					Spell	
8	ATELOS	ARS MAG	CICA		Form&Tech	
	AIR	ARS MA	71\/A		Tech	
					Level	
Name					Range	
Description	n				Duration	
Refresh	3				Target	
					Spell	
ASPECT	s	Skills			Form&Tech	
High concept		Superb (+5)			Tech	
House		Great (+4)			Level	
Nationality	,	Good (+3)			Range	
		Fair (+2)			Duration	
Bodyguard		Average (+1)			Target	
		mediocre (+0)			Spell	
Stress		Magical a	rts		Form&Tech	
Physical	00000	Creo (Cr)	Animal (An)	Ignem (Ig)	Tech	
Mental	00000	Intellego (In)	Auram (Au)	Imaginem (Im)	Level	
Indebted	00000	Muto (Mu)	Aquam (Aq)	Mentem (Me)	Range	
fate points	0000	Perdo (Pe)	Corpus (Co)	Terram (Te)	Duration	
Consequ	iences	Rego (Re)	Herbam (He)	Vim (Vi)	Target	
2 mild		-2 day Combat	rank	Def wea	pon size <mark>Spell</mark>	
4 moderate		-4 wk			Form&Tech	
6 severe		-6 mo			Tech	
8 permaner	nt .	-8			Level	
Fatigue		Recovery			Range	
mild	- 0	6 min			Duration	
moderate	□ -1	10 min		Spell block F	M+tech+form Target	
severe	□ -2	20 min		Magic block	= PM + Form Spell	
incapacitated	□ -3	60 min Armor	0	Parma Magica	Form&Tech	
					Tech	
Virtues		Flaws	Decrepitude	Warping	Level	
					Range	
					Duration	
					Target	
					Spell	
					Form&Tech	
Equipm	ent		Sub-skills		Tech	
					Level	
					Range	
					. ا	
					Duration	
					Target	
Spells			Arts lv	l range target	Target	
Name			Arts Iv	range target	Target Spell	
			Arts lv	l range target	Target Spell duration Form&Tech Tech Level	
Name			Arts lv	l range target	Target Spell duration Form&Tech Level Range	
Name Description			Arts lv	l range target	Target Spell duration Form&Tech Tech Level	
Name Description Name			Arts lv	range target	Target Spell duration Form&Tech Level Range Duration Target	
Name Description Name Description			Arts lv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell	
Name Description Name Description Name			Arts ly	range target	Target Spell duration Form&Tech Level Range Duration Target	
Name Description Name Description Name Description			Arts Iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell	
Name Description Name Description Name Description Name			Arts Iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level	
Name Description Name Description Name Description Name Description Description			Arts Iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Tech	
Name Description Name Description Name Description Name Description Name			Arts Iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level	
Name Description Name Description Name Description Name Description Name Description			Arts Iv	range target	Target Spell duration Tech Level Range Duration Target Spell Form&Tech Level Range	
Name Description Name Description Name Description Name Description Name Description Name Description			Arts Iv	range target	Target Spell duration Tech Level Range Duration Target Spell Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Tach Level Range Duration Target Spell	
Name Description			Arts Iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Target Duration Target Spell Form&Tech Level Range Duration Target	
Name Description Name			Arts Iv	range target	Target Spell duration Tech Level Range Duration Target Spell Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Tach Level Range Duration Target Spell	
Name Description			Arts Iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Target Spell Formation Tach Level Range Duration Target Spell Form&Tech Form&Tech Form&Tech Form&Tech	
Name Description Name			Arts iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Target Spell Formation Tach Level Range Duration Target Spell Form&Tech Level Range Duration Target Spell Form&Tech Tech Level Range Duration Target Spell Form&Tech Tech	
Name Description			Arts iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Tech Level Range Duration Tarch Level Range Duration Target Spell Form&Tech Level Level Level	
Name Description Name			Arts iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Tech Level Range Duration Tech Level Range Duration Target Spell Form&Tech Level Range Range Range Duration Target Spell Form&Tech Level Range	
Name Description			Arts iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Tech Level Range Duration Target Level Range Duration Target Spell Form&Tech Level Range Duration Target Duration Target Duration Target Duration Target Duration Target	
Name Description Name			Arts Iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Tech Level Range Duration Target Level Range Duration Target Spell Form&Tech Level Range Duration Target Duration Target Duration Target Duration Target Duration Target	
Name Description			Arts Iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Tech Level Range Duration Target Level Range Duration Target Spell Form&Tech Level Range Duration Target Duration Target Duration Target Duration Target Duration Target	
Name Description Name			Arts Iv	range target	Target Spell duration Form&Tech Level Range Duration Target Spell Form&Tech Level Range Duration Tech Level Range Duration Target Level Range Duration Target Spell Form&Tech Level Range Duration Target Duration Target Duration Target Duration Target Duration Target	

Name	Giovanni Grimaldi, Baron			Refresh	3			
Description	Handsome young noble.			Bodyguard	l			
				Annabelle	shifter			
ACRECE		GL 'III's						
ASPECT		Skills						
	Mystic, changer	Superb (+5)	16					
	Jerbiton	Great (+4)	Influen					
Nationality		Good (+3)		agic theory				
	Gentle	Fair (+2)	, ,	ie, Lore, co ravel, Inve		Languag		
Virtues	Peacemaker	0 1	<u> </u>	ravei, inves	stigate	, Languag	ges	
Gentle Gif	•	Magical arts Creo (Cr)		Anim	al (An)	1	Ignem (Ig)	0
No social p		_ Intellego (In)			ai (Aii) n (Au)	0	Imaginem (Im)	0
	agne sur mer	_ Muto (Mu)			n (Aq)	0	Mentem (Me)	0
<u>Daion or c</u>	agric sur mer	Perdo (Pe)	0		ıs (Co)		Terram (Te)	0
		Rego (Re)	0	Herbar		0	Vim (Vi)	0
Flaws		Combat	Ů	rank	11 (110)	Def	, ,	apon size
	ly ties (Grimaldi family)	Rapier	Aver	rage (+1)	1	50.	2. one hand	
Heir (assas	* *	Boxing		Fair (+2)	2			Jnarmed
	onsibilities)	Muto Corpus			6	10		
	e to Divine Power	Muto Animal		erb (+5)	5	9		
Equipm		Muto		reat (+4)	4	8		
	hes, Rapier	Corpus		Fair (+2)	2	6	Spell block	PM+tech+form
		Silver knife	Aver	age (+1)	1		Magic bloc	k = PM + Form
		Armor	0	Noble cl	othes		Parma Magica	Good (+3)
Stress				E	ffect	s of ag	ing and warping	j
Physical	□□□ winde	d 🗖	-0	6 min				
Mental	□□□□ weary		-1	10 min				
Paradox	[1][2][3][4] tired		-2	20 min				
Indebted	uncons	scious	-	60 min				
Consequ	ences	Parado	x conse	quences				
2 mild		-2 day						
4 moderate		-4 wk						
6 severe		-6 mo						
8 permaner	<u>L</u>	-8						
Sub-ski	lle.							
	ock picking, pocket picking, tr	lanc						
	Grimaldi family, Rothschild fa							
	, martial, heavy weapons, ra							
	Persuasion, Deception, Leade		ion Inti	midation				
	(Deduction, Scrutiny, Observ			Tildation)				
	nomics, Hermetic, Faerie, Infe		acioii ,					
	(French. Italian)	······						
	ory (Parma Magica, Latin, res	earch)						
	first aid, surgery, herbal med)					
	brawling, strength, athletics)							
travel (ride	e, sailing, Orienteering)							
Stealth (sn								
Survival (r	iviera)							

30 level sp	pells		Arts	lvl	range	target	duration
Name	Cloak of black feathers	 S	MuCoAni	6	self	individual	sun
	Shape of the raven, re	guires raven fe	eather				
Name	Shape of the woodlan		MuAnCo	5	touch	ind.	Sun
Description	Shape of the wolf, nee	d a wolf skin		l			
Name	Gift of the Bears fortit		MuCo	5	Self	ind.	Sun
Description	Gain armor 1			l .			
Name	Disguise of the new vi	sage	MuCo	2	Touch	ind.	Sun
Description	features to any form y			Į.			
Name	Aura of ennobled pres		Mulm	2	touch	ind.	sun
	Target appears more forceful, authoritative an			nce brings about this c	hanne including a slig	tht cunomatural illumin	
Name	Recollection of a memory never		MuMe	1	eye	ind.	moon
	Changes details of one		1				
Name	The Fog	· · · · · · · · · · · · · · · · · · ·	MuAu	4	touch	bound	diam
	creates a fog in the are	ea of a mile ac	ross				
Name	Lungs of the fish		MuAuAq	4	touch	sun	part
	Turns water into air as it	enters your lun		you to breat	he water as	you do air.	-
Name	Rock of Viscid Clay	•	MuTe	1	touch	ind.	diam
	Softens rock enough that it may be	dug out, molded and				iver clay mav be.	
		nalf skill, fatigu			,	, =,=2.	
Name	Nose of the hound	Fair (+2)	MuCoAni	1	personal	smell	sun
Description	scent of a bloodhound						
Name	Oleum Flos	Fair (+2)	МуНе	3	touch	group	mom
Description	A pile of flowers is turned	d into essential	oils, must be	e stored in a	vacuum sto	rage immed	iately
Name							
Description							
Name							
Description							
Name							
Description							
Name							
Description							
Name							
Description							
Name							
Description				1	1		
Name							
Description				1	1		
Name							
Description							
Name							
Description							
Name							
Description	1						
Name							
Description	1						
Name							
Description	1						
Name							
Description	1		-				
Name							
Description	n						
Name							
Description	n						

FATE OF ARS MAGICA

Name		Nixette
Description	1	Impulsive redhead, pretty and hot headed
Bodyguard	Hu	
Refresh	3	
ASPECT	5	Skill

ASPECT	S	Skill	
High concept	Pyromaniac	Superb (+5)	
House	Flambeau	Great (+4)	Magic theory
Nationality	France	Good (+3)	Will, Physique
Gift	Magical Presence Feels Wrong	Fair (+2)	Investigate, lore, fight
personality	Fiery temperament	Average (+1)	Medicine, alertness, Investigate

personality	Fiery ten	nperan	nent Average	e (+1)	Medicir	ie, aler	tness, Inve	estigate,	Languag	es	
Stress				Magic	al arts						
Physical		1	Cr	eo (Cr)	4	An	imal (An)	0	l:	gnem (Ig)	2
Mental		1	Intelle	ego (In)	0	Au	ram (Au)	0	Imag	ginem (Im)	0
Indebted	□□□□ Mu			:o (Mu)	0	Aqı	uam (Aq) [0	Men	tem (Me)	1
fate points			Perd	do (Pe)	0	Coi	pus (Co)	1	Te	rram (Te)	0
Consequ	ences		Reg	go (Re)	0	Herl	oam (He)	0		Vim (Vi)	0
2 mild			-2 day	Comb	at		rank		Def	we	apon size
4 moderate			-4 wk	Savate			Good (+3)	3			
6 severe			-6 mo	Long silv	er dagger		Fair (+2)	2		1. one har	nded weapon
8 permaner	t		-8	Creo Elei	nents	Fa	ntastic (+6)	6	10	creo ignem	8. Legendary
Fatigue			Recovery	Creo Cor	pus/Mente	em S	Superb (+5)	5	9		
mild		-0	6 min	Creo			Great (+4)	4	8		
moderate		-1	10 min	Ignem			Fair (+2)	2	6	Spell block	PM+tech+form
severe		-2	20 min		Corpus	A	verage (+1)	1	5	Magic bloo	ck = PM + Form
incapacitated		-	60 min	Armor		0	robes		Parma	Magica	Great (+4)

Virtues	Flaws	Decrepitude	Warping					
Venus blessing	Wrathful (mino	or)						
Elemental Magic	chaotic magic							
(view elements as one art)	Designate spell level							
	If roll +2 or mo	ore, or Roll -2 or less						
creo ignem +2	spell goes out	t of control						
Equipment								

Subskills
Burglary (lock picking, pocket picking, traps)
Contacts
Fight (light, martial, heavy weapons, ranged, firearms)
Influence (Persuasion, Deception, Leadership, Negotiation, Intimidation)
Investigate (Deduction, Scrutiny, Observation, Interrogation)
Lore (Church, Hermetic, Faerie, Infernal, Twilight)
Languages (French. Italian)
Magic Theory (Parma Magica, Latin, research, regio lore)
Medicine (first aid, surgery, herbal medicine, infectious)
Physique (Savate, Flexibility, athletics)
travel (ride, sailing, Orienteering)
Stealth (sneak, hide)
Survival (riviera)

30 level sp	pells										
Spell	Ball of Ab	ysmal Flan	ne			Spell	Flash of t	he Scarlet	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 fl	ame shoot	- s from you	r hand to st	ike a single	;	a brilliar	nt red flash e	explodes in	the air		
target, do	ing +6 dam	age (Weap	on class 6)			where y	ou designat	e. Target r	olls physiqu	e	
						save or	is blinded				
Spell	Wall of pr	otecting S	tone			Spell	Major He	ealing touc	h		ritual
Form	Creo	Level	5			Form	Creo	Level	6	Duration	moment
Tech	Terram	- Range	Touch			Tech	Corpus	 Range	touch	_ Target	ind
Duration	moment	_ Target	Individual			remove	a severe co	— nsequence			
Makes a v	vall of gran	- ite up to 19	9 meters wi	de,							
3 meters l	nigh and or	ne meter th	nick.								
Spell	Panic of t	he trembli	ng Heart			Spell	Touch of	Midas			
Form	Creo	Level	3	Duration	Sun	Form	Creo	Level	4	Duration	moment
Tech	Mentem	- Range	eye	_ Target	Ind.	Tech	Terram	 Range	touch	_ Target	ritual, ind
Creates ar	overpowe	ring fear ir	n one perso	n for		creates	a 40 kg lump	o of gold		_	
one specif	ic object, p	erson or a	place.								
Spell	Footsteps	of slipper	y oil			Spell	Faerie Go	old		Spontane	ous
Form	Creo	Level	2	Duration	Sun	Form	Creo	Level	2	Duration	Sun
Tech	Aquam	Range	touch	Target	Ind	Tech	Imaginen	n Range	Touch	Target	Ind
7 m wide	area of slip	pery oil.				Created a small lump of gold, 40 kg.				+4+4DF/2	
Physique ı	rolls are red	quired to st	tay upright			senses	touch, and s	ight.		Fair (+2)	
Creo Herb	am Fair (+2	2)									

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

1 Terrible

Jean-Baptiste Grenouille Skill perfume craft superb Born in paris, studied in grasse saved from execution by archmage

Mikkel Madsen



Perfumers blessing

Major supernatural virtue
Supernatural ability to make perfumes
supernatural sense of smell
Make supernatural perfumes
Socially inept
Obsessed, scent perfection

Found fairy region while finding special flowers

Name Bertrand du Gretskin, protector of grenoule
Description "the ugliest child" of the region. Young Bertrand,

"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.

ASPEC	TS	Approaches			
High conce	pt Guardian, protector	Careful	+2	Forceful	+1
Trouble singleminded in		Clever	0	Quick	0
	body guarding	Flashy	-1	Sneaky	-2
Armor	Stress	Combat		We	anon size

Armor	Stress	Combat		Weapon size
3	Physical	Brawling		0. unarmed
Heavy	Mental	Longsword and shie	eld	2. one handed weapon
	•	Bow and arrow		3. 2 handed weapon



FATE OF ARS MAGICA

Survival (riviera)

Name	Marco Po	lo							1	THE PERSON NAMED IN	V	
Descriptio	'n	Quiet broo	ding ma	age					1	1	S ALL	
Refresh	3	1	-	-					1	C/3	AGU	
Bodyguard	Gaelan whis	sperer										
ASPECT				Skills						1./2		
High concept	1	tor	Superb	(+5)					1			
	Tremere		Great (+4)	Will				FAIR	-		
Nationality	Italian		Good (-	+3)	Influen	ce, Magi	ic Theory	/				
gift	Inoffensiv	e to animals	Fair (+2	2)	Physique, Lore, Investigate							
Personality	brooding,	introvert	Averag	e (+1)	Stealth, Languages, Alertness, burglary							
Stress												
Physical	000		Cr	eo (Cr)	0	Ani	mal (An)	0		Ignem (Ig)	0	
Mental	0000		Intelle	ego (In)	0	Aur	am (Au)	0	lm	aginem (Im)		
Indebted	00001		Mut	:o (Mu)	0	Aqu	am (Aq)	0	Me	ntem (Me)	2	
fate points	5 000 0		Perd	do (Pe)	0	Cor	pus (Co)	3	Т	erram (Te)	0	
Consequ	iences		Reg	go (Re)	3	Herb	am (He)	0		Vim (Vi)	0	
2 mild			-2 day	Comb	at		rank		Def	we	apon size	
4 moderate			-4 wk	brawl		medio	cre (+0)	0		0.	Unarmed	
6 severe			-6 mo	Rego (Corpus	Fanta	stic (+6)		10			
8 permaner	t		-8	Rego l	Menter	n Sup	erb (+5)		9			
Fatigue		Re	covery	Rego		Go	ood (+3)		7			
mild		-0	6 min	Mente	m	F	Fair (+2)		6			
moderate		-1	10 min	Corpu	S	F	air (+2)	2	6	Spell block	PM+tech+form	
severe		-2	20 min	Silver	knife	medio	cre (+0)	0		Magic bloc	ck = PM + Form	
incapacitated		-3	60 min	Armo	r	0	Noble c	lothes	Parm	a Magica	Good (+3)	
V. i.												
Virtues	gic least		Flaws									
Subtle Ma		esj	Pessim		to diar-	snect						
Quiet mag	gic (voice) e to anima		Overse Animal		to disre	spect						
Tremere	to allilla	1	AHHHI	сопра	HIUH							
Certamen	+2											
Equipm												
average in												
average III	COLLIC											
Sub-ski	lls						Effect	s of ac	ing a	nd warp	na –	
		g, pocket pic	rking tr	ansl			-111-191	or ag	nng a	na wai p	mg	
Contacts	ook pickiii	o, poeker pik	vivii (8, tl	~P~)								
	t . martial	heavy weap	ons rai	nged fi	rearms)						
		n, Deception					midation	n)				
		on, Scrutiny,						•,				
		etic, Faerie,				,						
Languages		, 00 10,		,	,/							
		a Magica, La	itin, rese	earch)								
<u>_</u>		urgery, herb			fectious	s)						
		wling, stren				,						
		Orienteering		,								
	neak, hide)		-									

			30			
		Arts	lvl	range	target	duration
Name	Wings of an eagle	ReCo	4	self	ind.	con
Description	Fly like an eagle					
Name	7 league Stride	ReCo	6	self	ind	mom
Description	35km teleport to arcane connec	tion or dire	ct sight			
Name	Confusion of the numbed will	ReMe	4	voice	ind	sun
Description	target is too confused to take ac	tion				
Name	Aura of Rightful Authority	ReMe	4	eye	ind	sun
Description	Target thinks you are an authori	ty				
Name	Strings of the Unwilling Marionette	ReCo	5	voice	ind	con
Description	Control movements of the target, m	novements a	re jerky of r	esisted. can	not talk but	mumble
Name	Telekinetic push	ReCo	4	voice	ind	mom
Description	forcefully push a human sized ta	rget backw	ards. hittin	g somethir	ng can hurt.	, a lot.
Name	Gift of Frog Legs	ReCo	3	touch	ind	mom
Description	jump 9m forward or 5m up. roll	physique to	land.			
Name						
Description						
Spontan	eous Spells	spend a turi	n to create a	an adv Or fat	igue	skill halved
Name	Call to Slumber	ReMe	2	voice	ind	mom
Description	Target falls into natural sleep					Good (+3)
Name	The unseen Porter	ReTe	2	voice	ind	con
Description	Unseen arm STR superb 5					Fair (+2)
Name	Bind wounds	CrCo	2	touch	ind	sun
Description	Stops bleeding and natural heali	ng				Fair (+2)
Name	Lift the Dangling puppet	ReCo	3	voice	ind	con
Description	target rises as fast as smoke rise	S				Good (+3)
Name	Aegis of the heart ritual	ReVi	0	touch	bound	year
Description	is a ritual defensive spell that cre	eates a prof	tective bar	rier around	the Coven	ant,
	preventing outside magic and th	reats from	entering it	s area.		
Name	Jérôme Le Banne	r				
Description	n Boxer faced very tall i	man, who i	s pretty sin	nple.		
ASPECT	S Approa	ches				
High concept	Body builder brute Careful		+1	Forceful		+2

ASPECT	ΓS		Approaches				
High concep	t Body buil	der brute	Careful	+1	Forceful		+2
Trouble Violent when drunk		Clever	-2	Quick		-1	
			Flashy	0	Sneaky		0
Armor	Stress		Combat				
3	Physical		Brawling			C). unarmed
heavy	Mental		Bastard sword			3. 2 hande	ed weapon
			Bow and arrow			3. 2 hande	ed weapon



FATE OF ARS MAGICA

Survival (riviera)

									3 E E	tha .	
Name	Arders V	Virtse	nius, th	e ment	alist				相響	(C) (C)	ali
Descriptio	n	Ob	ese aca	demic,	true ne	rd, chee	erful		7	1	
Refresh	3										
Bodyguard	Agmund	r stro	ngarm						1		Try
ASPECT	S				Skill				A COL	10	
High concept		d of n	nagic	Superb	(+5)				1		-
	Bonisagu			Great (Magic 7	Theory		N Total		7
Nationality				Good (+3)	Will, Lo	•			1	
	Magical	Prese	nce Fee	Fair (+2	2)	Physiqu	ue, Languages, Inv	estigate	e	A STATE OF THE PARTY OF	of the
Personality	Merry			Averag	e (+1)		, Contacts, Medici	•			
Stress	,				Magic	al arts					
Physical	000			С	reo (Cr)		Animal (An)	0		Ignem (Ig)	0
Mental	0000	1		Intelle	ego (In)	3	Auram (Au)	0	-1	inem (Im)	
Indebted					to (Mu)		Aquam (Aq)	0	-	ntem (Me)	
fate points				Per	do (Pe)	0	Corpus (Co)	0	† Te	erram (Te)	0
Consequ	iences			Re	go (Re)	0	Herbam (He)	0	1	Vim (Vi)	0
2 mild				-2 day	Comb	at	rank		Def	wea	apon siz
4 moderate				-4 wk	Wrestli	ng	Fair (+2)	2			
6 severe				-6 mo	intelleg	o mente	m Fantastic (+6)	6	10		
8 permanei	t			-8		o imagin		5	9		
Fatigue			Re	ecovery			Good (+3)	3	7		
mild		-0			menten		Good (+3)	3	7		
moderate		-1			imagine		Fair (+2)	2	6	Spell block	PM+tech+for
severe		-2			Silver k		mediocre (+0)	0		Magic bloc	ck = PM + For
incapacitated		-3			Armo		0 Noble clo	othes	Parma	a Magica	Great (+4
Virtues				Flaws							
flexible fo	rmulaic n	nagic		Obese							
add or rem	ove spell l	vl		Clumsy	,						
by one, dy	namically	,		Compa	ssionat	e, mino	r				
Inventing ne	w spells is +	-2									
Equipm	ent										
Danish no	bility clot	hes, ri	itual kn	ife							
Subskil	ls						Effects of ag	ing a	nd wa	rpina	
Burglary (ock pickir	ng, po	cket pi	cking, tr	aps)						
Contacts	Danish A	rch-m	nage								
Fight (light				ons, ra	nged, fi	rearms))				
							tion, Intimidation))			
Investigate											
Lore (Her							<u>-</u>				
Languages						•					
Magic The	• /				earch, t	wilight)	l				
Medicine											
Physique (, .								
travel (ride											
Stealth (sr											

		Arts	lvl	range	tseget	duration
Name Cal	ll to slumber	CrMe	2	Voice	Ind	Mom
Description Tai	rget falls ibto a natural sleep					
Name Au	ra of Rightful Authority	ReMe	4	eye	Ind	Sun
Description Tai	rget thinks you are an authority	/				
Name pe	ering into a mortal mind	InMe	6	eye	Ind	mom
Description Lea	arn all the information from a p	ersons mir	nd.			
Name the	oughts withing babble	InMe	5	self	hearing	con
Description und	derstand what everyone is saying.	regardless of	of the langu	age		
Name op	ening the mind of an animal	InAni	4	touch	ind	con
Description tel	epathic communication throug	h touch.				
Name list	en thru the faerie veil	InVim	3	self	hear	con
Description	en thru the boundaries of faeri	e region				
Name Re	collection of a memory never	MuMe	1	eye	ind	month
Description cha	ange details of a memory					
Name Disg	guise of the transformed imag	Mulm	2	self	ind	diameter
Description sha	ange appearance to another				•	
Name Los	ss of but a moments memory	РеМе	3	eye	ind	mom
Description tar	get forgetd 5 minutes of his life	Э.	30			
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Name		Eugèn	e François Vid	.0	CARL	
Description	n	Quick in m	nind, charming, and not	a deep th	inker.	_
		He fixes th	nings when mages are e	exposed.	U	
ASPECT	S		Approaches			
High concept	fixer, deals	with problems	Careful	-2	Forceful	0
Trouble	outlaw		Clever	+2	Quick	-1
			Flashy	0	Sneaky	+1
Armor	Stress		Combat			
	Physical	000	Brawling			0. unarmed
	Mental		Long sword and shi	hlai	2 one hand	ed weanon

3. 2 handed weapon

Bow and arrow

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 skin-changer Refresh **ASPECTS** High concept Skin-changer ranger Superb (+5) covenant Perfume Great (+4) Ranged Nationality Provencal Good (+3) Survival Stealth Bound Harry Rothschild Fair (+2) Physique Melee Will Athletics Average (+1) Investigate Lore Ride mediocre (+0) Alertness Burglary Contacts 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. * Keep intellect if not in that form for not too long Indebted $\Box\Box\Box\Box\Box$ As an experienced ranger, get +2 when Attacking with a bow after aiming 1 tu fate points As an experienced ranger, get +2 when tracking with survival Consequences 2 mild -2Flaws 4 moderate -4 Lycantrophe, 3 days a werewolf full-moon 6 severe -6 * heals all damage when gains control. 8 permane Fatigue Recovery Combat Weapon size mild -0 6 min Brawling Fair (+2)0. unarmed moderate -1 10 min Bow and arrow 3. 2 handed weapon Great (+4) -2 20 min Short sword 2. one handed weapon severe Fair (+2) 60 min Armor Light leather incapacitated composite bow, arrows, short sword, knife Nice woodlands Name Description body guard for Nixie Refresh **ASPECTS** High concept Chinese warrior Superb (+5) covenant Perfume Great (+4) Melee Nationality Chinese Provencal Good (+3) Ranged Physique Bound Nixie Will Will Fair (+2) Ride Average (+1) Stealth Athletics Alertness Survival mediocre (+0) Resources Burglary Contacts Medicine Stress Virtues Right Place, Right Time: Once per session, you may announce your prese 0000 Physical 0000 in the perfect place to help someone in need, ignoring usual limits of Indebted time, distance, or plausibility. If the GM elects to grant you a boost and fate points subsequently take advantage of the situation, the stunt does not count Consequences as the once-per-session application 2 mild 2Flaws 4 moderate -4 Outsider, faces racism As a kung fu master, get +2 when creating 6 severe advantage in a melee fight. 8 permanei Get +2 when attacking multiple opponents Fatigue Recovery Combat 6 min Jian longsword mild -0 2. one handed weapon Great (+4) moderate -1 10 minBrawling 0. unarmed Good (+3) 20 min Longbow severe -2 Good (+3) 3. 2 handed weapon 60 min Armor Battle armor, Rattan shield (1 shift) incapacitated Jian longsword, rattan shield, Chinese battle armor, horse Speaks Occitan and Chinese

Gealan Rander Name Description

Gealen 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					
ASPECT	S		Skill			
High concept	Animal cor	npanion	Superb (+5)			
covenant	Perfume		Great (+4)	Animal Handling		
Nationality	English		Good (+3)	Survival	Fight	
Bound	Marco Polo)	Fair (+2)	Physique	Burglary	V
			Average (+1)	Alertness	Investigate	- 1



Stress			Virtu	es	Stunt	s		
Physical	0000]	Animal	Ken	As an animal whisperer get +2 when calming			
Mental]	* talk t	o animals	an anin	nal		
Indebted] 🗆			As a defender I get +2 when defending another			
fate points	0000] 🗆			in mele	e		
Consequences								
2 mild			-2	Flaws				
4 moderate			-4	Curse of Venus	us Animal Companion Rufus Dog			
6 severe			-6	* fall in love with the wrong people				
8 permanen	t		-8	* those you reall	those you really like find you vain and shallow			
Fatique			Recovery	Combat		rank		weapon size
mild		-0	6 min	Spear	G	ood (+3)	3	3. 2 handed weapon
moderate		-1	10 mir	Bow and arro	ow G	ood (+3)	3	2. one handed weapon
severe		-2	20 mir	Brawling]	Fair (+2)	2	0 unarme
incapasitated		-	60 mir	Armor	1	Light leath	ner	

Equipment	Lore

Agmundr Storsson Name 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 ASPECTS High concept Viking warrior Superb (+5) Physiq covenant Villa Perfume Great (+4) Nationality Norse french Good (+3) Fight

Bound Anders Fair (+2) Survival Ride Will Average (+1) Stealth Alertness Athletics Contacts mediocre (+0) Resources Burglary Influence Medicine

Virtues and stunts Physical 000000 Blade runes. spend a stress point to draw a magical rune to a weapon, max Mental 1p per weapon size. this one use gives weapon +2 to one of 4 actions. Indebted once rune is cast, it disappears. casting rune takes a minute fate points 🗆 🗆 🗆 🗆 Heavy Object Swing. You may use Physique Consequences 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 4 moderate -4 attack targets one zone away with a heavy object 6 severe 8 permanen -8 Diabolic past - devil worshippers still take an intrest in you Recovery Combat Fatique weapon size mild -0 6 min Brawling Great (+4) 0. unarmed 3. 2 handed weapon moderate -1 10 min Heavy Battle Axe Great (+4) severe -2 20 min Throwing Great (+4) 3. 2 handed weapon 60 min Armor incapasitated Medium armor

Equipment	Lore
Extra heavy battle axe	

Name Description	The Bru	ite					Name Descriptio	n	The Sw	ashbuckler			
ASPECTS		Approaches					ASPECT	S		Approaches			
High concept Trouble		Careful Clever	+1	Forceful Quick	-	+2 -1	High concept Trouble			Careful Clever	-2 0	Forceful Quick	+1
		Flashy	0	Sneaky		0				Flashy	+2	Sneaky	-1
Armor Stress		Combat			•		Armor	Stress	888	Combat			2
Physical Mental	000	Brawling 2 handed blade			2. 2 hande	. unarmed ed weapon		Physical Mental	000	Brawling Melee		2. one	0. unarm handed weap
		Bow and arrow				ed weapon				Bow and arrow			handed weap
Name Description	The all	star					Name Descriptio	n	The Gu	ardian			
•													
ASPECTS		Approaches					ASPECT	·s		Approaches			
High concept		Careful	-1	Forceful		+1	High concept			Careful	+2	Forceful	+1
Trouble		Clever Flashy	0	Quick	-	+2 -2	Trouble			Clever Flashy	-1	Quick	-2 0
Armor Stress		Combat	U	Sneaky			Armor	Stress		Combat	-1	Sneaky	0
Physical	000	Brawling			0	. unarmed		Physical	000	Brawling			0. unarm
Mental	000	Melee			2. one hande			Mental	000	Sword and shield			handed weap
Name	The Tri	Bow and arrow			3. 2 hande	ed weapon	Name		The Thi	Bow and arrow		3. 2	2 handed weap
Description	THE TH	ekster					Descriptio	n	THE THE				
ASPECTS		Approaches					ASPECT	S		Approaches			
High concept		Careful	-2	Forceful		0	High concept			Careful	+1	Forceful	-2
Trouble		Clever Flashy	+2	Quick	-	-1 +1	Trouble			Clever Flashy	-1	Quick Sneaky	0 +2
Armor Stress		Combat	U	Sneaky			Armor	Stress		Combat	-1	Sneaky	+2
Physical	000	Brawling			0	. unarmed		Physical	000	Brawling			0. unarm
Mental	000	Melee			2. one hande			Mental	000	small weapon			1. small wear
		Bow and arrow			3. 2 hande	ed weapon	1	1377		Bow and arrow		3. 2	handed wear
lame	luan Sá	nchez-Villalobos F	Ramírez										
Description		soldier who overesting		kills			TO STATE OF	Q a					
							1						
ASPECTS		Approaches					AND THE REAL PROPERTY.						
High concept Musketee	er	Careful	-2	Forceful		0	Alleria						
Troubleoverconfi	dent	Clever	0	Quick		+1		15/1	1				
Chusan		Flashy	+2	Sneaky	10/00	-1	70 70		1				
Armor Stress 1 Physical	000	Combat Brawling				pon size . unarmed		1 -					
Light Mental		Melee weapon			2. one hande		76	6 2					
•		Bow and arrow			3. 2 hande	ed weapon	M	-					
Name	Portran	d du Gretskin						3.7					
Description		est child" of the region	n. Young B	ertrand,				310					
	1	proved his worthines	_										
	a fortun	e teller predicted a glo	rious futu	re for the cl	hild.		-						
ASPECTS ligh concept Guardian,	protector	Approaches Careful	1.2	Forceful		+1	A						
Trouble singlemin	-	Clever	+2	Quick		-2							
body guar		Flashy	-1	Sneaky		0							
Armor Stress		Combat				pon size		0	15				
3 Physical	000	Brawling				. unarmed							
Heavy Mental	000	Longsword and sl Bow and arrow	neid		2. one hande 3. 2 hande	ed weapon ed weapon							
						сароп			4110				
Name		Le Banner					NO.S		Tries.				
Description	Boxer fac	ed very tall man, who	is pretty s	imple.			(1)		18				
								W.					
ASPECTS		Approaches					3						
High concept Body build		Careful	+1	Forceful	_	+2							
Trouble Violent w	nen drunk	Clever Flashy	-2 0	Quick Sneaky	-	-1 0			_				
Armor Stress		Combat		рисаку			1						
3 Physical	000	Brawling				. unarmed							
heavy Mental	000	Battle hammer 2h	1		3. 2 hande								
		Bow and arrow			3. 2 hande	u weapon	13						
Name	Eugèi	ne François Vi	.do			1	YIV						
Description	1	mind, charming, and n				n le							
	He fixes t	hings when mages are	e exposed.			1							
ASPECTS		Approaches					l						
High concept fixer, deals	with problen		-2	Forceful		0							
Trouble outlaw		Clever	+2	Quick		-1							
····		Flashy	0	Sneaky		+1							
Armor Stress Physical	000	Combat Brawling			0	. unarmed							
Mental	000	Long-sword and s	hield		2. one hande								
,	_	Bow and arrow				d weapon							

	Arts	lvl	range	target	duration
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Description					
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