

Samantha Aronov

Morena

(Approved, Bitches! Since XP Cycle 1)

Name: Sam Aronov
Shadow Name: Morena
Player: Jim
Chronicle: The Idigam Chronicles
Model: Unknown Artwork
Concept: Slavic Witch

Virtue: Just
Vice: Cruel
Path: Thyrsus
Order: Mysterium
Legacy:
Nimbus: Dark Heart of Nature
Dedicated Tool: Blood
WP: OOOXXX
HP: OOOOOOOO
MP: 10/10, 1 per turn
Wisdom: 7
Gnosis: 1

Intelligence: 4
Wits: 2
Resolve: 3
Strength: 2
Dexterity: 2
Stamina: 3
Presence: 2
Manipulation: 3
Composure: 3

Initiative: 5
Defense: 4
Speed: 9

Mental Skills

-- Academics 3 [Botany]
-- Computer 1
-- Crafts



- Investigation 2
- Medicine 1
- Occult 3 [Spirits]
- Politics
- Science 1

Physical Skills

- Athletics 2
- Brawl 1
- Drive
- Firearms
- Larceny
- Stealth
- Survival
- Weaponry 1

Social Skills

- Animal Ken 2
- Empathy 2
- Expression
- Intimidation 2
- Persuasion 1 [Seduction]
- Socialize
- Streetwise
- Subterfuge

Arcana

- Death 1
- Life 2
- Matter 1
- Spirit 2

Rotes

- **Speak with the Dead** (Death•)

Practice: Unveiling

Primary Factor: Duration

Rote Skill: Investigation

The mage is able to sense and communicate with ghosts within Twilight. She can sense all ghosts within the area of effect, and is capable of communicating with them by simply talking, as long as the ghost is capable of understanding a language she speaks. She may sense Anchors within the area without using Death Mage Sight. She can concentrate on a single ghost within the area and determine its Rank, if it has an Anchor, and how many Anchors it has.

+1 Reach: The caster can determine if any of the Anchors she perceives are temporary (items in which the Anchor Condition has been placed temporarily through some kind of summoning) or permanent.

+1 Reach: The caster can make herself understood by ghosts of Rank 2+ even if they do not speak the same language as her.

-- **Speak With Beasts** (Life•)

Practice: Unveiling

Primary Factor: Duration

Rote Skill: Empathy

The subject gains the ability to “speak” to any specimens of an animal specified by the mage during casting. She usually speaks to it by making noises similar to its own sounds, but this is not necessary; the subject can speak in her own language and the magic “translates” her words for her. This does not grant her any capability to control a creature, only to understand and be understood by it. Animals have limited ability to understand things that transpire around them, especially as pertains to humans, but the subject gains a bonus to any Animal Ken rolls made with that animal equal to the spell’s Potency. A bird may not understand just why the people went into the house across the street last night, for example, but it could give a general estimate of their number and unusual features like being covered in tattoos (“skin patterns”).

+1 Reach: The subject may communicate with all animals, instead of only a single species.

-- **Know Spirit** (Spirit•)

Practice: Knowing

Primary Factor: Potency

Withstand: Rank

Rote Skill: Academics

To command the spirits, one must first understand them. This spell allows the mage to glean a number of the following facts about a spirit equal to the Spell’s Potency:

- What is the spirit’s name?
- What is its Rank?
- What Manifestations does it possess?
- What Numina does it possess?
- What are its Influences, and roughly how strong are they?
- What is its Ban or Bane?

-- **Coaxing the Spirits** (Spirit•)

Practice: Compelling

Primary Factor: Potency

Withstand: Composure or Rank

Rote Skill: Athletics

Though most spirits are but slumbering motes that have no will or sapience, the mage may coax them to brief activity in accordance with their natures. She may compel the spirit (or its physical representation) to take a single instant action in accordance with its nature. A frightened animal might attack or flee, a car might start up, or a cliff face might start a small avalanche. The spell is Withstood by the Rank of the spirit coaxed or the Composure of a living representation, whichever is higher.

-- **Ephemeral Shield** (Spirit••)

Practice: Shielding

Primary Factor: Duration

Rote Skill: Medicine

To master the spirit world, one must show no vulnerability. This spell protects the subject against the Numina, Influences, and Manifestations of spirits. Such attacks must succeed at a Clash of Wills to harm the subject.

+1 Reach: Spells of the Spirit Arcanum and the spiritual magic of werewolves are likewise deflected.

+1 Reach: The protection afforded by this spell extends to spirits' physical attacks.

Add Death •• or Mind ••: The shield affects ghosts or Goetia, respectively.

-- **Exorcist's Eye** (Spirit•)

Practice: Unveiling

Primary Factor: Duration

Rote Skill: Occult

The first spell most Spirit mages learn, this spell allows the mage to perceive and speak with spirits in the physical world, whether they are roaming freely in Twilight, slumbering within an object (including discorporated spirits in hibernation), or possessing a living being. She can also sense any spirit-related Manifestation Conditions in the area. Finally, she can see the conduit of any spirit with the Reaching Manifestation, but cannot communicate across the Gauntlet.

+1 Reach: The mage may shift her perceptions to see across the Gauntlet and into the Shadow (or into the physical world if she's in the Shadow). The spell is Withstood by the Gauntlet Strength.

Add Death • or Mind •: These benefits extend to ghosts or Goetia, respectively.

Praxis

Heightened Senses (Life••)

Practice: Ruling

Primary Factor: Duration

Rote Skill: Investigation

While this spell cannot grant a mage new senses, it can heighten her existing ones, including touch. This is a popular spell among hedonistic mages as a result, as well as those who want to revitalize senses dulled by city life. A mage's strength lies in her preparation and knowledge, after all, and keen senses impart greater information about the world.

The spell grants a bonus to Perception rolls equal to its Potency.

+1 Reach: The mage instinctively knows how to track by scent while this spell is active, making use of her increased olfactory powers.

Merits

Mysterium Status 1

High Speech

Sanctum 3 [Hidden Cave]

Familiar 2 [Raven Spirit]

Language [Latin]

Library 1

Safe Space 3 [Hidden Cave]

Hallow 2

History

- Grew up in one of the small towns outside of Boston
- Met Asher when she was about twenty years old, and he helped her Awaken
- Asher taught her how to survive in Mage society.
- Asher created Corbin for Morena to watch over her, then went on some quest to find something. He refused to explain what.
- It's been a year since Asher disappeared.
- In the year since Asher disappeared, Morena managed to find her Sanctum and Hollow...by complete accident...
- Currently Morena works at a roller rink (she hates it) and spends most of her time trying to build a coven and find Asher... Neither are going particularly well.
- Aside from that, she also works to find a powerful spirit to learn from as she believes it might help her in both gaining power and finding Asher, as well as protect what she's built in his absence.

Safe Space/Sanctum

Sam's Sanctum/Safe Space is a cave she came across while hiking off trail in the woods. It's hidden well, and deep enough that no one is likely to find it. Inside the cave is a small pool of water that contains a spring that not only brings in fresh water, but mana. She calls it her Hallowed Home. She has set up a ritual space here, as well as an emergency crash space in one of the adjacent chambers. The whole complex is 4 chambers. The main chamber is where the ritual space is located. One of the remaining chambers houses a crash space that can comfortably house 2 or 3 people. The two remaining chambers are empty. The spring is likewise in the main chamber and can comfortably produce 2 Mana per day.

Familiar (Corbin)

Corbin is a raven gaffling that was created by Asher, Morena's former mentor. He bound the spirit to be her familiar, charging it to look after her until he returned. Asher never returned.

- Rank 1 Raven Gaffling
- Power 2
- Finesse 3
- Resistance 3

- Corpus 5
- Willpower 6
- Initiative 5
- Defense 2
- Speed 5
- Size 2

Ban

- Obsessed with shiny objects

Bane

- Pure silver will harm Corbin

Numina

- Awe

The entity causes terror in anyone who can see it. The Numen costs three Essence and activation is contested individually with Presence + Composure + Gnosis by anyone looking at the entity. Anyone gaining fewer successes than the entity is unable to move or speak for a turn. If the entity gains an exceptional success, the effect lasts three turns.

- Drain

The entity can steal Essence or Willpower (chosen at activation) from a material being. The activation roll is contested by Stamina + Resolve + Gnosis. Whichever character — entity or target — gains the most successes receives points of Willpower or Essence equal to the number of successes, while the other party loses the same number.

- Sign

The entity creates messages or images in any media — it can write in the condensation on cold glass, produce images on computer screens, and send audible messages via phone lines. The Numen costs one Essence to activate, and if successful creates a single message.

Manifestations

- Familiar

This Manifestation is special: no ephemeral entity possesses it innately, but it may be granted by the spell "Familiar" (p. 183). The entity is under the Familiar Condition unless the bond is ended.

- Twilight Form



If the entity enters the material world, it does so in Twilight (see p. 253). The Effect has no cost.

Aspirations

- Building a coven (cabal) of like-minded witches
- Deepening her connection to nature and the spirits that inhabit the world
- Finding out what happened to her mentor Asher.

Obsessions

- Find a powerful spirit willing to form a pact to be her coven's protector and guide.
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Experience Records: On Creation

4 XP Intelligence

4 XP Manipulation

2 XP Hallow 2

Experience Records: In Play