

Carolus

Furax of House Tytalus

by Mark Shirley

Characteristics: Int +2, Per -1, Pre -1, Com -1, Str 0, Sta +1, Dex +4, Qik 0

Size: 0

Age: 34 (Apparent Age 34) – Hermetic Age 9 since Gauntlet.

Decrepitude: none

Warping Score: 2 (3)

Confidence Score: 2 (5 points)

Virtues and Flaws: The Gift, Hermetic Magus, Secondary Insight, Cyclic Magic (nighttime), Great Dexterity, Perfect Balance, Quiet Magic, Self Confident (free Virtue), Subtle Magic, Tormenting Master, Greater Malediction (sunlight causes pain), Incompatible Arts (Creo Ignem, Rego Ignem), Reckless

Personality Traits: Reckless +3, Self Important +2, Envious +1, Secretive +2

Reputations: none

Soak: +1

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20)

Abilities: Area Lore 1 (rich houses), Artes Liberales 2 (scribing), Athletics 4 (climbing), Awareness 1 (at night), Charm 2 (ladies), Code of Hermes 1 (in relation to mundane law), Concentration 1 (maintaining spells), Finesse 2 (Imaginem), Guile 1 (excuses), Intrigue 3 (gentlefolk), Latin 4 (discussing magic), Legerdemain 4 (casual filching), Magic Theory 4

(inventing spells), Own Language 5 (townsfolk), Parma Magica 3 (Imaginem), Penetration 1 (Perdo), Profession: Scribe 1 (copying spells), Stealth 4 (inside)

Arts: Cr 2, In 0, Mu 5, Pe 10, Re 7, An 3, Aq 0, Au 0, Co 5, He 0, Ig 0, Im 10, Me 7, Te 6, Vi 4

Twilight Scars: none

Equipment: none.

Encumbrance: 0 (Burden 0)

Spells Known:

*Slipperiness of the Eel** (MuCo(An) 5/+9)

*Stickiness of the Lizard's Toes** (MuCo(An) 5/+9)

Gloom of Evening (PeIg 10/+11)

Disguise of the Transformed Image (Mulm 15/+16)

Veil of Invisibility (PelM 20/+21)

Recollection of Memories Never Quite Lived (MuMe 5/+13)

Loss of But a Moment's Memory (PeMe 15/+18)

Aura of Rightful Authority (ReMe 20/+15)

Fist of Shattering (PeTe 10/+17)

Unseen Arm (ReTe 5/+14)

Trackless Step (ReTe 10/+14)

[* NEW SPELL]

New Spells

SLIPPERINESS OF THE EEL

MuCo(An) 5

R: Touch, D: Sun, T: Ind

Makes the target's body supple and stretchy for Sun duration, providing a +3 bonus to any rolls to wiggle through small cracks.

(Base 2, Touch +1, Sun +2, free requisite)

STICKINESS OF THE LIZARD'S TOES

MuCo(An) 5

R: Personal, D: Sun, T: Part

Makes the caster's hands and feet sticky for Sun duration, providing a +3 bonus to all climbing rolls, but can prove quite annoying otherwise.

(Base 2, Sun +2, Part +1, free requisite)

Appearance: He is a tall, man with a scraggily beard and pale skin, but he has a charming manner and a quick wit, which encourages the foolish to trust him. He favors dark clothing, especially deep cloaks which satisfy his dramatic flair.

This slippery follower of Tytalus is an accomplished thief. Unbeknown to his sodales, Carolus occasionally sneaks out of the covenant at night to rob the rich. Sometimes he is a highwayman, at others he burgles rich merchants. He does not do it for the money - the covenant provides for all his needs - but for the thrill, it is almost an obsession for him. Naturally, his magic supplements his native skill, but even without magic he can get by perfectly well. He can squeeze his supple body through the smallest of gaps, palm other people's treasures with consummate ease, and melt into the shadows. When he brings his magic to bear, he is unstoppable. Furax favors the Form of Imaginem, but he does not neglect the other Arts; he takes a delight in accomplishing tasks with an inventive use of spells. All of his spells relate to his furtive night-time activities; providing disguises, bringing darkness and sleep, generating misdirection and foiling locks, and in fact, he knows few Imaginem spells, reserving his skill in this field to spontaneous magics to deal with whatever problems arise during one of his expeditions. His ability to cast his magic quietly and subtly has come in very useful on his night-time escapades.

Although he knows nothing of his ancestry, Carolus suspects that he may be descended from faeries (or other creatures) who revel in darkness. Sunlight is painful to him - bright sunshine will burn him after an hour's exposure, but even normal daylight is uncomfortable. All actions should be penalized by 1 to 3 points, depending on the strength of the sunlight. Additionally, he has always been incapable of creating light or fire, and his magic waxes in strength during the hours of the night. However, he has not displayed any other symptoms of faerie blood, so perhaps there is some other power at work here.