-4	
Sense of Magical Power	+8	InVi2	Touch	Mom	Ind		+6	
Linen robes that turn the knife	+10	MuHe10	Per	Sun	Ind		+0	

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

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