Name:			Race:			Age: Sex:				YO
Height:	Weight:		Hair Color: Eye Color:		Handedness:			(GC)		
Skill Level:	Toto	ıl Skill Points E	arned: Unspent Discipline Points:			Unspent Proficiency Points:				
Attributes	base	adjusted	Disciplines	5	grade	Profici	encies		grade	modifier
Agility										
Endurance										
Intellect										
Presence										
Strength					<u> </u>					
	base	adjusted			<u> </u>					
Health Points										
Dodge										
Physical Resistanc	ce Modifier									
Mental Resistance	e Modifier							$\overline{}$		
Feat of Strength	Modifier									
Initiative Roll M	odifier									
	base	adjusted			<u> </u>					
Armor Impedance										
Movement Rate										
Swimming Rate					<u> </u>					
Encumbrance C	Class				<u> </u>					
Worn Armo)r	damag absorba	ge impedance nce score	Weapons		class	damage	to-hit modifier	damage modifier	attacks per round
	<u> </u>	dbsorbd	30016			Cidas	damage	modifier	modifier	Todila
Total Absorban										
Equipment,	Spells, an	d Notes:								
							W	ayfarers [™] C	Character Re	cord Sheet

Notes: Solomon possesses his family ring, The Glabrous Antinomy, and is well aware of its powers. He always has the spells Friends, Minor Goetia, and Read Mind memorized, and has access to several custom spells, including Dematerialize Fiend, which he has used to fill his mansion with demonic guards, and Belial's Tongue, which he uses liberally in the courtroom with the Antinomy's help.

Solomon Keys is a wealthy wizard from Westgate who practices law. He is pragmatic to a fault and never does anything unless it will profit him. When Solomon was a young man, he was approached by a demon in his grandfather's library, who gifted him with a spellbook and his family ring. The demon told him that the practice of demonology was his family's heritage, and its destiny was power. In exchange, the demon asked that Solomon work to undermine law and order in Westgate, extending the demonic influence there.

Taking this to heart, Solomon became a defense attorney with the goal of putting murderers, rapists and thieves back on the streets. Using his family ring and his repertoire of insidious spells, he has been quite successful, gaining acquittals for even the most notorious and monstrous criminals of the day. This has earned him the nickname "The Devil's Advocate" among his detractors. They have no idea how right they are. Solomon keeps himself surrounded by summoned demons and usually has at least one dematerialized fiend around him, in case he needs a bodyguard. His mansion in the country is filled with demonic guards, and he has numerous contacts amongst the criminal underworld.

Solomon's ultimate goals are unknown, but he works feverishly to attain the 8th circle of Hermetic magic and summon a major demon with Goetia. What this would mean for the city of Westgate can only be guessed.

Dematerialize Fiend

Circle: 6th Duration: Special

Effect: 1 summoned demon

School: Alteration Components: V,G Resist: None Casting time: -10

Range: 5'

Damage Type: n/a

Dematerialize fiend allows a wizard to render a demon summoned by Minor Goetia or Goetia invisible and insubstantial. The wizard sets a condition under which the demon materializes, usually when intruders enter the room. The demon's presence may still manifest in small, sensible ways, such as spooky sounds, pungent smells, or inexplicable sights, such as bloodstains which later vanish or cracked mirrors. Houses in which dematerialized fiends dwell are usually believed to be haunted.

This spell can only be used on a fiend summoned by the caster. The spell ends when the demon materializes because the trigger has been set off, or if the wizard dismisses it.

Belial's Tonque

Circle: 5th
Duration: special
Effect: audience
School: Charm
Components: V
Resist: Mental 15
Casting time: -5
Range: 50'

Damage Type: n/a

Belial's tongue allows a wizard to convince up to fifty people at once of something that is utterly untrue. The wizard makes his case, and anyone who fails their Mental Resistance check will find his argument brilliant, stirring, and convincing. Each affected individual makes their next major decision based on what the spell has caused them to believe. Belial's tongue has been used to make juries convict obviously innocent men or bands of armed men to rush to their deaths against hopeless odds. The effects of the spell can never be positive, and any attempt to use this spell for the greater good fail, at the GM's discretion.