



Name: <b>Lara di Cagliostro</b>	
Title/Rank: Infinity troubleshooter	
Affiliation: Apex Corp.	
Age/Date of Birth: 25	
Place of Birth: Briah	
Eye Color: grey	Height: 4'6" (137cm)
Hair Color: dark green	Weight: 110 lbs
Skin Color: Caucasian	Sex: Female
Handedness: Left	Race: Human. Ish.
Religion: is for the masses, but be polite to gods.	

Player: William
Campaign: Alt-Eisen's IW campaign
Created: Saturday, November 19, 2005
Modified: Friday, September 29, 2006

Area	PD	DR	Point Summary	
Head	0	0	Attributes:	140.0
Body	0	0	Advantages:	181.0
Arms	0	0	Disadvantages:	-65.0
Legs	0	0	Quirks:	-4.0
Hands	0	0	Skills:	33.0
Feet	0	0	Spells:	65.0
			Unspent:	0
			<b>Total:</b>	<b>350.0</b>

Points	ST	10
0	DX	12
40	IQ	14
80	HT	12
20		
Thrust/Swing: 1d-2/1d		

Fatigue	Hit Points	Vision	Hearing	Taste/Smell	Will
12	10	14	14	14	14

Status	Encumbrance	Penalty	Weight Carried	Speed	Move	Dodge	Parry	Block	
0(citizen)	None	0	0 - 20 lbs.	6.0	6	6	N/A	N/A	Speed Adj:0
	Light	1	21 - 40 lbs.	5.0	5	5	N/A	N/A	Move Adj:0
	Medium	2	41 - 60 lbs.	4.0	4	4	N/A	N/A	Defense Adj:0
	Heavy	3	61 - 120 lbs.	3.0	3	3	N/A	N/A	Parry Base:0
	Extra-Heavy	4	121 - 200 lbs.	2.0	2	2	N/A	N/A	Block Base:0

Advantages, Disadvantages & Quirks	Ref	Pts	Skills	Ref	Diff	Pts	Adj	Lvl
Attractive: "cute meganekko" (+1 reaction)	B21	4	Staff(parry 11)	B208	p/a	2		12
Magery, Level 3	B66	35	Knife(parry 9)	B208	p/e	1		12
Mana Enhancer	B68	50	Guns: (pistol)/TL9	B198	p/e	1		12
Word of Power (Phthenoth)	Cb102	10	Karate	B203	p/h	4		12
Word of Power (Kurtael)	Cb102	10	Thaumatology	B225	m/vh	4		13
Language: Italian (Native)	B23	0	Diagnosis/TL9	B187	m/h	2		13
Language: English (Native fluency)	B23	6	Physician/TL9	B213	m/h	4		14
Language: Latin (Native fluency)	B23	6	Pharmacy/TL9	B213	m/h	1		12
Cultural Familiarities: Atlantis(native), Homeline	B23	1	Surgery/TL9	B223	m/vh	4		13
Wealth: Comfortable (2x average starting wealth; i.e., \$60,000)	B25	10	Biology (Zoology)/TL9	B180	m/h	1		12
Independent Income (3%, i.e. \$1800/month)	B26	3	Research/TL9	B217	m/a	1		13
Rank 6: Cabal (Philosophus)	B29	30	Computer Operation/TL9	B184	m/e	1		14
Ally: egregore, Reverse Missiles (see equipment for description), 25-50% points, always(x4),	B36	8	Area Knowledge: (Atlantis)	B176	m/e	1		14
Minion (slave mentality)			Dreaming	B188	m/h	1		12
Ally: egregore, Frostbite (as above)	B36	8	Occultism	B61	m/a	1		13
Bad Sight: Can be corrected	B123	-10	Alchemy/TL9	M174	m/vh	4		13
Obsession (Master the secrets of life and death, resist on 9 or less)	B146	-15						
Cabalistic Code of Honor	B127	-5						
Shyness: Mild (-1 to public skills)	B37	-5						
Oblivious (-1 to use/resist social skills)	B146	-5						
Slow Riser	B155	-5						
Easy to Read	CI89	-10						
Low Pain Threshold	B142	-10						
Unnatural Feature (dark green hair (not dyed))	B22	-1						
Broad-Minded	B163	-1						
Personality Change (stops being Shy and becomes Chummy when she's had a few)	B164	-1						
Nosy	B164	-1						

Spells	Ref	Class	Diff	Cast Time	Duration	Energy	Pts	Adj	Lvl
Seek Air	G24	Information	m/h	-	-	1	1		15
Create Air	M34	Area	m/h	1 sec.	5 sec.#	1	1		15
Seek Earth	M31	Information	m/h	10 sec.	Instant	3	1		15
Shape Earth	M31	Regular	m/h	1 sec.	1 min.	2/hex/1/hex	1		15

Spells	Ref	Class	Diff	Cast Time	Duration	Energy	Pts	Adj	Lvl
Ignite Fire	M36	Regular	m/h	1 sec.	1 sec.	1 to 4#	1		15
Shape Fire	M37	Area	m/h	1 sec.	1 min.	2/1	1		15
Seek Water	M39	Information	m/h	1 sec.	Instant	2	1		15
Create Water	M39	Regular	m/h	1 sec.	Perm.	2/gal.	1		15
Deflect Energy	M73	Blocking	m/h	none	Instant	1	1		15
Final Rest	M89	Regular	m/h	10 min.	Perm.	20	1		15
Body-Reading	M88	Info R-IQ	m/h	30 sec.	Instant	2	1		15
Share Energy	M89	Regular	m/h	1 sec.	Special	varies#	1		15
Recover Energy	M89	Special	m/h	Special	Special	none	1		15
Lend Energy	M89	Regular	m/h	1 sec.	Perm.	varies#	1		15
Lend Vitality	M89	Regular	m/h	1 sec.	Perm.	varies#	1		15
Awaken	M49	Area	m/h	1 sec.	Instant	1	1		15
Minor Healing	M91	Regular	m/h	1 sec.	Perm.	1 to 3#	2		16
Major Healing	M91	Regular	m/vh	1 sec.	Perm.	1 to 4#	2		15
Relieve Sickness	M90	Regular	m/h	10 sec.	10 min.	2	1		15
Cure Disease	M91	Regular	m/h	10 min.#	Instant	4#	1		15
Neutralize Poison	M50	Regular	m/h	30 sec.	Perm.	5#	1		15
Instant Neutralize Poison	G52	Regular	m/vh	1 sec.	Instant	8	1		14
Sense Foes	M44	Inform/Area	m/h	1 sec.	Instant	1 (min 2)#	1		15
Sense Emotion	M45	Regular	m/h	1 sec.	Instant	2	1		15
Fear	M134	Area/R-Will	m/h	1 sec.	10 min.#	1#	1		15
Death Vision	M149	Regular	m/h	3 sec.	1 sec.	2	1		15
Sense Spirit	M149	Inform/Area	m/h	1 sec.	Instant	1/2 (min 1)	1		15
Summon Spirit	M150	Info R-Will	m/h	5 min.	1 min.	20/10#	1		15
Steal Energy	M150	Regular	m/h	1 min/3 FP#	Perm.	none#	1		15
Steal Vitality	M150	Regular	m/h	1 min/3 HT#	Perm.	none#	1		15
Evisceration	M154	Reg R-HT/IQ	m/vh	5 sec.	varies#	10	1		14
Turn Spirit	M151	Reg R-Will	m/h	1 sec.	10 sec.	4/2	1		15
Zombie	M151	Regular	m/h	1 min.	Perm.	8#	1		15
Turn Zombie	M152	Area	m/h	2 sec.	1 day	2#	2		16
Command Spirit (egregore)	M153	Reg R-Will	m/h	2 sec.	1 min.	1/10pt cmd	1		15
Soul Jar	M154	Regular	m/vh	1 min.	Perm.	8	1		14
Bind Spirit (egregore)	M158	Reg R-IQ	m/vh	5 min.	Perm.	1/3pts bd.	4		16
Banish	M156	Spec R-Will	m/h	5 sec.	Instant	Special	1		15
Light	M57	Regular	m/h	1 sec.	1 min.	1/1	1		15
Continual Light	M57	Regular	m/h	1 sec.	varies#	varies#	1		15
Darkness	M58	Area	m/h	1 sec.	1 min.	2/1	1		15
Shape Darkness	M58	Area	m/h	1 sec.	1 min.	2/2#	1		15
Skull-Spirit	M151	Regular	m/h	1 sec.	24 hrs.	20	1		15
Animate Shadow	M154	Reg R-HT	m/h	2 sec.	10 sec.	4/4	2		16
Enchant	M42	Enchantment	m/vh	varies#	Perm.	varies#	4		16
Planar Summons (Briah)	M82	Special	m/h	5 min.	varies#	20#	1		15
Plane Shift (Briah)	M83	Special	m/vh	5 sec.	Perm.	20#	2		15
Plane Shift Other (Briah)	M83	Reg R-IQ+1	m/vh	5 sec.	Perm.	20#	2		15
Plane Shift (Cabal Assiah)	M83	Special	m/vh	5 sec.	Perm.	20#	2		15
Phase	M83	Blocking	m/h	none	Instant	3	2		16
Apportation	M69	Reg R-IQ	m/h	1 sec.	1 min.	varies#	1		15

Equipment Description	Qty	Value	Weight	Ext Value	Ext Weight
▼ On Person		0	0	<b>11,160.0</b>	<b>2.7</b>
Ring of Battle-Servants: ring containing two bound egregores, one of spell Reverse Missiles (Fixed Magic cost, 28 points, skill 14), and one of Frostbite (same)	1	0	0	0.0	0.0
Clothes, Middle-Class	1	40	1	40.0	1.0
Stiletto (thrust [imp; thr-1; reach C] thrown [imp; thr-1; SS 11; Acc +0; 1/2D ST-5; max ST]; max damage 1d+1; Parry 1/2 + 1)	1	20	0.3	20.0	0.3
Powerstone (size 20; set into anklet, value \$2650 for setting)	1	10000	0	10,000.0	0.0

Equipment Description	Qty	Value	Weight	Ext Value	Ext Weight
Rainbow's Corpse: A bracelet of rowan lacquered black, set with onyx and jet. (+4 to Necromantic spells if decan rules used)	1	100	0.1	100.0	0.1
Magesmith's Bracelet: A rose-colored silk cord with 13 little charms of lionheads carved from carnelian dangling from it. (+4 to Enchantment spells if decan rules used)	1	100	0.1	100.0	0.1
Shaliah's Cross: a red cross pendant with some additional detailing. (+4 to Healing spells if decan rules used)	1	100	0.1	100.0	0.1
Pastille, Morpheus (M218; cost is for materials)	2	100	0.1	200.0	0.2
Ointment, Chiron (M217; cost is for materials)	2	50	0.3	100.0	0.6
Ointment, Daedalus (M216; cost is for materials)	1	500	0.3	500.0	0.3
Alchemist's lab, excellent TL9 quality (+4 to preparations)	1	20000	n/a	20,000.0	0.0
Alchemical/thaumalogical library; basic texts, formularies, and a few somewhat rarer books	1	4000	n/a	4,000.0	0.0
Quarterstaff (2-handed; swung [cr; sw+2]; thrust [cr; thr+2]; reach 1,2; ST 6; Parry 1/2 + 5); enchanted with Staff spell	1	40	4	40.0	4.0
Doctor's black bag (adds 2 to First Aid skill; -2 to Surgery skill without at least this much)	1	300	15	300.0	15.0
Sundries of a settled life, currently mostly on Homeline (80% of starting average Wealth)	1	24000	n/a	24,000.0	0.0
Remaining cash	1	500	n/a	500.0	0.0

Lara is a quiet librarian type with prim glasses, a cute smile, and a little twinkle in her eye that comes from her obsession with mastering the ultimate secrets of life and death.

Lara is the "daughter" of the current Cagliostro, a Grand Master of the Cabal. In his continuing quest to understand the alchemy of the body, he created a child entirely within Briah, raising her in Atlantis. The effects were fascinating: when Lara descended to Assiah, she brought some of Briah's energies, refining the decans and raising the mana level around her. She appears an attractive, healthy young woman, her only physical oddity being intensely green hair (which in modern times could pass as dye). She exhibited magical talent and joined the Cabal under her father's tutelage, eventually achieving Philosophus rank and beginning her own studies.

There are many things about which Lara is unsure. She has never been completely instructed as to the process of her own birth. She does not know whether her "father" is the same Cagliostro that first achieved Grand Master rank, or is a con man, or a body-jumping spectre, or any combination of these. Fortunately, she doesn't worry about it. She knows who her father is, and is grateful for her birth and raising. (Which, she knows, was incredibly expensive, even for an alchemist of Cagliostro's fortune.) She remains loyal to him, and reports irregularly on her duties and missions, keeping him apprised of interesting occurrences across the planes. It was while investigating some of these that she came to the attention of Apex via White Star Trading, and Apex made her an offer of employment. She accepted, since it gives her the chance to explore the timelines and learn about significant events.

As a Philosophus, Lara can pursue her own studies without worrying about direction from the Masters of the Cabal. She need not organize a Lodge or take any responsibility other than for her passers, a Theorist and a Practitioner who have worked with Cagliostro on other projects. (Her ultors are a couple of fellow Philosophers, alchemists with the Aeon Labs.) She has a comfortable trust fund invested in her father's lucrative Atlantean trade routes, giving her a small income beyond her Infinity stipend. She's very glad she doesn't need to run a Lodge, since a childhood outside of material reality left her a bit isolated from humans, and she's still somewhat skittish around strangers. (It doesn't help that a few greedy mages have tried to kidnap her for her mana-enhancing abilities!)

Things that might satisfy her obsession: gaining the Unaging and Unkillable Advantages, or learning a way to obtain and provide these; gaining verifiably accurate and detailed information about the afterlife; learning how to create an ensouled human being to spec via magic or technology. Lara is beginning to suspect that certain Words of Power might be found in interesting places outside the Cabal's homeworld, and even on so-called "no-mana planes," especially subtle Words like those for Hephesimereth, Alath, or Anoster. She is also increasingly worried about the Lodge of the Midwinter Aton, and its connection, if any, to the Armenen Order. If that Lodge really is with the Nazis, she would consider the combination a bigger threat to the timelines than Centrum ever was.

Personally, Lara is a classic reclusive genius: inexperienced around the masses of humanity (she grew up on a plane full of ultraterrestrials with Archangels on the horizon!), she's shy and doesn't quite "get" social norms. She's straightforward and can be a bit blind to deception. She's enthusiastic about her studies, and is glad to heal wounds or study a curious new form of necromancy. She's nice enough once she opens up to you, and tends to assume people are decent until shown otherwise; when you've dealt with talking heads and the walking dead on speaking terms, funny looks don't bother you so much.