

# FATE OF ARS MAGICA

## CONVERSION GUIDE TO FATE CORE



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# FATE OF ARS MAGICA

Why fate? Ars Magica is perfect what it is meant for – a simulation for the life and progression of a group of mages living in mythic Europe.

What it is not great for: a quick game for busy people living their lives, going to work, taking care of children.

Rules light version is easier for the game master so he can focus on the story and the fun, not realism.

What do you need?

1. Copy of Ars Magica  
[https://atlas-games.com/product\\_tables/AG0204](https://atlas-games.com/product_tables/AG0204)

2. Book of Fate core, or SRD  
<https://fate-srd.com/>

## CHARACTER CREATION

Step 1, choose aspects

High concept, the idea of your magus

House, what house do you belong to

Nationality, defines your culture and native language. (all mages know Latin)

Other (detail if you need)

Step 2, details

Name and description

Step 3 skill tree

Character gets

1. Great skill
2. Good skills
3. Fair skills
4. Average skills
5. The rest are mediocre

Skill list

- Alertness
- Athletics
- Burglary
- Contacts
- Influence
- Investigate
- Lore (1 lore per skill lvl, church, hermetic, faerie, infernal)
- Magic Theory (Parma Magica)
- Medicine
- Melee
- Physique
- Ranged
- Resources
- Ride
- Stealth
- Survival
- Will

The Ladder  
Avatar (+9)  
Epic (+8)  
Legendary (+7)  
Fantastic (+6)  
Superb (+5)  
Great (+4)  
Good (+3)  
Fair (+2)  
Average (+1)  
mediocre (+0)  
Poor (-1)  
Terrible (-2)

Step 4, magical arts (or stunts)

A companion can choose up to 3 stunts, but a magus has to take these

- Hermetic magic (worth 2)
- Parma Magica



Starts with refresh of 3. Magus can learn stunts after first milestone.

Magus as 15 study points to spend on magical arts

Art rating	Cost of study xp
1	1p
2	3p
3	6p
4	10p
5	16p

A character can choose different play styles

- Specialist, 1 art at 5
- Focused, arts 4,2,1,1
- General focused, 3,3,2,1
- Generalist, 2,2,2,2,2
- Academic, all arts at 1

Magic skill used for skill tests

- Technique + Form
- So Tech 4 + Form 2 = Fantastic (+6)

Spells

Magus gets 30 levels of spells

Step 5, virtues and flaws

Character can choose 3p worth of virtues and flaws, one major or 3 minors. Or 2 virtues and flaws. Flaws can give fate points; Virtues might cost fate points. For bonuses, use +2, if appropriate.

Companion

Make a character with same skill tree, give 3 flaws and either 3 virtues or 3 stunts.

Grogs

- Grogs get 6 approaches, ratings
- +2,+1,0,0,-1,-2
- High concept and trouble aspects
- Use fudge accelerated.

## SYSTEM CONVERSION

5 Ars Magica spell levels is 1 spell level in Fate of Ars Magica.

Ball of Abysmal flame level 35 spell is level 7 in FOAM.

**Spell levels under 5**

Characters are not meant to study formulaic spells under 1, they can be cast as spontaneous spells at Difficulty of 1.

Casting spells

Your skill is Technique plus Form, roll 4DF. If spell is resisted, this is the success rating.

**Formulaic spell:**

- if your result is equal to spell level, you succeed.
- If your result is 1 or 2 lower than spell level, you succeed, but lose a fatigue level.
- If your result is 3 lower than spell level, your spell fails, and you still lose a fatigue level.

**Spontaneous magic:**

Caster can choose to define spell effect fully, so if caster's final roll is lower than spell level, the spell just fails.

Or she can choose spell with one or more variables, and if success rating is high enough for minimal spell to succeed, she can set extra success to variables to get the effect she wants.

#### **Fatiguing spontaneous magic.**

- (Tech + Form) divided by 2 + 4DF

#### **Non-Fatiguing spontaneous magic**

- (Tech + Form) / 2 + 4DF
- Spend a round to create an advantage before this spell or spend a fate point to cast it on one round.

#### **Circumstantial Penalties:**

- Speaking loudly & grand gestures = +1
- Speaking quietly & subtle Gestures = -1
- Silent Casting/No Gestures = -2
- Speaking loudly & subtle gestures = 0
- Silent casting & grand gestures = 0

#### **Botch**

- Roll -4, you get a botch
- Your attempt fails (even if normally you would succeed)
- You also get a disadvantage
- Earn a fate point

#### **Stress and Consequences**

**Physique** determines physical stress and consequence.

**Will** determines mental stress and consequence

<b>Terrible</b>	0
<b>Mediocre, poor</b>	00
<b>Average, Fair</b>	000
<b>Good, Great</b>	0000
<b>Superb +</b>	0000 plus extra

#### **Mild consequence**

One stress point absorbs one damage point.

#### **Fatigue**

Is a new consequence, it works like mental consequence, but accumulates faster.



<b>Fatigue</b>	<b>Penalty</b>	<b>Recovery</b>
<b>Mild</b>	-0	6 min
<b>Moderate</b>	-1	10 min
<b>Severe</b>	-2	20 min
<b>Incapacitated</b>	out	60 min

Recovery time shows time when fatigue drops one level, from incapacitated to severe.

#### **Weapon**

1. small weapon
2. one handed weapon
3. 2 handed weapon
4. extra heavy weapon

#### **Armor**

1. light armor
2. medium armor
3. heavy armor
4. Magical battle armor

Weapon rating add to damage, armor rating reduces damage.

Parma Magica works as an armor versus magical attacks.

Armor rating reduces Parma Magica rating.

You always add Parma Magica to defense, passive and active defense.

Blocking with spell

- Casting total plus Parma Magica

Blocking with will

- Form + Parma Magica plus dice

Passive defense

- Parma Magica

When mage does a Parma Magica ritual, he spends a few minutes and gets magical protection equal to Magic theory rating.

## EXPERIENCE

Skills and stunts: use fate Core

Minor stunt: bonus is +1, not +2

Minor stunt and minor virtue are of equal level.

**Magic.**

Mages are academics, always studying and pondering magic.

Mages can afford only a few days per season to go to missions if the need is great enough. Between each session or mission there is a full season worth of studying.

Per season of study character gets

- 1 study xp for arts (new level costs 1 xp per new level)
- Learn or invent a spell

Study a spell from a book or library

- Character gets number of spell levels equal to his Technique + Form + Covenant Aura

If no suitable spell available, invent a spell(s).

- Character gets a number of spell levels of new spell(s) equal to his (Technique + Form + Covenant aura)/2

Longevity potion

It takes a season to make a longevity potion. Drinking it makes magus sterile, but he stops aging.

When making a potion calculate

- Magic theory + Magic aura + Wealth modifier
- (wealthy +1, poor -1)

Roll potion total + 4DF (GM may roll this in secret).

Table below shows the age when potion loses potency and magus starts rapidly to reach his or her real age. After potency is lost, it takes 1 year when magus ages to his actual age.

- Magus feels that potion is losing potency for 1 year before it does. He has 4 seasons for a re-try or to buy a potion from better mage or in better aura.



Potion total	Age
Fair (+2)	30
Good (+3)	50
Great (+4)	75
Superb (+5)	105
Fantastic (+6)	140
Legendary (+7)	180
Epic (+8)	225
Fabled (+9)	275
Avatar (+10)	330

*Nicolas Flamel made the best potion in history allowing him to live to 680 years of age.*

*Tremere felt his potion waning and new he could not out do his previous potion, so he invented a drastic measure to fix the aging problem.*

## COVENANT

Main character in any campaign is the covenant.

Beginning covenant has these traits

- Aura of 1
- Mundane resources
- 1 companion per magus
- 1 grog per magus
- 2 coven folk per magus
- Blacksmith, carpenter, bookbinder, servants etc. No special skills

Building a beginning Covenant.  
Spend 200 building points"

### Art Summae

- Art summae let magus to study Art lower than summae rating
- Costs 1 build point per art level (max 5 for a new covenant)

### Spell Books

- Magus may learn a spell from a spell book. After learning, spell book has still value as trading

good, mages trade books or copy books to learn new spells.

- Costs 1 build point per spell level. Max spell level 5 for a beginning covenant.

### Vis Resource

- Vis is a magical resource that let magus make rituals, aegis of the heart and magical items. It is very valuable to mages.
- Vis resource costs 5 build points per 1 vis point produced per year.

### Vis stocks

- Vis stored costs 1 build point per 5 stored vis points.
- Using vis that resonates with magic used gives +1 bonus.

### Specialists

- Specialist skills beyond mundane skills costs 1 build point per specialist's specialist skill.

### Hooks

- Covenant may have 1 boon per hook. Major hooks allow one major boon, minor hook allows taking one minor boon.
- Magic aura +1 is a major boon.
- Magic aura +3 or more causes warping to mundane people.

### Hook list

- Unknown hook (minor or major, to be defined hook)
- Beholden – covenant owes favors
- Contested resources
- Monster
- Politics
- Poverty



- Protector
- Regio (hostile)
- Rival
- Road
- Superiors
- Urban

#### Boons

- Aura (major)
- Buildings
- Fortifications
- Hidden resources (250 bp)
- Prestige
- Regio (magical)
- Seclusion
- Wealth (mundane)

#### Villa Perfume

Villa Perfume has 4 young maguses, a specialist perfume maker that makes the covenant very wealthy. It is by the road that brings perfume merchants buying these rare perfumes that are made from flowers taken from a faerie Regio, making them very fantastic and rare. Led by Harry Rothschild.

Covenant building can be entered from one door of the manor house, you walk up the stairs to enter magic Regio and another manor house all together, that is bigger and greater than the one in mundane level.

Art Summae	5*15	75p
Spell books	40 lvls	40p
Vis Resource	15/year	75p
Specialist	Superb	5p
	Total	200bp

Hooks	Boons
Faerie Regio M	Magical Regio M
Forest dragon faerie	Magical aura 2(+1)
Protector	
Road	
Contested resource	Wealth

#### Personnel

- Perfume maker's staff
- Blacksmith
- Carpenter
- Glass smith
- Bookbinder
- Servants

#### Hooks

There is a Faerie Regio in the forest that provides the flowers to the perfumes, but it is inhabited, and the players must be careful not to awaken the dragon.

The Nizza is ruled by a Count married to a Ventrue vampire, so selling goods in Nizza creates a power struggle with vampires.

And magi must give some protection to the people close by from vampires and from faeries.



## CHARACTERS

Name	Harry Rothchild	
Description	Handsome young noble.	
Refresh	3	



ASPECTS		Skills				ASPECTS	
High concept	Mystic, changer	Superb (+5)					
	House Jerbiton	Great (+4)	Influence				
Nationality	Swiss	Good (+3)	Physique	Magic Theory			
		Fair (+2)	Will	Lore	Melee		
Bodyguard	Annabelle shifter	Average (+1)	Stealth	Athletics	Investigate	Resources	
		mediocre (+0)	Alertness	Burglary	Contacts	Ride	
Magical arts							
Physical	□□□□□	Creo (Cr)	0	Animal (An)	1	Ignem (Ig)	0
Mental	□□□□□	Intellego (In)	0	Auram (Au)	0	Imaginem (Im)	0
Indebted	□□□□□	Muto (Mu)	4	Aquam (Aq)	0	Mentem (Me)	0
fate points	□□□□□	Perdo (Pe)	0	Corpus (Co)	2	Terram (Te)	0
Consequences		Rego (Re)	0	Herbam (He)	0	Vim (Vi)	0
2 mild		-2 Combat	rank			Def	weapon size
4 moderate		-4 Ritual knife	Fair (+2)	2			1. small weapon
6 severe		-6 Sword	Fair (+2)	2			2. one handed weapon
8 permanent		-8 Boxing	Good (+3)	3			0. Unarmed
Fatigue		Recovery		Fatigue		Recovery	
mild	□ -0	6 min	Muto Animal	Suprb (+5)	5	9	
moderate	□ -1	10 min	Muto	Great (+4)	4	8	Spellblock PM+tech+form
severe	□ -2	20 min	Corpus	Fair (+2)	2	6	Magic block = PM + Form
incapacitated	□ -3	60 min	Armor	0	Noble clothes	Parma Magica	Good (+3)

Virtues	Flaws	Decrepitude	Warping
Gentle Gift	Close family ties (Rothschild family)		
<i>No social penalties</i>	Heir (assassinations and responsibilities)		
	Susceptible to Divine Power		

Equipment	Lore
Noble clothes, long sword	Hermetic lore
	Church lore

30 level spells				
<b>Spell</b>	<b>Cloak of black feathers</b>			
Form	Muto	Level	6	Duratic Sun
Tech	AniCorp	Range	Person	Target Indv
Shape of the raven, requires raven feather				
<b>Spell</b>	<b>Shape of the woodland prowler</b>			
Form	Muto	Level	5	Duration Sun
Tech	AniCorp	Range	touch	Target Ind.
Shape of the wolf, need a wolf skin				

<b>Spell</b>	<b>Gift of the Bears fortitude</b>					<b>Spell</b>	<b>Disguise of the new visage</b>				
Form	Muto	Level	5	Duration	Sun	Form	Muto	Level	3	Duration	sun
Tech	Corpus	Range	person	Target	Ind	Tech	Corpus	Range	touch	Target	Ind
Gain armor 1						Facial features to any form you choose					

<b>Spell</b>	<b>Aura of ennobled presence</b>				<b>Spell</b>	<b>Recollection of a memory never quite lived</b>			
Form	Muto	Level	2	Duratic sun	Form	Muto	Level	1	Duration Sun
Tech	Imaginem	Range	touch	Target Individual	Tech	Mentem	Range	Eye	Target Ind
Target appears more forceful, authoritative and					Changes details of a memory				

Spell <u>The Fog</u>					Spell <u>Lungs of the fish</u>				
Form	<u>Muto</u>	Level	<u>4</u>	Duration	<u>Dime</u>	Form	<u>Muto</u>	Level	<u>4</u>
Tech	<u>Auram</u>	Range	<u>touch</u>	Target	<u>bound</u>	Tech	<u>Aquaura</u>	Range	<u>touch</u>
creates a fog in the area of a mile across					Turns water into air as it enters your lungs allowing you to breathe water as you do air.				

### Aspects

- Territorial alpha hunter
- Pack mentality

### Skills

Great (+4): Bite/Cave/Fight)  
 Good (+3): Howl/Rapport/Provoker)  
 Fair (+2): Hunt/Patience/Investigate)

### Stunts


**Pack Tactics.** +2 to attack with Bite/Cave when a target is already engaged with another wolf.

**Alpha.** When you Howl to create an advantage by encouraging other wolves to attack, any free invokes give a +3 bonus instead of +2.

### Stress & Consequences

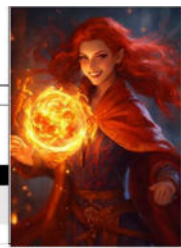
Stress 1 ☐ 2 ☐


Mild (2)



[source](#)


Name	Nixie
Description	Impulsive redhead, pretty and hot headed



Refresh	3											
ASPECTS		Skill										
High concept	Pyromaniac	Superb (+5)										
House	flambeau	Great (+4)		Magic Theory								
Nationality	France	Good (+3)		Will		Physique						
	Female	Fair (+2)		Influence		Lore		Melee				
Bodyguard	Hu	Average (+1)		Stealth		Athletics		Investigate		Resources		
		mediocre (+0)		Alertness		Burglary		Contacts		Ride		
Stress		Magical arts										
Physical	□□□□□	Creo (Cr)	4	Animal (An)	0	Ignem (Ig)		2				
Mental	□□□□□	Intellego (In)	0	Auram (Au)	0	Imaginem (Im)		0				
Indebted	□□□□□	Muto (Mu)	0	Aquam (Aq)	0	Mentem (Me)		1				
fate points:	□□□□□	Perdo (Pe)	0	Corpus (Co)	1	Terram (Te)		0				
Consequences		Rego (Re)	0	Herbam (He)	0	Vim (Vi)		0				

Consequences		Rego (Re)	0	Herbam (He)	0	Vim (Vi)	0
2 mild	-2	Combat	rank		Def	weapon size	
4 moderate	-4	Brawling	Good (+3)	3		0. unarmed	
6 severe	-6	Rapier	Fair (+2)	2		2. one handed weapon	
8 permanent	-8	Creo Elements	Fantastic (+6)	6	10		
<b>Fatigue</b>		<b>Recovery</b>	Creo Corpus/Mentem/Superb	(+5)	5	9	
mild	0	6 min	Creo	Great (+4)	4	8	
moderate	-1	10 min	Ignem	Fair (+2)	2	6	
severe	-2	20 min	Mentem/Corpus	Average (+1)	1		Magic block = PM + Tech + Form
incapacitated	-	60 min	Armor	0	robes		Parma Magica Great (+4)

Virtues	Flaws	Decrepitude
Venus blessing	Wrathful (minor)	
Elemental Magic	chaotic magic	
<i>(view elements as one art)</i>	<i>Designate spell level</i>	
	<i>If roll +2 or more,</i>	
	<i>spell goes out of control</i>	



Equipment	Lore
	Hermetic lore
	Church lore

30 level spells				
<b>Spell</b>	<b>Ball of Abysmal Flame</b>			
Form	Creo	Level	7	
Tech	<u>Ignem</u>	Range	<u>voice</u>	
Duration	moment	Target	Individual	
<b>Spell</b>	<b>Flash of the Scarlett flames</b>			
Form	Creo	Level	3	Duration moment
Tech	<u>Ignem</u>	Range	<u>Voice</u>	Target <u>individual</u>

A ball of flame shoots from your hand to stike a single target, doing +6 damage	a brilliant red flash explodes in the air where you designate. Target rolls physique
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Spell	Wall of protecting Stone			Spell	Major Healing touch		
Form	Creo	Level	5	Form	Creo	Level	6
Tech	Terram	Range	Touch	Tech	Corpus	Range	touch
Duration	Target				Target	ritual	
Makes a wall of granity up to 19 meters wide, 3 meters high and one meter thick.				remove a severe consequence			

<b>Spell</b>	<b>Panic of the trembling Heart</b>					<b>Spell</b>	<b>Touch of Midas</b>				
Form	Creo	Level	3	Duratic	Sun	Form	Creo	Level	4	Duration	moment
Tech	Mentem	Range	eye	Target	Ind.	Tech	Terram	Range	touch	Target	ritual, ind
Creates an overpowering fear in one person for one specific object, person or a place.						creates a 40 kg lump of gold					

Spell <b>Footsteps of slippery oil</b>						Spell <b>Faerie Gold</b> <b>Spontaneous</b>						
Form	Creo	Level	2	Duratic	Sun	Form	Creo	Level	2	Duration	Sun	
Tech	Aquam	Range	touch	Target	Ind	Tech	Imaginer	Range	Touch	Target	Ind	
7 m wide area of slippery oil.						Created a small lump of gold, 40 kg.						+4+4DF/2
Physique rolls are required to stay upright						sences touch, and sight.						

It takes 15 minutes per spell level to cast a ritual spell, and one VIS per spell level.

Wolf

Aspects

- Hungry predator
- Pack mentality

Skills

Fair (+2): Bite/Claw/Fight


Average (+1): Hunt/Athletics/Investigate

Stunts

Pack Tactics. +2 to attack with Bite/Claw when a target is already engaged with another wolf.

Stress & Consequences

Stress 1 ☐



Source



Name Marco Polo  
 Description Quiet brooding mage  
 Refresh 3

ASPECTS		Skills	
High concept	Manipulator	Superb (+5)	
House	Tremere	Great (+4)	Influence
Nationality	Italian	Good (+3)	Will
		Fair (+2)	Magic Theory
Bodyguard	Gaelan whisperer	Average (+1)	Physique
		mediocre (+0)	Stealth
			Athletics
			Contacts
			Resources
			Burglary
			Burglary
			Melee
			Ride



Stress		Magical arts	
Physical	□□□□	Creo (Cr)	0
Mental	□□□□	Intellego (In)	0
Indebted	□□□□	Muto (Mu)	0
fate points	□□□□	Perdo (Pe)	0
Consequences		Rego (Re)	3
2 mild	-2	Combat	rank
4 moderate	-4	brawl	Fair (+2) 2
6 severe	-6	Rego Corpus	Fantastic (+6) 6
8 permanent	-8	Rego Mentem	Superb (+5) 5
Fatigue		Recovery	Rego Good (+3) 3
mild	□ -0	6 min	Mentem Fair (+2) 2
moderate	□ -1	10 min	Corpus Fair (+2) 2
severe	□ -2	20 min	
incapacitated	□ -3	60 min	Armor 0
			Noble clothes
			Parma Magica Good (+3)

Virtues	Flaws	Decrepitude	Warping
Subtle Magic (gestures)	Pessimistic		
Quiet magic (voice)	Oversensitive to disrespect		
Inoffensive to animal	Animal companion		

Equipment	Lore
	Hermetic lore
	Church Lore

30 level spells	
<b>Spell</b> <u>Call to Slumber</u>	<b>Spell</b> <u>Aura of Rightful Authority</u>
Form <u>Rego</u> Level <u>2</u> Duratic <u>mom</u>	Form <u>Rego</u> Level <u>4</u> Duration <u>Sun</u>
Tech <u>Mentem</u> Range <u>voice</u> Target <u>ind</u>	Tech <u>Mentem</u> Range <u>eye</u> Target <u>Ind</u>
Target falls into natural sleep	Target thinks you are an authority

<b>Spell</b> <u>7 league Stride</u>	<b>Spell</b> <u>Lift the Dangling puppet</u>
Form <u>Rego</u> Level <u>6</u> Duratic <u>Mom.</u>	Form <u>Rego</u> Level <u>3</u> Duration <u>Conc</u>
Tech <u>Corpus</u> Range <u>Person</u> Target <u>Ind.</u>	Tech <u>Corpus</u> Range <u>Voice</u> Target <u>Ind.</u>
Transports you to any place within 7 leagues either that you can see or that you have an Arcane Connect with. If you fail ReCo test, your arrival goes awry. A botch means you appear in the wrong place.	Lifts a person of size +1 or smaller vertically into the air. Generally, you can make the target rise or fall as fast as smoke rises. A heavier person rises more slowly and falls more quickly.

<b>Spell</b> <u>Gift of Frog Legs</u>	<b>Spell</b> <u>Strings of the Unwilling Marionette</u>
Form <u>Rego</u> Level <u>3</u> Duratic <u>Mom.</u>	Form <u>Rego</u> Level <u>5</u> Duration <u>Conc</u>
Tech <u>Corpus</u> Range <u>Touch</u> Target <u>Ind.</u>	Tech <u>Corpus</u> Range <u>Voice</u> Target <u>Ind.</u>
Allows the target to leap up to 5m vertically or 9m horizontally. The person must make a physiq roll to land safely.	you can control the physical movements of a person such as walking, standing, and turning. If target resists, the movements are jerky. Target can yell, but cannot speak intelligibly.

<b>Spell</b> <u>Trust of Child like Faith</u>	<b>Spell</b> <u>Telekinetic push</u>
Form <u>Perdo</u> Level <u>3</u> Duratic <u>Diam</u>	Form <u>Rego</u> Level <u>4</u> Duration <u>Moment</u>
Tech <u>Mentem</u> Range <u>eye</u> Target <u>Ind.</u>	Tech <u>Corpus</u> Range <u>Voice</u> Target <u>Ind.</u>
The target loses judgement and believes almost any passable lie for the duration of the spell. Will roll is allowed to resist. Truly incredible lies allow easier resistance rolls.	Moves a person of Size +1 or less vertically, horizontally or what ever you like in high speed. Target can get damage if thrown into heavy or sharp object/wall.

Name Arders Wirtsenius  
 Description Obese academic, true nerd, cheerful  
 Refresh 3

ASPECTS		Skills	
High concept	True nerd of magic	Superb (+5)	
House	Bonisagus	Great (+4)	Magic Theory
Nationality	Danish	Good (+3)	Will
		Fair (+2)	Lore
Bodyguard	Agmundr strongarm	Average (+1)	Resources
		mediocre (+0)	Stealth
			Athletics
			Contacts
			Medicine
			Melee
			Ride



Stress		Magical arts	
Physical	□□□□	Creo (Cr)	0
Mental	□□□□	Intellego (In)	0
Indebted	□□□□	Muto (Mu)	0
fate points	□□□□	Perdo (Pe)	0
Consequences		Rego (Re)	0
2 mild	-2	Combat	rank
4 moderate	-4	Ritual knife	mediocre (+0) 0
6 severe	-6	Imaginem	Superb (+5) 5
8 permanent	-8	Spontaneous (Im)	Good (+3) 3
Fatigue		Recovery	Composite Bow Fair (+2) 2
mild	□ -0	6 min	mediocre (+0) 0
moderate	□ -1	10 min	mediocre (+0) 0
severe	□ -2	20 min	
incapacitated	□ -3	60 min	Armor 0
			Noble clothes
			Parma Magica Great (+4)

Virtues	Flaws	Decrepitude	Warping
flexible formulaic magic	Obese		
add ir remove spell lvl	Clumsy		
by one, dynamically	Compassionate, minor		

Equipment	Lore
Danish nobility clothes, ritual knife, sometimes composite bow.	Hermetic lore
	Church Lore
	Faerie lore

30 level spells	
<b>Spell</b> <u>Summoning the Distant Image</u>	<b>Spell</b> <u>Phantasm of the Human form</u>
Form <u>Intellego</u> Level <u>5</u> Duratic <u>Conc</u>	Form <u>Creo</u> Level <u>5</u> Duration <u>Sun</u>
Tech <u>Imaginem</u> Range <u>Arc</u> Target <u>Room</u>	Tech <u>Imaginem</u> Range <u>Voice</u> Target <u>Ind</u>
You can see and hear what is happening in the place you designate. You must have an arcane connection with the place or a person there.	Makes an image of a clothed and equipped person that can make noise.

<b>Spell</b> <u>Aura of ennobled presense</u>	<b>Spell</b> <u>Faerie Gold</u>
Form <u>Muto</u> Level <u>2</u> Duratic <u>sun</u>	Form <u>Creo</u> Level <u>3</u> Duration <u>Moon</u>
Tech <u>Imaginem</u> Range <u>touch</u> Target <u>Individ</u>	Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind</u>
Target appears more forceful, authoritative and believable. Numerous subtle changes in appearance brings about this change, including a slight supernatural illumination of the face. +1 to influence	Created a small lump of gold, 40 kg. senses touch, and sight.

<b>Spell</b> <u>Disguise of the Transformed Image</u>	<b>Spell</b> <u>Veil of Invisibility</u>
Form <u>Muto</u> Level <u>3</u> Duratic <u>Sun</u>	Form <u>Perdo</u> Level <u>4</u> Duration <u>Sun</u>
Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind.</u>	Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind.</u>
Makes someone look, sound, feel and smell different thought at least passably human.	The target becomes completely undetectable to normal sight, regardless of what he does, but still casts a shadow.

<b>Spell</b> <u>Wizard's sidestep</u>	<b>Spell</b> <u>Eyes of the Eagle</u>
Form <u>Rego</u> Level <u>4</u> Duratic <u>Sun</u>	Form <u>Intellego</u> Level <u>5</u> Duration <u>Sun</u>
Tech <u>Imaginem</u> Range <u>per.</u> Target <u>Ind.</u>	Tech <u>Imaginem</u> Range <u>Per</u> Target <u>Vision</u>
Your image appears up to 1 pace from where you actually are, so attacks aimed there are likely to miss you. Wherever the image is successfully struck, it disappears and reappears in another spot. Def +2	You see distant things clearly. No matter how far away something is, you can make out details as if it were only a foot or so from you.

## Companions

Name: Annabelle  
Description: Annabelle is a French maiden, a ranger, hunter. Her age is 20, hair is long and light golden, quite pretty. she is also a skinchanger.

Refresh: 3

ASPECTS	Skill
High concept: Skinchanger ranger	Superb (+5)
Covenant: Perfume	Great (+4)
Nationality: Provencal	Good (+3)
Bound: Harry Rothschild	Fair (+2)
	Average (+1)
	Mediocre (+0)

Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress
Physical	0000	0000	0000	0000	0000	0000	0000	0000	0000
Mental	0000	0000	0000	0000	0000	0000	0000	0000	0000
Indebted	000000	000000	000000	000000	000000	000000	000000	000000	000000
Fate point:	000000	000000	000000	000000	000000	000000	000000	000000	000000

**Consequences**

As an experienced ranger, get +2 when tracking with a bow after aiming 1.

As an experienced ranger, get +2 when tracking with survival.

2 mild: -2 Flaws

4 moderate: -4 Lycantrophie, 3 days a werewolf fullmoon

6 severe: -6 \* heals all damage when grass control.

8 permanent: -8

Fatigue	Recovery	Combat	Rank	Weapon size
mild	0	6 min	Bowling	Fae (+2)
moderate	-1	10 min	Bow and arrow	Good (+3)
severe	-2	20 min	Short sword	Fae (+2)
incapacitated	-	60 min	Armor	1

Equipment: composite bow, arrows, short sword, knife. Lore: Nizza woodlands.

Name: Gaelan Rander  
Description: Gaelan Rander is an English woodsman whose parents had both died by the time he was age 5, his mother apparently in childbirth and his father died a few years later.

Refresh: 3

ASPECTS	Skill
High concept: Animal companion	Superb (+5)
Covenant: Perfume	Great (+4)
Nationality: English	Good (+3)
Bound: Marco Polo	Fair (+2)
	Average (+1)
	Mediocre (+0)

Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress
Physical	0000	0000	0000	0000	0000	0000	0000	0000	0000
Mental	0000	0000	0000	0000	0000	0000	0000	0000	0000
Indebted	000000	000000	000000	000000	000000	000000	000000	000000	000000
Fate point:	000000	000000	000000	000000	000000	000000	000000	000000	000000

**Consequences**

As an animal whisperer get +2 when calming.

\* talk to animals: an animal.

As a defender I get +2 when defending another in melee.

2 mild: -2 Flaws

4 moderate: -4 Curse of Venus

6 severe: -6 \* fall in love with the wrong people

8 permanent: -8 \* those you really like find you vain and shallow

Fatigue	Recovery	Combat	Rank	Weapon size
mild	0	6 min	Spez	Good (+3)
moderate	-1	10 min	Bow and arrow	Fae (+2)
severe	-2	20 min	Bowling	Fae (+2)
incapacitated	-	60 min	Armor	1

Equipment: composite bow, arrows, short sword, knife. Lore: Nizza woodlands.

Name: Hu  
Description: body guard for Nixie

Refresh: 3

ASPECTS	Skill
High concept: Chinese warrior	Superb (+5)
Covenant: Perfume	Great (+4)
Nationality: Chinese provencal	Good (+3)
Bound: Nixie	Fair (+2)
	Average (+1)
	Mediocre (+0)

Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress
Physical	0000	0000	0000	0000	0000	0000	0000	0000	0000
Mental	0000	0000	0000	0000	0000	0000	0000	0000	0000
Indebted	000000	000000	000000	000000	000000	000000	000000	000000	000000
Fate point:	000000	000000	000000	000000	000000	000000	000000	000000	000000

**Consequences**

Right Place, Right Time: Once per session, you may announce your presence in the perfect place to help someone in need, ignoring usual limits of time, distance, or plausibility. If the GM elects to grant you a boost and subsequently take advantage of the situation, the stunt does not count as the once-per-session application.

2 mild: -2 Flaws

4 moderate: -4 Outsider, faces racism As a kung fu master, get +2 when creating advantage in a melee fight.

6 severe: -6 Get +3 when attacking multiple opponents.

8 permanent: -8

Fatigue	Recovery	Combat	Rank	Weapon size
mild	0	6 min	Jian longsword	Good (+3)
moderate	-1	10 min	Bowling	Good (+3)
severe	-2	20 min	Longbow	Good (+3)
incapacitated	-	60 min	Armor	3

Equipment: Jian longsword, rattan shield, chinese battle armor, horse. Lore: Spais Occitan and chinese.

Name: Agmundr Storsen  
Description: Agmundr is a Viking and a Skald of great stature and mighty strength. He is haunted by the great wolf Fenrir and his life and destiny are tied to the Beast.

Refresh: 3

ASPECTS	Skill
High concept: Viking warrior	Superb (+5)
Covenant: Villa Perfume	Great (+4)
Nationality: Norse french	Good (+3)
Bound: Anders	Fair (+2)
	Average (+1)
	Mediocre (+0)

Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress
Physical	0000	0000	0000	0000	0000	0000	0000	0000	0000
Mental	0000	0000	0000	0000	0000	0000	0000	0000	0000
Indebted	000000	000000	000000	000000	000000	000000	000000	000000	000000
Fate point:	000000	000000	000000	000000	000000	000000	000000	000000	000000

**Consequences**

Blade runes: spend a stress point to draw a magical rune to a weapon, max 1p per weapon size. this one use gives weapon +2 to one of 4 actions. once rune is cast, it disappears. casting rune takes a minute.

Heavy Object Swing: You may use Physique instead of Shoot to instead of Fight whenever you use a heavy object as a melee weapon.

2 mild: -2 Heavy Object Throw. You may use Physique instead of Shoot to attack targets one zone away with a heavy object.

4 moderate: -4

6 severe: -6

8 permanent: -8

Fatigue	Recovery	Combat	Rank	Weapon size
mild	0	6 min	Bowling	Good (+3)
moderate	-1	10 min	Heavy Battle Axe	Good (+4)
severe	-2	20 min	Blowgun	Good (+4)
incapacitated	-	60 min	Armor	2

Equipment: Extra heavy battle axe. Lore: Occitan and chinese.

## Grogs

Name: Juan Sánchez-Villalobos Ramirez  
Description: Peacock soldier who overestimates his skills.

Refresh: 3

ASPECTS	Approaches
High concept: Musketeer	Careful
Trouble: overconfident	Clever
	Hasty
	Forceful
	Quick
	Sneaky

Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress
Physical	0000	0000	0000	0000	0000	0000	0000	0000	0000
Mental	0000	0000	0000	0000	0000	0000	0000	0000	0000
Indebted	000000	000000	000000	000000	000000	000000	000000	000000	000000
Fate point:	000000	000000	000000	000000	000000	000000	000000	000000	000000

**Consequences**

2 mild: -2 Flaws

4 moderate: -4

6 severe: -6

8 permanent: -8

Fatigue	Recovery	Combat	Rank	Weapon size
mild	0	6 min	Bowling	Good (+3)
moderate	-1	10 min	Bow and arrow	Good (+3)
severe	-2	20 min	Longsword	Good (+3)
incapacitated	-	60 min	Armor	2

Equipment: Extra heavy battle axe. Lore: Occitan and chinese.

Name: Bertrand du Guesclin  
Description: "the ugliest child" of the region. Young Bertrand, unloved, proved his worthiness to his parents when a fortune teller predicted a glorious future for the child.

Refresh: 3

ASPECTS	Approaches
High concept: Guardian, protector	Careful
Trouble: singleminded in body guarding	Clever
	Hasty
	Forceful
	Quick
	Sneaky

Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress
Physical	0000	0000	0000	0000	0000	0000	0000	0000	0000
Mental	0000	0000	0000	0000	0000	0000	0000	0000	0000
Indebted	000000	000000	000000	000000	000000	000000	000000	000000	000000
Fate point:	000000	000000	000000	000000	000000	000000	000000	000000	000000

**Consequences**

2 mild: -2 Flaws

4 moderate: -4

6 severe: -6

8 permanent: -8

Fatigue	Recovery	Combat	Rank	Weapon size
mild	0	6 min	Bowling	Good (+3)
moderate	-1	10 min	Bow and arrow	Good (+3)
severe	-2	20 min	Longsword	Good (+3)
incapacitated	-	60 min	Armor	2

Equipment: Extra heavy battle axe. Lore: Occitan and chinese.

Name: Jérôme Le Banner  
Description: Boss: faced very tall man, who is pretty simple.

Refresh: 3

ASPECTS	Approaches
High concept: Body builder brute	Careful
Trouble: Violent when drunk	Clever
	Hasty
	Forceful
	Quick
	Sneaky

Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress
Physical	0000	0000	0000	0000	0000	0000	0000	0000	0000
Mental	0000	0000	0000	0000	0000	0000	0000	0000	0000
Indebted	000000	000000	000000	000000	000000	000000	000000	000000	000000
Fate point:	000000	000000	000000	000000	000000	000000	000000	000000	000000

**Consequences**

2 mild: -2 Flaws

4 moderate: -4

6 severe: -6

8 permanent: -8

Fatigue	Recovery	Combat	Rank	Weapon size
mild	0	6 min	Bowling	Good (+3)
moderate	-1	10 min	Bow and arrow	Good (+3)
severe	-2	20 min	Longsword	Good (+3)
incapacitated	-	60 min	Armor	2

Equipment: Extra heavy battle axe. Lore: Occitan and chinese.

Name: Eugène François Vido  
Description: Quick in mind, charming, and not a deep thinker. He fixes things when magies are exposed.

Refresh: 3

ASPECTS	Approaches
High concept: fixer, deals with problems	Careful
Trouble: outflow	Clever
	Hasty
	Forceful
	Quick
	Sneaky

Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress	Stress
Physical	0000	0000	0000	0000	0000	0000	0000	0000	0000
Mental	0000	0000	0000	0000	0000	0000	0000	0000	0000
Indebted	000000	000000	000000	000000	000000	000000	000000	000000	000000
Fate point:	000000	000000	000000	000000	000000	000000	000000	000000	000000

**Consequences**

2 mild: -2 Flaws

4 moderate: -4

6 severe: -6

8 permanent: -8

Fatigue	Recovery	Combat	Rank	Weapon size
mild	0	6 min	Bowling	Good (+3)
moderate	-1	10 min	Bow and arrow	Good (+3)
severe	-2	20 min	Longsword	Good (+3)
incapacitated	-	60 min	Armor	2

Equipment: Extra heavy battle axe. Lore: Occitan and chinese.



## TABLE OF CONTENTS

Fate of Ars Magica.....	1
CHARACTER CREATION.....	1
Step 1, choose aspects .....	1
Step 2, details.....	1
Step 3 skill tree.....	1
Step 4, magical arts (or stunts) .....	1
Step 5, virtues and flaws .....	2
Companion.....	2
Grogs.....	2
System Conversion.....	2
Casting spells.....	2
Stress and Consequences.....	3
Fatigue.....	3
Experience .....	4
Magic.....	4
Longevity potion .....	4
Covenant .....	5
Hooks.....	6
Boons.....	6
Characters.....	7
Companions .....	9
Grogs.....	9
Table of contents .....	10

