Tulla est le prénom que lui a donné *Mage1*[1] lorsqu'elle n'était qu'un compagnon en devenir.

Vertus

- The Gift (Special) ⇒ 0
- Hermetic Magus (Free/Social) ⇒ 0
- Puissant (Theory/Intrigue) (Minor/General) ⇒ 0
- **Flawless Magic** (Major/Hermetic) ⇒ +3
- **Inoffensive to animals** (Minor/General & Hermetic) ⇒ +1
- **Animal Ken** (Minor/Supernatural) ⇒ +1
- Minor Focus: analyse de la magie tissée (Minor/Hermétique) ⇒ +1
- **Affinity: Intellego** (Minor/Hermetic) ⇒ +1
- **Shapeshifter** (Major/Supernatural) ⇒ +3

Soit :

- 10 points ✔
- une seule vertu hermétique majeure ✔

Vices

- **Busybody** (Minor Personnality) ⇒ -1
- **Covenant Upbringing** (Minor Personality) ⇒ -1
- **Dependent** (Major/Story) ou Supernatural Nuisance (Major Story) ⇒ -3
- **Disjointed Magic** (Minor Hermetic) ⇒ -1
- **Susceptibility to Divine** (Minor Hermetic) ⇒ -1
- **Difficult Longevity Ritual** (Major Hermetic) ⇒ -3 (ou Rigid Magic ⇒ no vis boost, no rituals)

Soit :

- 10 points de vices ✔
- Pas plus de 5 vices mineurs ✔
- Au moins un vice hermétique ✔
- Pas plus d'un vice historique ✔
- Pas plus de 2 vices de personalité ✔
- Pas plus d'un vice de personnalité majeur ✔

Caracs

V1		V2		V3✔	
INT	+1 (-1pts)	**INT**	+1 (-1pts)	**INT**	+2 (-3pts)
PER	0	**PER**	+2 (-3pts)	**PER**	+2 (-3pts)
FOR	-3 (+6pts)	**FOR**	-3 (+6pts)	**FOR**	-3 (+6pts)

V1		V2		V3✔	
CON	+1 (-1pts)	**CON**	+2 (-3pts)	**CON**	+2 (-3pts)
PRE	+1 (-1pts)	**PRE**	+1 (-1pts)	**PRE**	+1 (-1pts)
COM	+1 (-1pts)	**COM**	+1 (-1pts)	**COM**	0
DEX	+2 (-3pts)	**DEX**	+1 (-1pts)	**DEX**	0
VIV	+3 (-6pts)	**VIV**	+2 (-3pts)	**VIV**	+2 (-3pts)

Comps

- de 0 à 5 ans: 75xp (à la place du +5 en langue natale) + 45 entre Athletics, (Area) Lore, Awareness, Brawl, Charm, Folk Ken, Guile, Living Language, Stealth, Survival, Swim, Fly ⇒ **Awareness 3 (-30xp), Stealth 1 (-5xp), Survival 3 (-30xp), Fly 4 (-50xp), Germain 1 (-5xp), Magic Sensitivity 1 (0xp), Shapeshifter 1 (0xp), Second Sight 1 (0xp)** = 120 §cv
- apprentissage: 240xps entre Arts et comps sachant que le minimum recommandé pour les mages est: Artes Liberales 1, Latin 4, Théorie 3, Parma 1 soit 90xps) ⇒ **Artes Liberales 1 (-5xp),Germain 1⇒2 (-10xp),Latin 4 (-50xp), Théorie 3 (-30xp), Parma 1 (-5xp)** = 100 §cv
- autres comps: **Code 1 (-5xp), Concentration 1 (-5xp), Finesse 1 (-5xp), Ordre 1 (-5xp), Penetration 1 (-5xp), Profession: Scribe 1 (-5xp)** = 30xp §cv

75 (5années supp): Magic Lore +2 (15), Shapeshifter +1⇒+2 (10), Animal Ken 3 (25) Concentration +1 ⇒ +3 (25)

Arts

		Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim
		1(1)	1(1)	1(1)	1(1)	1(1)	1(1)	1(1)	1(1)	1(1)	1(1)
CR	4(10)	0	0	0	0	0	0	0	0	0	0
IN	12(52=78)	0	0	0	0	0	0	0	0	0	0
MU	4(10)	0	0	0	0	0	0	0	0	0	0
PE	4(10)	0	0	0	0	0	0	0	0	0	0
RE	4(10)	0	0	0	0	0	0	0	0	0	0

Soit 102xp, restent 8

Grimoire

- **Cr/An 5 : apporter +9 aux jets de récup d'un animal (1 magnitude pour passer de personnel à toucher)**
- Image of the beast In/An 5
- Si An3: Opening the tome of the animal's mind InAn 25
- **Touch of the pearls** InAq 5
- Beast of outlandish size MuAn 15
- **Doublet of impenetrable silk** MuAn 15

- Ward against the beasts of legend Re/An 15
- **Disguise of the putrid aroma** Re/An 5
- Circle of Beast warding Re/An 5
- Soothe the ferocious bear ReAn 10
- Panic of the elephant's mouse Re/An15
- Comfort of the drenched traveler PeAq 5
- **Cloak of the duck's feathers** ReAq 5
- Charge of the angry wind Cr/Ar 15
- **True sight of the air** InAu 15
- **Whispering winds** InAu 15
- Si Au3 Eyes of the bat InAu25
- **Bind wounds** CrCo10
- Revealed flaws of mortal flesh InCo10
- **Whispers through the black gate** InCo15
- The Inexorable search InCo20
- Eyes of the cat MuCo5
- Disguise of the new Visage MuCo15
- Trap of the entwining vines CrHe15
- Intuition of the forest InHe10
- Piercing Shaft of Wood MuHe 10
- Tales of the ashes InIg 5
- Discern the images of truth and falsehood InIm G
- The ear of distant voices InIm 20
- Eyes of the eagle InIm 25
- Summoning the distant image InIm 25
- Taste of the spices and herbs MuIm 5
- Disguise of the transformed image MuIm 15
- Invisibility of the standing wizard PeIm 15
- Wizard's sidestep RePeIm10
- Words of the unbroken silence CrIm10
- Panic of the trembling heart CrMe15
- Sight of the transparent motive InMe 10
- Frosty breath of the sspoken lie InMe20
- Loss of but a moment's memory PeMe15
- Eyes of the eon InTe10
- Eyes of the treacherous terrain InTe15
- The Crystal Dart MuReTe10
- The unseen porter ReTe?10
- The invisible eye revealed InVi G
- Sense of magical power InVi2
- **Scales of the magical weight** InVi5
- **Sense the nature of vis** InVi5
- **Piercing the Faerie Veil** InVi20
- **Piercing the Magic Veil** InVi20
- Gather the essence of the beast Re/Vi15
- **Sailor's foretaste of the morrow** InAu20

1)

Mercere ou plus simplement Bonisagus

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