

Name: Husam al'Alim		Parens: Hashim
House: Ex Miscellanea	Covenant: Severn Temple	Tribunal: Stonehenge
Born: 1192	Years in Regio: 3	Age: 79
Size: 0	Decrepitude: 0	Apparent Age: 34
Confidence: 5	Current Confidence: 3	Longevity Potion: -20 (159 / 179)*

* -2 to ageing rolls within Severn Temple

Personality Traits

Brave +3	Respectful +1	Careful +1
Patient +1	Modest +1	Generous +1

Reputation

Arab (Christendom) 1	Assassin (Quaesitorii) 2
Partisan (Tribunal) 2	Own Agenda (Covenant) 2
Friend of Ex Miscellanea (House) 2	

Prepared Identities

Thomas (Merchant, started 1253 – expanded to Oxford 1262)
Michael (Merchant's agent to Thomas – Bristol 1265)
Michael (Scholar of Oxford with papers confirming he is attached to Paris University – established in Anjeux 1270)

Virtues

Exceptional Talent - Alchemy (+1)	The Gentle Gift (+1)
Quiet Magic (+2)	Subtle Magic (+2)
Enduring Constitution (+1)	Tough (+1)
Good Characteristic x2 (+2)	

Flaws

Disgusted by Magic (-3)	Discredited Lineage (-2)
Incomprehensible (-2)	Disjointed Magic (-2)
Dark Secret (-1)	Foreigner (0)

Characteristics

Intelligence (Shrewd)	+3	Perception (Keen Eyed)	+2
Strength (Firm Grip)	+2	Stamina (Tenacious)	+1
Presence	0	Communication	0
Dexterity (Agile)	+2	Quickness (Sharp Reflexes)	+1

Name	+	xp	Name	+	xp
Magic Theory (Inventing Spells)	5		Speak Arabic	4	
Hermes Lore (Ex Miscellanea)	3		Speak Latin	5	
Hermes History (My Tradition)	2		Speak English	5	
Hermetic Law (Tribunals)	1		Speak Welsh	4	1
Parma Magica (Mentem)	6		Speak French	4	
Finesse (Transformation)	4		Speak Italian	3	1
Penetration (Perdo)	1		Speak Irish Gaelic	4	
Concentration (Spellcasting)	4		Speak Portugese	2	
Certamen (Imagonem)	1				
			Scribe Latin	4	1
Humanities (Astrology)	2	2	Scribe Arabic	2	
Islamic Lore (Sects)	1	1			
Hashashin Lore (Hand Signals)	1		Awareness (Observe Person)	4	
Church Lore (Saints)	1		Athletics (Jump)	3	
Occult Lore (Djinn)	1		Dodge (vs Surprise Attack)	2	
Faerie Lore (Glastonbury)	1		Stealth (Tail Person)	3	
Fantastic Beast Lore (Giant Spiders)	3	1	Swim (Underwater)	2	
Alchemy (Poisons)	2	1	Climb (Walls)	2	1
			Ride (At night)	2	1
Dean Lore (Severn Temple)	2		Lockpicking (In Darkness)	2	
Severn Lore (Sandbanks)	1	1	Survival (Mountains)	1	
Mynydd Myddyn Lore (Caves)	2	1			
Chepstow Lore (Inns)	1		Pretend (Prepared Role)	2	
Gloucester Lore (Geography)	1		Disguise (Prepared Identity)	3	
Bristol Lore (Fell Haunts)	4	1	Folk Ken (Townfolk)	3	1
Wessex Lore (Geography)	1		Intrigue (Spies)	6	1
Somerset Lore (Glastonbury)	1		Charm (1 st Impressions)	1	1
Dartmoor Lore (Carrion Moor)	1		Etiquette (at Court)	1	1
Cornwall Lore (Trevalga)	1		Debate (Tribunal)	1	
Hereford Lore (Villages)	1		Guile (Quick Lies)	1	
Gwynedd Lore (Politics)	2		Drinking (Keep Head)	1	
Hall of the Forest Lore	1		Chirurgy (Bind Wounds)	1	1
Oxford Lore (Merchants)	2		Animal Handling (Giant Spider)	1	
London Lore (Geography)	2	2			
Arundel Lore (Castle)	1		Craft: Cooking (Broths)	1	1
South Coast Lore (Ports)	1		Craft: Smithing (Weapons)	4	
Suffolk Lore (Geography)	1		Bargain (Iron Goods)	4	1
Dublin Lore (Merchants)	1	1	Evaluate Iron Goods (Arms)	2	
Flanders Lore (Ports)	1		Evaluate Foodstuffs (Ale)	1	
Normandy Lore (Ports)	1		Boating (Barge)	1	1
Cherbourg Lore (Merchants)	1				
Anjeux Lore (Churches)	1		Sword / Dagger Attack (Talisman)	5	
Brittany Lore (Cornwall)	1		Sword / Dagger Parry (Arabian Dagger)	3	1
Lisbon Lore (Merchants)	2		Bow Attack (Stationary Target)	1	
Tomar Lore (Geography)	1		Brawl (Grapple)	2	
Florence Lore (Landmarks)	1				
Venezia Lore (Geography)	1				
Genoa Lore (Politics)	1				
Constantinople Lore (Geography)	1				
Arabia Lore (Geography)	1				
Syria Lore (Damascus)	1	1			
Persia Lore (Alamut)	1				

Attack

Weapon	1 st Strike	Attack	Damage	Notes
Shortsword (Magic)	+10	+15	+13	+1 dam vs humans & animals
Shortsword	+8	+11	+11	
Assassin's Dagger	+7	+11	+10	Magical Weapon
Dagger	+7	+11	+9	(Talisman: as above / +1 dam)
Composite Bow	1/rnd	+4	+10	

Defence

Parry / Dodge	Bonus
Shortsword	+5
Dagger	+4
Dodge	+3

Armour

Type	Soak
Heavy Leather Cuirass*	+4

Wounds / Fatigue

Soak: +8 (+16 with 'Gift of Achilles')	Fatigue: +1
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Unhurt	☺	☹	☺	Fresh
Hurt		0		Winded (2m)
Light Wounds		0		Weary (10m)
Medium Wounds		-2		Tired (30m)
Heavy Wounds		-4		Dazed (1h)
Incapacitated		☹		Unconscious (2h)

+3 to rolls to resist pain
Recover fatigue in half time with Stamina roll of 9+ (can add Meditation score).

Encumbrance

Strength	Load	Encumbrance
2	2	0

Magical Arts

Technique	+	xp	Form	+	xp	Form	+	xp
Creo 15	6		Animal	13	13	Ignem 12	7	
Intellego 20	11		Aquam 8	6		Imagonem 14	11	
Muto 9	8		Auram 15	8		Mentem 18	10	
Perdo 19	11		Corporem 14	11		Terram 8	6	
Rego	16	2	Herbam 12	6		Vim 20	14	9

'Disgusted by Magic' Tracker

Spells	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Penalty	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
✓														

Parma Restore

Parma Magica + Simple D10. Each 6 points restores 1 level of Parma.

Spells

Animal	Arts	Level	Mastery
Tongue of the Beast	InAn	20	
<i>Foci & Notes: Eye/Near, Conc/Sun</i>			
Alleviate the Serpent's Bite	PeAn	10	
<i>Foci & Notes: A branch of Ash (+3), Touch/Near; Inst. [Co req. if in body, He/Te requisites for other venoms]</i>			
Disguise of the Putrid Aroma	ReAn (Aq)	5	
<i>Foci & Notes: A corked bottle (+1), Self/Near, Conc/Sun</i>			
Soothe the Ferocious Bear	ReAn	10	
<i>Foci & Notes: A piece of red mullet (+3), Near, Conc/Inst.</i>			
The Gentle Beast	ReAn	20	
<i>Foci & Notes: A divine mushroom (+4), Eye/Near, Sun/Perm</i>			
Ward Against Beasts of Legend	ReAn	30	
<i>Foci & Notes: Star Ruby (+3), Special, Ring</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			

Aquam	Arts	Level	Mastery
Lungs of the Fish	MuAq (Au)	10	
<i>Foci & Notes: Powdered scales of a fish (+3), Self/Touch, Sun/Year</i>			
Ward Against Faeries of the Water	ReAq	30	
<i>Foci & Notes: A Star Ruby (+3), Special, Ring</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			

Auram	Arts	Level	Mastery
Circling Winds of Protection	ReAu	20	
<i>Foci & Notes: Bottled breath of a zephyr (+5), Reach, Special [Concentration +5 rounds]</i>			
Wings of the Soaring Wind	ReAu	25	
<i>Foci & Notes: A feather from a bird of legendary size (+3), Self/Near, Conc</i>			
<i>Foci & Notes:</i>			

Corporem	Arts	Level	Mastery
The Chirurgeon's Healing Touch	CrCo	20	
<i>Foci & Notes: A bloodstone (+3), Touch/Near, Sun/Instant [Sta+Chirurgy-Wound Penalty 3+]</i>			
Eyes of the Cat	MuCo (An)	10	1
<i>Foci & Notes: A hair from a cat (+3), Touch, Sun/Year</i>			
Disguise of the New Visage	MuCo	15	Mastered
<i>Foci & Notes: Chip from a Pooka's hoof (+5), Touch/Near, Sun/Year</i>			
Gift of Achilles	MuCo	25	Mastered
<i>Foci & Notes: A piece of Jet (+3), Body/Touch, Sun/Year [+8 to soak except left heel]</i>			
Cleanse the Bloody Rags	PeCo	10	
<i>Foci & Notes: Near/Sight, Instant [Casting requisite: Animal]</i>			
Dust to Dust	PeCo	15	
<i>Foci & Notes: Bones ground to dust (+3), Near/Sight, Instant [Casting requisite: Animal]</i>			
Incantation of the Milky Eyes [Talisman]	PeCo	20	
<i>Foci & Notes: A blank glass eye (+3), Near/Sight, Moon/Instant [Stamina Roll of 12+ to resist]</i>			
Crack of the Splintered Bone [Talisman]	PeCo	25	
<i>Foci & Notes: Near/Sight, Instant [-1 body level, Sta+Siz: 12+ broken limb, 6+ incapacitated]</i>			
Rise of the Feathery Body	ReCo	10	
<i>Foci & Notes: Feather of an Eagle (+3), Body/Touch, Conc/Moon</i>			
Purloin the Valuable Possession	ReCo (AnHeTe)	15	Mastered
<i>Foci & Notes: Near/Sight, Instant</i>			
The Seven League Stride	ReCo	35	2
<i>Foci & Notes: An opal (+1), Self (21 miles)/Touch, Instant</i>			
The Leap of Homecoming	ReCo	35	1
<i>Foci & Notes: An opal (+1), Self (150 miles)/Touch, Instant</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			

Herbam	Arts	Level	Mastery
Part the Yielding Boards	MuHe	15	Mastered
<i>Foci & Notes: Near/Sight, Sun, [Casting req. Te for banded doors]</i>			
Steal the Hidden Splinter	ReHe (Pe)	15	
<i>Foci & Notes: Near/Sight, Instant</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			

Ignem	Arts	Level	Mastery
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			

Imagonem	Arts	Level	Mastery
The Assassin's Diversion	CrIm	10	
<i>Foci & Notes: Far/Sight, Instant</i>			
The Smothered Footsteps	PelM	15	Mastered
<i>Foci & Notes: A feather (+3), Self/Touch, Scene/Moon</i>			
Invisibility of the Standing Wizard	PelM (Co)	15	
<i>Foci & Notes: A fern seed (+3), Self/Touch, Sun/Year</i>			
Silence of the Smothered Sound	PelM	25	
<i>Foci & Notes: A feather (+3), Near, Sun/Year [Casting requisites as appropriate for the target]</i>			
Veil of Invisibility	PelM (Co)	30	1
<i>Foci & Notes: A fern seed (+1), Self/Touch, Sun/Year</i>			
The Captive Voice	ReIm	15	
<i>Foci & Notes: A copper drawstring (+3), Near/Sight, Sun/Year</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			

Mentem	Arts	Level	Mastery
Posing the Silent Question	InMe	25	
<i>Foci & Notes: A sapphire (+1), Eye/Sight, Special</i>			
Vision of the Haunting Spirit	MuMe	5	
<i>Foci & Notes: Green turquoise (+5), Near/Sight, Instant</i>			
Enchantment of Detachment	MuMe	15	
<i>Foci & Notes: A figure (+3), Eye/Sight, Instant [Cools the targets emotions]</i>			
Recollection of Memories Never Quite Lived	MuMe	20	
<i>Foci & Notes: A sprig of Rosemary (+1), Eye/Sight, Instant</i>			
Snap of Awakening	ReMe	5	
<i>Foci & Notes: A twig (+1), Near/Sight, Instant</i>			
The Blessing of Restful Sleep	ReMe	15	Mastered
<i>Foci & Notes: Near/Sight, Sun</i>			
The Call to Slumber	ReMe (Co)	15	
<i>Foci & Notes: A pinch of sand (+1), Near/Sight, Instant [Stamina Roll of 12+ to resist]</i>			
Oneiros' Curse	ReMe	20	Mastered
<i>Foci & Notes: A pinch of sand (+1), Near/Sight, Instant [Stamina Roll of 12/9/6 to resist]</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			

Terram	Arts	Level	Mastery
Conquering the Locksmiths Art	ReTe	5	Mastered
<i>Foci & Notes: A key (+1), Touch, Instant [Finesse roll to lock/unlock]</i>			
Trackless Step	ReTe	10	
<i>Foci & Notes: Hoof shaving from a deer (+3), Self/Touch, Spec.</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			

Vim	Arts	Level	Mastery
Perceive the Magical Scent	InVi	20	
<i>Foci & Notes: A dog's toenail (+1), Near/Sight, Conc/Year</i>			
Demons Eternal Oblivion	PeVi	20	
<i>Foci & Notes: Pure Red Coarl (+3), Near/Sight, Instant</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			
<i>Foci & Notes:</i>			

Magical Resources

Technique		Form		Form	
Creo	6	Animal	13	Ignem	
Intellego		Aquam		Imagonem*	
Muto		Auram		Mentem	
Perdo	2	Corporem	9	Terram	
Rego	12	Herbam	2	Vim*	4

Vim (Acorns)	5		
Imagonem (Mercurial Silver)	10		

Item	Notes
Alchemic Shortsword	<p>Talisman, [+3 1st, +7 att, +5 dam], +20 magical resistance</p> <p>Attunement:</p> <ul style="list-style-type: none"> +4 harm human and animal bodies (+1 damage vs the same) <p>Effects:</p> <ul style="list-style-type: none"> Turn to dagger (unlimited, maintain conc.) Greater Wound that Weeps (PeCo 20, weapon activation, 6/day, Stamina roll: Botch – 2 s.t fatigue, 5 or less – 1 s.t fatigue, 6-11 – no effect, 12+ – bleeding stops) <p>Open for enchantment (112 lvls)</p>
Heavy Leather Cuirass	Imbued with magical resin, +2 protection, +10 magical resistance
Leather & Chain Necklace	Transform to Owl (3/day, Sun, self)
Assassin's Blade	<p>(In scabbard made of tiny black scales, has a glistening blade), [+1 1st, +4 att, +3 dam, par +1], Blood freezes in veins and heart bursts (3/day, penetrates at 14th or 15th magnitude, PeCo 35, Stamina roll of 15+ or die, if roll succeeds lose 5 Stamina), Faerie curse (must slake the blade with wielders blood within an hour of use or suffer the same effect)</p>
Enchanted chest in Sanctum	<p>Effects:</p> <ul style="list-style-type: none"> Destroy items within [if not opened correctly] (PeTe 15 with requisities, 1 / day) <p>Open for enchantment (65 lvls)</p>
Kaballah Talisman	<p>Made of leather – if directed at the infernal can burn their blood</p> <p>Held by King Theo</p>

Potion	Doses
Antidote to Spider Poison	1
Tongue of the Beast (Sun duration)	2
Leap of Homecoming (Severn Temple)	1
Scales of the Darting Lizard (Sun duration) Held by King Theo	1

Owl Stats

Siz -3, Str -1, Sta 0, Dex +1, Qik +2, Per 0 (+5 to vision at night)
Claws: 1st +4, Atk +3, Dam +4
Fatigue: 0, Soak -1, Defence +6, Body levels: Ok, -3, Incapacitated

Gecko Stats

Siz -4, Str -4, Sta 0, Dex +3, Qik +5, Per +3
 Fatigue: 0, Soak -4, Body levels: Ok, Incapacitated

Arcane Connections

Location / Person	Date
Blackthorn	Autumn 1261
Lydney	Spring 1273
Cad Gadu	Winter 1264
Bluff overlooking Chepstow	Spring 1273

Apportation:

Int + Finesse

9 Easy (clear, firm) / 12 Medium (light woods, loose earth) / 15 Hard (forested, marshy, unstable) / 18 Very Hard (mountain ledges, crumbling surface)

Amount missed + Simple D10 vs Stamina (bludgeoning damage)

Mundane Resources

Currency	Amount
English Pennies	153
Portugese Pennies	85

Investments	Due Date	Return

Item	Notes
Weapons	<ul style="list-style-type: none"> Bone Dagger - Stats as standard dagger
Assassin gear	<ul style="list-style-type: none"> Lockpicks Hashashin grapple
Books	<ul style="list-style-type: none"> Diabolic text (in Welsh, from witch in Llandyo, stored in enchanted chest)
Alchemical	<ul style="list-style-type: none"> Pouch of gunpowder (from the Land of Song via Alamut)
Residences	<ul style="list-style-type: none"> 2 room apartment in Aldgate, London (12d/year) Semi ruined house in Damascus
Miscellaneous	<ul style="list-style-type: none"> Templar Seal (Two men riding a single horse. Only worn by senior members of the order.) Seal of De Percy Key to Sheriff of Bristol's residence

Poison	Doses	Effect
Blade venom	1	Stamina roll of 15+ or die. Even if roll succeeds lose 5 Stamina.
Ingested Liquid	1	Kills at Sunset (strong flavour)
Ingested Powder	1	Kills over 3 days (strong flavour)
Ingested Liquid	1	Kills swiftly (strong flavour)
Refined spider venom	8	Stamina roll – Botch / 0 = death, 1-5 = paralysis, 6-11 short term fatigue, 12+ no effect

Unrefined spider venom	8	Harvest one each season
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Laboratory Totals

Laboratory Bonus (included in totals below)	3
Aura (included in total below)	6

Activity	Factors	Total
Studying from Vis	(Stress die x pawns) + Aura, Lab bonus	9 + vis total
Learning Spells	Int, Magic Theory, Arts	8 + arts
Inventing Spells	Int, Magic Theory (spec), Arts, Lab Bonus, Aura	18 + arts
Enchanting Items	Int, Magic Theory, Arts, Lab Bonus, Aura	17 + arts
Investigating Items	Int, Magic Theory, Intellego, Vim, Lab Bonus	28
Extracting Vim Vis	Int, Magic Theory, Creo, Vim, 3 x Aura, Lab Bonus (divide by 5)	9
Pawns of Vis usable in a season	Magic Theory + Vim	16

Certamen

Battle: Arts + Int + Skill + Die	Press: Int + Skill + Adv. + Die	Defence: Stamina + Skill + Die
4 + Arts + Die	4 + Adv. + Die	2 + Die
Certamen's Fought: InIm		

Specialisation: Imagonem

Each round counts as a spell for (Disgusted by Magic)

Twilight

Twilight Points -	Vim: 2	Age: 3	Twilights: 0	Total: 5
Effects of Twilight:				

Manifestation

Aspect	Manifests
Sigil	Drop of blood

Familiar

Name:		Species:	
Intelligence		Perception	
Strength		Stamina	
Presence		Communication	
Dexterity		Quickness	
Gold Cord:		Silver Cord:	Bronze Cord:
Cord Bonus:		Bond Score:	
Bond Qualities:			
Bond Effects:			

Laboratory Notes

Item	Magic Theory	Notes
Antidote to spider poison	5	CrCo 10 (requires alchemy & 1 poison sac)
Veil of Invisibility potions	5	
Tongue of the Beast Potions	5	
Refined spider venom	N/A	Requires 2 doses of unrefined spider venom per dose, [Int+Alchemy+ Lab+Aura] / 2 = maximum number of

		doses that can be made with a season's work (7 at present)
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Non Canon Spells

Gift of Achilles

Muto Corporem 25, Spell Focus: a piece of jet +3, R: Body/Touch, D: Sun/Year

Makes the target's skin resistant to damage, adding +8 to soak. The target's left heel is unprotected, with any damage there resisted by a soak roll of 0.

The Smothered Footsteps

Perdo Imagonem 15, Spell Focus: A feather (+3), R: Self/Touch, D: Scene/Moon

Deadens the noise made by the target's footsteps providing a bonus to stealth rolls.

Oneiros' Curse

Rego Mentem 20, Spell Focus: a pinch of sand +1, R: Near/Sight, D: Instant

The target falls asleep instantly unless he makes a Stamina roll which depends on his level of activity. Passive 12+, Active 9+, In Combat 6+.

Cleanse the Bloody Rags

Perdo Corporem 10, R: Near / Sight, D: Instant

Removes blood, gore and any other bodily stains from a set of garments. An Animal casting requisite is needed if the blood is that of an animal.

Purloin the Valuable Possession

Rego Corporem (Animal, Herbam, Terram) 15, R: Near / Sight, D: Instant

Allows the caster to remove small objects such as hairs or small possession and transport them to their hand. Items up to 3 ounces in weight can be targeted.

The Assassin's Diversion

Creo Imagonem 10, R: Far / Sight, D: Instant

Creates a sound that a person could make, although not intelligible speech. The sound lasts only a moment.

Part the Yielding Boards

Muto Herbam 15, R: Touch / Near, D: Conc

Makes the wooden boards of a door or wall pliable so that the caster can part them to allow access while he concentrates. Casting requisite of Terram for banded doors.

The Blessing of Restful Sleep

Rego Mentem 15, R: Near / Sight, D: Sun

Cast upon a person who is already asleep this spell deepens the sleep so that only the most determined efforts can waken the sleeper and if woken they continue to feel sleepy (akin to the flaw 'Deep Sleeper').

Crack of the Splintered Bone

Perdo Corporem 25, R: Near / Sight, D: Instant

Attempts to break the limb of a person. The victim must make a Stm + Siz roll of 12+ or the limb is broken. A Stm + Siz roll of less than 6 means the person is immediately reduced to incapacitated and will die of shock unless treated by a surgeon. Even if the roll is passed they automatically lose 1 body level.

Steal the Hidden Splinter

Rego Herbam (Perdo) 15, R: Near / Sight, D: Instant

Takes an arcane connection from a wooden object including a floor, wall or ceiling and transports it to the casters hand.

History

Husam was born in Arabia **[Foreigner]**, the son of an Imam of the Shia sect. His father did not detect the burgeoning gift of his son for some time due to its gentle nature **[Gentle Gift, Subtle Magic, Quiet Magic]** but as he grew older there was no mistaking his growing magical talents. His father did much to try and drive Husam away from any path involving the sin of magic and Husam's treatment was harsh. When Husam reached 7 years old without any noticeable sign that he could be brought into righteousness his father declared him dead and he was abandoned, given to a nomadic desert tribe. He spent two hard years with them, little more than a slave, before a magus of the Order of Hermes, Hashim, was drawn to him and gave him an opportunity of escape. Hashim lived outside covenant and was of the lineage of Abdul al Saqr (the servant of the falcon).

He trained him thoroughly in the magical arts but also in the need not to rely entirely upon them, and over the years Husam became stronger physically as well as magically **[Enduring Constitution, Tough]**. He was also instructed in many skills that he would need to follow the path of his parents and those who had come before **[Alchemy]**. Eventually he passed his gauntlet, successfully infiltrating the court of a notable Sheikh and then killing him, an act that had severe repercussions to one of the covenants of the Levant and eventually resulting in the death of another magus of the order **[Dark Secret]**.

Unsure where his destiny lay Husam consulted a visionary and it was revealed to him that his path lay far from Arabia, and that he must journey to the home of his House. Magus Hashim arranged for passage to the isles of Britain and for an introduction to Prima Ex Miscellanea.

Personality

Husam is a product of both his early upbringing and the training he has received. He holds true to many Arabian cultural customs such as generosity and respect. While he still believes in Allah as the one true god, he does not follow the tenets of Islam, recognising that religion is a man made creation. He is unable to entirely shake the belief that magic is inherently sinful however **[Disgusted by Magic]** and his understanding of magic is mixed with his spiritual beliefs in a way that few Hermetic magi would recognise **[Incomprehensible, Disjointed Magic]**.

He is a man capable of great violence, but his belief that life is the most precious gift that Allah gave means he is not indiscriminate in his killing. On those occasions where his actions step beyond his personal moral code he is given to intense contemplation and has in the past imposed penance upon himself.

Lineage

Magus Abdul al Saqr was a magus of House Tytalus who realised that the death of one important man often had far greater import than the death of many lesser men. He specialised in the act of murder, carefully planned and meticulously executed. He travelled widely amongst the eastern tribunals and befriended Maga Pralix. When she founded the Ordo Miscellanea he pledged his support to her, being tired of the restrictive code of Hermes, and was one of the thorns in the side of the Order of Hermes that she used to turn her newly founded order into the 13th House. Once more a member of the Order of Hermes, Abdul was unwilling to give up much of his freedoms and he took himself far from prying eyes, establishing himself as a sword for hire for those magi who needed his talents but were unprepared or unequipped to directly step outside of the code themselves. He took two apprentices in his lifetime, instilling the same values within them and his lineage began, always small and secretive.

Since then the followers of Abdul al Saqr have maintained many of his traditions. Predominantly found outside covenants and within the tribunals of the Levant and Thebes (and on occasion within the Rome tribunal) they have carried out deeds that have frequently breached the code, although rarely have any faced the justice of the Quaesitorii (who regard them with extreme distrust) **[Discredited Lineage]**. It is believed that it was one of these magi who trained the mundane Hasan-I Sabbah, founder and first grandmaster of the Hashashin sometime around 1080.

Description

Husam al'Alim (Arabic for 'Sword of the Wise') is a tough looking man whose slightly olive skin and high cheekbones barely give away his Arab heritage. His black hair is cropped closely to his skull and he is clean shaven (both of which make the donning of disguises easier).

He dresses practically although is rarely seen without his leather armour when beyond his own sanctum and his garb tends to be fairly loose to allow unrestricted movement.