

## **Intissar, Magical White Owl**

Magic Might: 19 (Vim)

Characteristics: Int +2, Per +3, Pre +1, Com 0, Str -7, Sta +1, Dex +1, Qik +6

Size: -4

Season: Summer

Age: 15 (15)

Decrepitude: 0

Warping Score: 0 (0)

Confidence: 1 (3)

Virtues and Flaws: Animal Ken, Forest Lore, Gift of Tongues\*, Improved Characteristics (×3), Intuition\*, Magic Animal, Puissant Magic Lore, Second Sight, Size: -4, Bound to Magic, Busybody, Incomprehensible, No Hands (Spellcasting: -5)\*, Nocturnal (All Rolls: -1 between dawn and midday), Visions

Qualities and Inferiorities: Accomplished Flyer, Ambush Predator (Bonus: Automatic Initiative, +3 Attack 1st round), Gift of Speech, Keen Eyesight Quality (Bonus: +3 using eyesight), Lesser Power × 5: 125/125, Improved Abilities × 2 (+100 exp), Minor Virtue (Intuition), Minor Virtue (Gift of Tongues), Personal Power × 5: 125/125

Reputations: Wise 3

Combat:

Claws: Init: +5, Attack +5, Defense +11, Damage -5

Soak: +1

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

Wound Penalties: -1 (1), -3 (2), -5 (3), Incapacitated (4), Dead (5+)

Abilities: Animal Handling 2, Animal Ken 4, Area Lore: Provence Area 2 (Woods), Art of Memory 4 (Vis Sources), Artes Liberales 1 (astronomy), Athletics 5 (flying), Awareness 5 (Rodents), Bargain 2 (Vis), Brawl 1 (Claws) (5), Charm 1 (Gaining respect), Faerie Lore 3 (Vis Sources), Folk Ken 2 (magi), Forest Lore 3, Hunt 4 (prey), Latin 4 (Hermetic Usage), Magic Lore 5+2 (Regiones), Magic Theory 6 (Helping in the Lab), Occitan 5 (Catalan), Second Sight 4, Stealth 4 (stalking prey), Survival 3 (Woods)

Equipment:

Encumbrance: 0 (0)

## **Powers:**

Incorporeal Form (Personal: 50), Points: 1, Initiative: Qik-3, Form: Corpus, Range: Per, +0, Duration: Conc, +1, Target: Ind, +0, Level: MuCo35, Requisite: Mentem, Design: 35 levels, Base 30, +1 Conc, -3 Might cost

Divide the Gathered Essence (Lesser: 50), Points: 0, Initiative: Qik-10, Form: Vim, Range: Touch, +1, Duration: Mom, +0, Target: Group, +2, Level: ReVi25, Design: 25 levels, Base 10, +1 Touch, +2 Group, -5 Might cost: Transfers the raw vis from an item into one or more containers. The maga may freely choose how the vis is to be divided. (Base 10, +1 Touch, +2 Group)

Gather the Essence of the Beast (Lesser: 25), Points: 1, Initiative: Qik-6, Form: Vim, Range: Touch, +1, Duration: Mom, +0, Target: Ind, +0, Level: ReVi15, Design: 15 levels, Base 10, +1 Touch, -2 Might cost: Concentrates the raw vis in a corpse into one part of that corpse, which can then be removed. This spell lets you gather all the raw vis you find without lugging around entire corpses of beasts. Note that the vis in many magical creatures is already concentrated in this manner in some specific organ, though this spell will allow you to relocate that vis if you wish. (Base 10, +1 Touch)

Sight of the Active Magics (Personal: 75), Points: 0, Initiative: Qik-5, Form: Vim, Range: Per, +0, Duration: Sun, +2, Target: Vision, +4, Level: InVi50, Design: 50 levels, Base 5, +2 Sun, +4 Vision, +1 constant, +2 Techniques and Forms, -5 Might cost, Constant Power: +1: You can see spells as "auras" around things and people. The color of the aura indicates the Form of the spell working on a subject, the color matching the appropriate one described in Sense the Nature of Vis. The Technique of a spell working on the subject is recognized by the aura's shape, not color. Creo and Rego are both very orderly auras. Muto is constantly shifting, and Intellego usually is as well, but more slowly. A Perdo aura is usually in fragments. Thus, a magus with both Endurance of the Berserkers and The Invisible Eye Revealed upon him has a very controlled, orderly aura of deep red around his or her entire body, and the magus's eyes are surrounded with slowly shifting auras of a silvery hue. You should be warned: Imaginem or Vim spells may be used to disguise auras. Also note that this spell will detect the residues of some spells. (Base 5, +1 Conc, +4 Vision, +2 Techniques and Forms)

Activate the Mystical Artifact (Lesser: 50), Points: 0, Initiative: Qik-6, Form: Vim, Range: Sight, +3, Duration: Mom, +0, Target: Ind, +0, Level: ReVi20, Design: 20 levels, Base 5, +3 Sight, -4 Might cost, +2 Initiative cost: LoH p107: Activate an enchanted device with a simple trigger (i.e., not a linked trigger or an environmental trigger, see ArM5 page 99). The caster must know the triggering action for the target device either because he invested the enchantment himself, because he investigated the enchantment in the laboratory or because he has learned it in some other manner such as being shown the action by someone else who already knows it. The target item is activated directly by the Rego Vim spell; the normal trigger is not reproduced. (Base 5, +3 Sight)