

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

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.

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.

Stress and Consequences

Physique determines physical stress and consequence.

Will determines mental stress and consequence

Terrible	O
Mediocre, poor	OO
Average, Fair	OOO
Good, Great	OOOO
Superb +	OOOO plus extra Mild consequence

One stress point absorbs one damage point.

Fatigue

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

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

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

Weapons and Armor

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. That is why mage versus mage combat might not lead to any bloodshed, better to send companions to finish the job.

Then again, combat between hermetic mages is forbidden, unless you challenge the mage to a duel.

When mage does a Parma Magica ritual, he spends a few minutes and gets magical protection equal to Magic theory rating. Active spell defense is PM plus Form.



EXPERIENCE

Skills and stunts: use fate Core

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

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 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.

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


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

Personnel

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



CHARACTERS

<div> <div> Name Harry Rothchild </div> <div> Description Handsome young noble. </div> <div> Refresh 3 </div> </div>																																							
ASPECTS			Skills																																				
high concept Mystic, changer			Superb (+5)																																				
House Jerbiton			Great (+4) Influence																																				
Nationality Swiss			Good (+3) Physique Magic Theory																																				
Bodyguard Annabelle shifter			Fair (+2) Will Lore																																				
			Average (+1) Stealth Athletics Investigate Resources																																				
			mediocre (+0) Alertness Burglary Contacts Ride																																				
Stress										Magical arts																													
Physical					Creo (Cr)					Animal (An)					Ignem (Ig)																								
Mental					Intellego (In)					Auram (Au)					Imaginem (Im)																								
Indebted					Muto (Mu)					Aquam (Aq)					Mentem (Me)																								
fate points					Perdo (Pe)					Corpus (Co)					Terram (Te)																								
Consequences					Rego (Re)					Herbam (He)					Vim (Vi)																								
2 mild					-2 Combat					rank					weapon size																								
4 moderate					-4 Ritual knife					Fair (+2)					1. small weapon																								
6 severe					-6 Long Sword					Fair (+2)					2. one handed weapon																								
8 permanent					-8 Boxing					Good (+3)					3. 0. Unarmed																								
Fatigue					Recovery					Muto Corpus					Fastenae (+6)																								
mild					6 min					Muto Animal					Superb (+5)																								
moderate					10 min					Muto					Great (+4)																								
severe					20 min					Corpus					Fair (+2)																								
incapacitated					30 min					Armor					Noble clothes																								
Parma Magica Good (+3)																																							
Virtues										Flaws										Decrepitude										Warping									
Gentle Gift										Close family ties (Rothschild family)																													
No social penalties										Heir (assassinations and responsibilities)																													
										Susceptible to Divine Power																													

Equipment	Lore
	Hermetic lore
	Church lore

30 level spells									
Spell Coak of black feathers Form Muto Level 6 Duratic Sun Tech AniCorp Range Person Target Indv Shape of the raven, requires raven feather					Spell Shape of the woodland prowler Form Muto Level 5 Duration Sun Tech AniCorp Range touch Target Ind. Shape of the wolf, need a wolf skin				
Spell Gift of the Bears fortitude Form Muto Level 5 Duratic Sun Tech Ani/Cor Range per Target Ind Gain armor 1					Spell Disguise of the new visage Form Muto Level 3 Duration sun Tech Corpus Range touch Target Ind Facial features to any form you choose				
Spell Aura of ennobled presense Form Muto Level 2 Duratic sun Tech Imaginem Range touch Target Indivd Target gets 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					Spell Recollection of a memory never quite lived Form Muto Level 1 Duration Sun Tech Mentem Range Eye Target Ind Changes details of a memory				
Spell The Fog Form Muto Level 4 Duratic Diamet Tech Auram Range touch Target bound creates a fog in the area of a mile across					Spell Lungs of the fish Form Muto Level 4 Duration sun Tech AquoAura Range touch Target part Turns water into air as it enters your lungs allowing you to breathe water as you do air.				

Wolf Dice

Aspects

- Territorial (Fight)
- Pack mentality

Skills

Great (+4): Bite/Claw/Fight
 Good (+3): Howl/Ragdoll/Investigate
 Fair (+2): Hunt/Attack/Investigate

Stunts


Pack Facts. +2 to attack with Bite/Claw 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)



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	Igmem (Ig)	2
Mental	□□□□ □	Intellego (In)	0	Auram (Au)	0	Imaginemo (Im)	0
Infatib	□□□□□	Muto (Mu)	0	Aquam (Aq)	0	Mentem (Me)	1
Date points	□□□□□	Perdo (Pe)	0	Corpus (Co)	1	Terram (Te)	0
Consequences		Rego (Re)	0	Herbam (He)	0	Vim (Vi)	0
2 mild		-2 Combat	rank	Def	weapon size		
4 moderate		-4 Bewailing	Good (+3)	3	0. unarmed		
6 severe		-6 Rapiet	Fai (+2)	2	2. one handed weapon		
8 permanent		-8 Creo Elements	Fautistic (+6)	6	10		
Fatigue		Recovey	Creo Corpus/MentelmSupets (+5)	3	9		
mild	□ -0	6 min	Creo	Geat (+4)	4	8	
moderate	□ -1	10 min	Igmem	Fai (+2)	2	6	
severe	□ -2	20 min	Mentem/Corpus	Average (+1)	1	Magic block = PM + Tech + Form	
incapacitate	□ -	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>	Designate spell level	
	If roll +2 or more, spell goes out of control	
Equipment		Lore Hermetic lore Church lore

30 level spells			
Spell	Ball of Aysmal Flame	Spell	Flash of the Scarlett flames
Form	Creo Level 7	Form	Creo Level 3 Duration moment
Tech	Ignem Range voice	Tech	Ignem Range Voice Target individual
Duration	moment Target Individual		
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 save or is blinded	
Spell	Wall of protecting Stone	Spell	Major Healing touch
Form	Creo Level 5	Form	Creo Level 6 Duration moment
Tech	Terram Range Touch	Tech	Corpus Range touch Target ritual
Duration	Target	remove a severe consequence	
Makes a wall of granity up to 19 meters wide, 3 meters high and one meter thick.			
Spell	Panic of the trembling Heart	Spell	Touch of Midas
Form	Creo Level 3 Duratitk 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	Footsteps of slippery oil	Spell	Faerie Gold Spontaneous
Form	Creo Level 2 Duratitk 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.	

Wolf

It takes 25 minutes per spewer to cast a mean spit, and one vls per spell level.

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
			Burglary
			Burglary
			Melee
			Ride

Stress

Physical	Mental	Indebted	fate points
0000	0000	0000	0000

Consequences

2 mild	4 moderate	6 severe	8 permanent
-2	-4	-6	-8
Combat	Rego	Rego	Rego
rank	rank	rank	rank
weapon size	weapon size	weapon size	weapon size

Fatigue

Recovery	6 min	10 min	20 min	60 min
-0	-1	-2	-3	
Mild	Moderate	Severe	Incapacitated	

Virtues

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



Name Anders 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
			Physique
			Survival
			Melee
			Ride

Stress

Physical	Mental	Indebted	fate points
0000	0000	0000	0000

Consequences

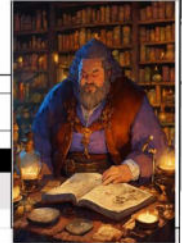
2 mild	4 moderate	6 severe	8 permanent
-2	-4	-6	-8
Combat	Ritual knife	Imaginem	Spontaneous (Int)
rank	rank	rank	rank
weapon size	weapon size	weapon size	weapon size

Fatigue

Recovery	6 min	10 min	20 min	60 min
-0	-1	-2	-3	
Mild	Moderate	Severe	Incapacitated	

Virtues

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



Equipment

Lore
Hermetic lore
Church Lore

30 level spells

Spell	Call to Slumber	Aura of Rightful Authority
Form	Rego Level 2	Rego Level 4
Tech	Mentem Range voice	Mentem Range eye
Target	Target ind	Target ind
Effect	Target falls into natural sleep	Target thinks you are an authority

Spell	7 league Stride	Lift the Dangling puppet
Form	Rego Level 6	Rego Level 3
Tech	Corpus Range Person	Corpus Range Voice
Target	Target ind	Target ind
Effect	Transports you to any place within 7 leagues either that you can see or that you have an Arcane Connection 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.

Spell	Gift of Frog Legs	Strings of the Unwilling Marionette
Form	Rego Level 3	Rego Level 5
Tech	Corpus Range Touch	Corpus Range Voice
Target	Target ind	Target ind
Effect	Allows the target to leap up to 5m vertically or 9m horizontally. The person must make a physics 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.

Spell	Trust of Child like Faith	Telekinetic push
Form	Perdo Level 3	Rego Level 4
Tech	Mentem Range eye	Corpus Range Voice
Target	Target ind	Target ind
Effect	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.

Equipment

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

30 level spells

Spell	Summoning the Distant Image	Phantasm of the Human form
Form	Muto Level 5	Rego Level 5
Tech	Imaginem Range Arc	Imaginem Range Voice
Target	Target Room	Target ind
Effect	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. While concentrating the person behaves as you dictate. Still immaterial.


Spell	Aura of ennobled presence	Faerie Gold
Form	Muto Level 2	Rego Level 3
Tech	Imaginem Range touch	Imaginem Range Touch
Target	Target Indiv	Target ind
Effect	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.

Spell	Disguise of the Transformed Image	Veil of Invisibility
Form	Muto Level 3	Rego Level 4
Tech	Imaginem Range Touch	Imaginem Range Touch
Target	Target ind	Target ind
Effect	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.

Spell	Wizard's sidestep	Eyes of the Eagle
Form	Rego Level 4	Intellego Level 5
Tech	Imaginem Range per	Imaginem Range Per
Target	Target ind	Target Vision
Effect	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.

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)		Great (+4)		Ranged		Stealth	
low concept	Perfume		Good (+2)		Faint (+2)		Survival		Melee	
Nationality	Provencal		Average (+1)		Physique		Investigate		Will	
Bound	Harry Rothschild		mediocre (+0)		Alertness		Burglary		Lore	
									Ride	
									Resources	
stress	Virtues and stunts									
Physical	□□□		Skin changer		It takes a season to create a new skin					
Mental	□□□		- put an animal skin and gain abilities and weakness of the animal.							
indebted	□□□□□		- keep intelligent if not in that form for not too long							
face point:	□□□□□		As an experienced ranger, get +2 when tracking with a bow after aiming 1							
Consequences			As an experienced ranger, get +2 when tracking with survival							
2 mild			-2 Flaws							
4 moderate			-1 lycantrophie, 3 days a werewolf fullmoon							
6 severe			-6 -beals all damage when pass guard.							
8 permanent			-8							
Fatigue			Recovery		Combat		Rank		Weapon size	
mild	□	-0	6 min	Berending	Fia (+2)		7	0 unarmed		
moderate	□	-1	10 min	Bow and arrow	Gent (+4)		4	3 2 handed weapon		
severe	□	-2	20 min	Shout sword	Fia (+2)		2	2 one handed weapon		
incapacitated	□	-	60 min	Armor	1		Light leather			


[illegible]

Name	Gaelan Rander					
Description	Gaelan Rander is an English woodsman whose parents had both died by 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)				
Conceivable	Perfume	Great (+4)	Animal Handling			
Nationality	English	Good (+3)	Survival	Melee		
Bound	Marco Polo	Fair (+2)	Physique	ranged	Will	
		Average (+1)	Athletics	Investigate	Lore	
		mediocre (+0)	Alertness	Burglary	Contacts	
					Ride	
					Resources	

Stress	Viruses	Stunts
Physical	000	Animal Ken As an animal whisperer get +2 when calming
Mental	000	*talk to animals as an animal
Indebted	00000	As a defender I get +2 when defending another
Fate point	00000	in melee
Consequences		
2 mild	-2	Flaws
4 moderate	-4	Course of Venus Animal Companion Rufus Dog
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	<input type="checkbox"/> -0	6 min	Spear	Good (+3)	3	3 2 handed weapons
moderate	<input type="checkbox"/> -1	10 min	Bow and arrow	Fair (+2)	2	2 one handed weapons
severe	<input type="checkbox"/> -2	20 min	Breaching	Fair (+2)	2	0 unarmed
incapacitate	<input type="checkbox"/> -	60 min	Armor	1	Light leather	

Name	Agmundr Storsson
Description	Agmundr is a Viking and a Skald of great stature and mighty strength. He is haunted by the great wolf Fenir 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)	Physique				
Nationality	Norse french	Good (+3)	Ranged	Melee			
Bound	Anders	Fair (+2)	Survival	Ride		Will	
		Average (+1)	Stealth	Athletics		Alertness	Contacts
		mediocre (+0)	Resources	Burglary		influence	Medicine

Stress		Verbes and stunts
Physical	□□□□	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.
Mental	□□	once one is cast, it disappears. casting rune takes a minute
Indebted	□□□□□	Heavy Object Swing. You may use Physique
fate point:	□□□□□	instead of Fight whenever you use a heavy object as a melee weapon.
Consequences		-2 Heavy Object Throw. You may use Physique instead of Shoot to
2 mild		-4 attack targets one zone away with a heavy object.
4 moderate		-6 Flaws
6 severe		-8 Diabolic past - devil worshippers still take an interest in you.
8 permanent		


Fatigue		Recovery	Combat	rank	weapon size
mild	<input type="checkbox"/> -0	6 min	Bewildering	Great (+4)	0 unarmed
moderate	<input type="checkbox"/> -1	10 min	Heavy Battle Axe	Great (+4)	3 2 handed weapons
severe	<input type="checkbox"/> -2	20 min	Threatening	Great (+4)	3 2 handed weapons
incapacitate	<input type="checkbox"/> -	60 min	Armor	2	Medium armor

Name	Juan Sanchez-Villalobos Ramirez				
Description	Peacocks soldier who overestimates his skills				
ASPECTS		Approaches			
High concern/low cost		Clever	-2	Forceful	0
Trouble/overconfidence		Clever	0	Quick	+1
		Flashy	+2	Sneaky	-1
Armor	Stress	Combat		Weapon size	
1	Physical	000	Brilliant	0. unarmed	
Light	Mental	000	Sides weapons	2. one handed weapon	
			Does not stop	3. 2 handed weapon	

Name	Bertrand du Guesclin			
Description	"An upstart cast" of the region. Young Bertrand, unwed, proved his worthiness to his parents when a fortune teller predicted a glorious future for the child.			
ASPECTS	Approaches			
epi concept	Guardian, protector	Careful	+2 Forceful	+1
Trouble	condemned in body guarding	Clever	0 Quick	0
		Flashy	-1 Sneaky	0
Antner	Stress	Combat		Weapon size
3	Physical	Brutal		0, unarmed
Heavy	Mental	Unarmored mail shield		2, one handed weapons
		Bow and arrow		3, 2 handed weapons



Name	Jérôme Le Banner			
Description	Boxer faced very tall man, who is pretty simple.			
ASPECTS		Approaches		
Igh concipio body builder in life		Clever	+1	Forceful
Trouble / Violent when drunk		Glave	-2	Quick
		Flapily	0	Sneaky
		Combat		
Armer	Stress			
3	Physical	0, unarmed		
heavy	Mental	3, 2 handed weapon		
		3, 2 handed weapon		




Name		Eugène François Vido				
Description		Quick in mind, charming, and not a deep thinker. He fixes things when mages are exposed.				
ASPECTS		Approaches				
high concept (has deals with problems)		Careful	-2	Forceful	0	
Trouble (outline)		Charm	+2	Quick	+1	
		Hasty	0	Sneaky	+1	
Armor	Stress	Combat				
Physical	000	Bonding			6. unarmed	
Mental	000	Equipment (no shield)			2. one handed weapon	
					3. handeled weapon	

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