					Spe	
		ARS MAC	NICA.		For	rm&Tech
	AIE VI	ARSIMA	71\/A		Ted	ch
					Lev	/el
Name					Rar	nge
Descriptio	n				Du	ration
Refresh	3				Tar	rget
					Spe	
		Skills				
ASPECT					I	rm&Tech
High concept		Superb (+5)			Ted	
House		Great (+4)			Lev	
Nationality	/	Good (+3)				nge
		Fair (+2)				ration
Bodyguard	d	Average (+1)				rget
		mediocre (+0)			Spe	
Stress		Magical a			For	rm&Tech
Physical	00000	Creo (Cr)	Animal (An)	Ignem (Ig)	Ted	ch
Mental	00000	Intellego (In)	Auram (Au)	Imaginem (Im)	Lev	/el
Indebted	00000	Muto (Mu)	Aquam (Aq)	Mentem (Me)	Rar	nge
fate points	s 0000	Perdo (Pe)	Corpus (Co)	Terram (Te)	Du	ration
Consequ		Rego (Re)	Herbam (He)	Vim (Vi)	Tar	rget
2 mild		-2 day Combat	rank		pon size Spe	
4 moderate		-4 wk				 rm&Tech
6 severe		-6 mo			Ted	
8 permaner	nt	-8			Lev	
Fatigue	1111	Recovery				nge
mild	- 0	6 min				ration
	□ -0 □ -1			Cnall black I	PM+tech+form Tar	
moderate		10 min				
severe	□ -2 □ 0	20 min				
incapacitated	- 3	60 min Armor	0	Parma Magica		rm&Tech
\		Elemen	Danie de la constante	\\/	Ted	
Virtues		Flaws	Decrepitude	Warping		
						nge ration
						ration
					Tar	rget
					Tar Spe	rget ell
					Tar Spe For	rget ell rm&Tech
Equipm	ent		Sub-skills		Tar Spe	rget ell rm&Tech
Equipm	ent		Sub-skills		Tar Spe For	rget ell rm&Tech ch
Equipm	ent		Sub-skills		Tar Spe For Ted Lev	rget ell rm&Tech ch
Equipm	ient		Sub-skills		Tar Spo For Teo Lev Rai	rget ell rm&Tech ch
Equipm	ent		Sub-skills		Tar Spo For Teo Lev Rai	rget ell rm&Tech ch vel nge ration
Equipm	ient		Sub-skills		Tar Spe For Tec Lev Rai Du	rget ell rm&Tech ch vel nge ration rget
	ient			range target	Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget
Spells	ent		Sub-skills Arts lv	range target	Tar Spe For Tec Lev Rai Du Tar Spe duration For	rget ell rm&Tech ch vel nge ration rget ell rm&Tech
Spells Name				range target	Tar Spe For Lev Rar Du Tar Spe duration For	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch
Spells Name Description				range target	Tar Spe For Tec Lev Rain Du Tar Spe duration For Lev Lev	rget ell rm&Tech ch yel nge ration rget ell rm&Tech ch yel
Spells Name Description Name				range target	Tar Spe For Tec Lev Rain Du Tar Spe duration For Tec Lev Rain	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel
Spells Name Description Name Description				range target	Tar Spe For Tec Lev Rai Du Tar Spe duration For Lev Rai Du	rget ell rm&Tech ch yel nge ration rget ell rm&Tech ch yel nge ration rget ell rm&Tech ch yel nge
Spells Name Description Name Description Name				range target	Tar Spe For Tec Lev Rain Du Tar Spe duration For Tec Lev Rain Du Tar Tar Tar	rget ell rm&Tech ch yel nge ration rget ell rm&Tech ch yel nge ration rget
Spells Name Description Name Description Name Description				range target	Tar Spe For Tec Lev Rain Du Tar Spe duration For Lev Rain Du Tar Spe Spe Spe Spe Spe	rget ell rm&Tech ch yel nge ration rget ell rm&Tech ch yel nge ration rget ell rget rget
Spells Name Description Name Description Name Description Name				range target	Tar Spe For Tec Lev Rain Du Tar Spe duration For Tec Lev Rain Du Tar Spe For	rget ell rm&Tech ch yel nge ration rget ell rm&Tech ch yel nge ration rget ell rm&Tech ch rget ell rm&Tech rget
Spells Name Description Name Description Name Description Name Description				range target	Tar Spe For Tec Lev Rain Du Tar Spe duration For Tec Lev Rain Du Tar Spe For Tec	rget ell rm&Tech ch yel nge ration rget ell rm&Tech ch yel nge rm&Tech ch rget ell rm&Tech ch rget
Spells Name Description Name Description Name Description Name Description Name				l range target	Tar Spe For Tec Lev Rai Du Tar Spe duration For Lev Rai Du Tar For For Tec Lev Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch vel nge
Spells Name Description Name Description Name Description Name Description Name Description				range target	Tar Spe For Tec Lev Rai Du Tar Spe duration Tec Lev Rai Du Tar For Tec Lev Rai Du Tar Rai Du Tar Rai	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration rget
Spells Name Description Name Description Name Description Name Description Name Description Name				range target	Tar Spe For Tec Lev Rai Du Tar Spe duration Tec Lev Rai Du Tar For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch rme rget ell rme ration
Spells Name Description Name Description Name Description Name Description Name Description Name Description				range target	Tar Spe For Tec Lev Rai Du Tar Spe duration For Lev Rai Du Tar Tec Lev Rai Du Tar Spe Exp Rai Du Tar Tar Tar Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget ell rmsTech ch ch vel nge ration rget ell rmsTech ch vel nge ration rget ell rmsTech ch vel nge ration rget ell rmsTech ch ch rget
Spells Name Description Name Description Name Description Name Description Name Description Name Description Name				range target	Tar Spe For Tec Lev Rai Du Tar Spe duration For Lev Rai Du Tar Tec Lev Rai Du Tar Spe Exp For Tec Lev Rai Spe For Tec Spe Spe Spe For Tec Spe	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rrm&Tech ch vel nge ration rget ell rrm&Tech ch ch vel nge ration rget ell rrm&Tech ch c
Spells Name Description				range target	Tar Spe For Tec Lev Rai Du Tar Spe duration For Lev Rai Du Tar Spe Lev Rai Du Tar Spe For Tec Lev Roa For Tec Lev Roa For Tec Lev Roa For	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rmwATech ch ch vel nge ration rget ell rrm&Tech ch ch ch vel nge ration rget ell rrm&Tech ch ch vel nge ration rget ell rrm&Tech ch ryel nge ration rget
Spells Name Description Name Description Name Description Name Description Name Description Name Description Name				range target	Tar Spe For Tec Lev Rai Du Tar Spe duration For Tec Lev Rai Du Tar Spe For Tec Lev Rai Spe For Tec Lev Rai Du Tar Tar Spe For Tec	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rrm&Tech ch c
Spells Name Description				range target	Tar Spe For Tec Lev Rai Du Tar Spe duration For Tec Lev Rai Du Tar Spe For Tec Lev Rai Spe For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge rration rget ell rm&Tech ch ch vel nge ration rget ell rrm&Tech ch ch ch chell rrm&Tech ch ch chell rrm&Tech ch ch vel nge ration rget ell rrm&Tech ch ch vel nge rration rget ell rrm&Tech ch vel nge ration rget
Spells Name Description Name				range target	Tar Spe Guration For Tec Lev Rai Du Tar Spe Guration For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration
Spells Name Description Name				range target	Tar Spe For Ceve Rai Du Tar Spe duration For Tec Lev Rai Du Tar Spe For Cev Rai Du Tar Spe For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rmation
Spells Name Description Name				range target	Tar Spe For Ceve Rai Du Tar Spe duration For Tec Lev Rai Du Tar Spe For Cev Rai Du Tar Spe For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration rget ell rrm&Tech ch vel nge ration
Spells Name Description				range target	Tar Spe For Ceve Rai Du Tar Spe duration For Tec Lev Rai Du Tar Spe For Cev Rai Du Tar Spe For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rmation
Spells Name Description Name				range target	Tar Spe For Ceve Rai Du Tar Spe duration For Tec Lev Rai Du Tar Spe For Cev Rai Du Tar Spe For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rmation
Spells Name Description				range target	Tar Spe For Ceve Rai Du Tar Spe duration For Tec Lev Rai Du Tar Spe For Cev Rai Du Tar Spe For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rmation
Spells Name Description Name				range target	Tar Spe For Ceve Rai Du Tar Spe duration For Tec Lev Rai Du Tar Spe For Cev Rai Du Tar Spe For Tec Lev Rai Du Tar Spe For Tec Lev Rai Du Tar	rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rm&Tech ch ch vel nge ration rget ell rmation

Name	Giovanni Grimaldi, Baro	on		Refresh	3	fate poin	ts	
Description	Handsome young noble	е.		Bodyguard		0000	JO N	
				Annabelle	shifter			3
ASPECT		Skills						
0 1	Mystic, changer	Superb (+5)						
House Nationality	Jerbiton	Great (+4) Good (+3)	Influen	ce lagic theory	,			
	Gentle	Fair (+2)		ue, Lore, co ravel, Inves		Languag		
Virtues	Peacemaker	Average (+1) Magical arts		ravei, ilives	stigate	, Languag	ges	
Gentle Gif		Creo (Cr		Anim	al (An	1	Ignem (Ig)	0
No social p		Intellego (In)		4	n (Au)	0	Imaginem (Im)	0
	Cagne sur mer	Muto (Mu)		Aquar		0	Mentem (Me)	0
		Perdo (Pe)		4	ıs (Co)		Terram (Te)	0
		Rego (Re)		Herbar			Vim (Vi)	0
Flaws		Combat		rank		Def	wea	apon size
Close fami	ily ties (Grimaldi family)	Rapier	Aver	rage (+1)	1		2. one hand	ed weapon
Heir (assas	ssinations	Boxing		Fair (+2)	2		0.1	Jnarmed
and resp	onsibilities)	Muto Corpus	S Fanta	astic (+6)	6	10		
Susceptibl	e to Divine Power	Muto Anima	l Sur	perb (+5)	5	9		
Equipm		Muto	G	reat (+4)	4	8		
Noble clot	hes, Rapier	Corpus		Fair (+2)	2	6	· · · · · · · · · · · · · · · · · · ·	PM+tech+form
		Silver knife		rage (+1)	1			k = PM + Form
Chura		Armor	0	Noble cl			Parma Magica	
Stress		Fatigue	-0	6 min	пес	s or ag	ing and warping	
Physical Mental	0000		-0 -1	10 min				
Paradox	[1][2][3][4]		-2	20 min				
Indebted	00000		-	60 min				
Consequ			x conse	quences				
2 mild		-2 day						
4 moderate		-4 wk						
6 severe		-6 mo						
8 permaner	1t	-8						
Sub-ski								
	ock picking, pocket pick							
	Grimaldi family, Rothso							
	, martial, heavy weapo							
	(Persuasion, Deception,			midation)				
	e (Deduction, Scrutiny, C		ation)					
	nomics, Hermetic, Faeri	e, Infernal, Twilight						
	(French. Italian)							
	ory (Parma Magica, Lati							
	first aid, surgery, herba)					
	brawling, strength, athl	епсѕ)						
	e, sailing, Orienteering)							
Stealth (sn								
Survival (r	iviera j							

30 level spells	Arts	lvl	range	target	duration
Name Cloak of black feathers	MuCoAni	6	self	individual	sun
Description Shape of the raven, requires raven	feather		ļ		
Name Shape of the woodland prowler	MuAnCo	5	touch	ind.	Sun
Description Shape of the wolf, need a wolf skin					
Name Gift of the Bears fortitude	MuCo	5	Self	ind.	Sun
Description Gain armor 1			•		
Name Disguise of the new visage	MuCo	2	Touch	ind.	Sun
Description features to any form you choose			•		
Name Aura of ennobled presence	Mulm	2	touch	ind.	sun
Description Target appears more forceful, authoritative and believable. Numerous su	ubtle changes in appearan	ce brings about this c	hange, including a slid	aht supernatural illumina	ation of the face.
Name Recollection of a memory never quite lived+	MuMe	1	eye	ind.	moon
Description Changes details of one memory					
Name The Fog	MuAu	4	touch	bound	diam
Description creates a fog in the area of a mile a	cross		!		
Name Lungs of the fish	MuAuAq	4	touch	sun	part
Description Turns water into air as it enters your lu	ings allowing y	ou to breat	he water as	you do air.	
Name Rock of Viscid Clay	MuTe	1	touch	ind.	diam
Description Softens rock enough that it may be dug out, molded an	nd otherwise manipu	lated in the sam	e way that hard	river clay may be.	
spontaneous spells half skill, fatig					
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 into essentia	al oils, must be	stored in a	vacuum sto	rage immed	iately
Name					-
Description					
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Description					

Name	Nixette							16		
Description	Impulsive	redhead	d, pretty	and ho	t headed			11/0	SAR S	100
Bodyguard Hu								(7)		1
Refresh 3										The same of
ASPECTS			Skill						Edle	
ligh concept Pyromar	niac	Superb	(+5)					· O		1 6
House Flambea	u	Great (+4)	Magic t	heory					1 117
Nationality France		Good (+3)	Will, Ph	ysique					
Gift Magical Prese	ence Feels Wrong	Fair (+2	2)	Investig	gate, lore	, fight		•		
ersonality Fiery ten	nperament	Averag	e (+1)	Medicir	ne, alertn	ess, Inve	stigate,	Langua	ages	
Stress				al arts	;					
Physical]	C	reo (Cr)	4	Anir	nal (An)	0		Ignem (Ig)	2
Mental 🔲 🗆 🗆	l	Intell	ego (In)	0	Aura	ım (Au)	0	lm	naginem (Im)	0
ndebted		Mu	to (Mu)	0	Aqua	ım (Aq)	0	Me	entem (Me)	1
ate points		Per	do (Pe)	0	Corp	us (Co)	1		Terram (Te)	0
Consequ <u>ences</u>			go (Re)	0	Herba	ım (He)	0		Vim (Vi)	0
2 mild			Comb	at		rank		Def	wea	apon siz
4 moderate		-4 wk	Savate		(Good (+3)	3			
6 severe				ver daggei	r	Fair (+2)	2		1. one han	ded weapo
3 permaner <mark>t</mark>			Creo Ele			astic (+6)	6	10	creo ignem 8	3. Legendar
Fatigue	R	Recovery		rpus/Ment	tem Su	perb (+5)	5	9		
mild 🗖	-0	6 min			G	Great (+4)	4	8		
moderate \Box	-1	10 min				Fair (+2)	2	6		PM+tech+fo
severe \square	-2	20 min	Monton			4 . 4 .	1	5	Magic bloc	k = PM + Fo
			Mentem	/Corpus		rage (+1)				
ncapacitated	-		Armo			robes		Parm	na Magica	Great (+4
	-	60 min	Armo		0	robes	1	Parm	J	
Virtues	-	60 min	Armo	r		robes	1	Parm	na Magica Warpin	
Virtues Venus blessing	-	60 min	Armo	or)	0	robes	1	Parm	J	
Virtues Venus blessing Elemental Magic	- ine art)	Flaws Wrathf	Armo	or)	0 Decre	robes	1	Parm	J	
Virtues Venus blessing	- ne art)	Flaws Wrathf chaotic	Armo	or)	0 Decre	robes pitude	1	Parm	J	
Virtues Venus blessing Elemental Magic View elements as o	- ne art)	Flaws Wrathf chaotic Design If roll +	Armonal Armona	or) C eell leve	Decre	robes pitude	1	Parm	J	
Virtues Venus blessing Elemental Magic View elements as o	- ine art)	Flaws Wrathf chaotic Design If roll +	Armonal Armona	or)	Decre	robes pitude	1	Parm	J	
Virtues Venus blessing Elemental Magic View elements as o	- ine art)	Flaws Wrathf chaotic Design If roll +	Armonal Armona	or) C eell leve	Decre	robes pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as o	ne art)	Flaws Wrathf chaotic Design If roll +	Armonal Armona	or) C eell leve	Decre	robes pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as o	- ne art)	Flaws Wrathf chaotic Design If roll +	Armonal Armona	or) C eell leve	Decre	robes pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as o	ne art)	Flaws Wrathf chaotic Design If roll +	Armonal Armona	or) C eell leve	Decre	robes pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment	ne art)	Flaws Wrathf chaotic Design If roll +	Armonal Armona	or) C eell leve	Decre	robes pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of the creo ignem +2 Equipment		Flaws Wrathf chaotic Design If roll + spell g	Armo	or) C eell leve	Decre	robes pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock picking		Flaws Wrathf chaotic Design If roll + spell g	Armo	or) C eell leve	Decre	robes pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock pickin	ng pocket p	Flaws Wrathf chaotic Design If roll + spell g	Armo ful (minic magic mate sp 2 or m moes ou	or) c ell leve	Decre	robes pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock picking Contacts Fight (light martial	ng, pocket p	Flaws Wrathf chaotic Design If roll + spell g	Armo ful (minumate special sp	or) c ell level ore, or at of con	Decre	pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock picking Contacts Fight (light, martial, influence (Persuasion))	ng pocket p heavy weal	Flaws Wrathf chaotic Design If roll + spell g	Armologic magic mate special control of the control	or) c ell leve, ore, or at of con	Decre	pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock pickin Contacts Fight (light martial Influence (Persuasion Investigate (Deduct	ng. pocket p heavy weal on, Deception, Scrutiny	Flaws Wrathf chaotic Design If roll + spell g	Armo ful (mine c magic nate sp -2 or m goes ou aps) aps)	or) C ell levelore, or It of con	Decre	pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock pickin Contacts Fight (light, martial, anfluence (Persuasion) nivestigate (Deduct Lore (Church, Hern	ng pocket p heavy wear on, Deception ion, Scrutiny netic, Faerie	Flaws Wrathf chaotic Design If roll + spell g	Armo ful (mine c magic nate sp -2 or m goes ou aps) aps)	or) C ell levelore, or It of con	Decre	pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock pickin Contacts Fight (light martial, Influence (Persuasion Investigate (Deduct Lore (Church, Hern Languages (French.	ng pocket p heavy wear on, Deception ion, Scrutiny netic, Faerie Italian)	Flaws Wrathf chaotic Design If roll + spell g	Armo ful (minic magic mate sp 2 or m moes ou aps) nged, fir rership, N vation, I I, Twilig	or) cell levelore, or it of constants legarms) legotiat interroge ht)	Decre	pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock pickin Contacts Fight (light martial Influence (Persuasion Investigate (Deduct Lore (Church, Hern Languages (French. Magic Theory (Parn	heavy wear on, Deception, Scrutiny netic, Faerie Italian)	Flaws Wrathf chaotic Design If roll - spell g icking, tr pons, rar on, Leade y, Observ , Inferna	Armo ful (mine c magic nate sp 2 or m noes ou raps) aps) reship, N vation, I I, Twilig earch, r	or) c cell level ore, or it of con learns) Negotiat nterroga ht)	Decre	pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock pickin Contacts Fight (light martial Influence (Persuasion Investigate (Deduct Lore (Church, Hern Languages (French. Magic Theory (Parn Medicine (first aid,	heavy weal on, Deceptic ion, Scrutiny netic, Faerie Italian) na Magica, L surgery, her	Flaws Wrathf chaotic Design If roll - spell g icking, tr pons, rar on, Leade y, Observ , Inferna .atin, resebal med	Armo ful (mine c magic nate sp 2 or m noes ou raps) aps) reship, N vation, I I, Twilig earch, r	or) c cell level ore, or it of con learns) Negotiat nterroga ht)	Decre	pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock pickin Contacts Fight (light martial, Influence (Persuasion Investigate (Deduct Lore (Church, Hern Languages (French. Magic Theory (Parn Medicine (first aid, Physique (Savate, F	ng pocket p heavy weal on, Deception, Scrutiny netic, Faerie Italian) na Magica, L surgery, her lexibility, atl	icking, tron, Leader, Observatin, resemble mediation, resemble med	Armo ful (mine c magic nate sp 2 or m noes ou raps) aps) reship, N vation, I I, Twilig earch, r	or) c cell level ore, or it of con learns) Negotiat nterroga ht)	Decre	pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Ereo ignem +2 Equipment Subskills Burglary (lock picking Contacts Fight (light martial, Influence (Persuasion Investigate (Deduct Lore (Church, Hern Languages (French, Magic Theory (Parn Medicine (first aid, Physique (Savate, Firavel (ride, sailing)	ng pocket p heavy weap on, Deception ion, Scrutiny netic, Faerie Italian) na Magica, L surgery, her lexibility, atl Orienteerin	icking, tron, Leader, Observatin, resemble mediation, resemble med	Armo ful (mine c magic nate sp 2 or m noes ou raps) aps) reship, N vation, I I, Twilig earch, r	or) c cell level ore, or it of con learns) Negotiat nterroga ht)	Decre	pitude		Parm	J	
Virtues Venus blessing Elemental Magic View elements as of Creo ignem +2 Equipment Subskills Burglary (lock pickin Contacts Fight (light martial, Influence (Persuasion Investigate (Deduct Lore (Church, Hern Languages (French. Magic Theory (Parn Medicine (first aid, Physique (Savate, F	ng pocket p heavy weap on, Deception ion, Scrutiny netic, Faerie Italian) na Magica, L surgery, her lexibility, atl Orienteerin	icking, tron, Leader, Observatin, resemble mediation, resemble med	Armo ful (mine c magic nate sp 2 or m noes ou raps) aps) reship, N vation, I I, Twilig earch, r	or) c cell level ore, or it of con learns) Negotiat nterroga ht)	Decre	pitude		Parm	J	

30 level s	oells												
Spell	Ball of Ab	ysmal Flam	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			1							
A ball of f	lame shoot	_ s from your	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 ro	lls physique	2			
						save or i	s blinded						
Spell	Wall of pi	otecting St	one			Spell	Major He	aling toucl	h		ritual		
Form	Creo	Level	5			Form	Creo	Level	6	Duration	moment		
Tech	Terram	_ Range	Touch			Tech	Corpus	 Range	touch	 Target	ind		
Duration	moment	moment Target Individual					remove a severe consequence						
Makes a v	vall of gran	ite up to 19	meters wi	de,									
3 meters	high and or	e meter th	ick.										
Spell	Panic of t	he tremblir	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 a	n overpowe	ring fear in	one perso	n for		creates	a 4 <mark>0 kg lum</mark> p	of gold					
one speci	fic object, p	erson or a	place.										
Spell	Footsteps	of slippery	/ 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 lum	_ p of gold, 4	0 kg.	_	+4+4DF/2		
Physique	rsique rolls are required to stay upright						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 flow

Name	Marco P	olo							940	An Alexander	Y
Descriptio		Quiet	brooding ma	age						4 /	
Refresh	3								4		
Bodyguard	Gaelan wh	nisperer									
ASPECT	rs			Skills					1 2 4	. / 6	A 11
High concept	Manipul	ator	Superb	(+5)						11/2	
House	Tremere		Great (+4)	Will						
Nationality	/ Italian		Good (-	+3)	Influence	ce, Magic The	ory		000		
giff	Inoffens	ive to ar	imal:Fair (+2	<u>?</u>)	Physiqu	ie, Lore, Inves	stigate	9			-
Personality	/brooding	g, introv	ert Averag	e (+1)	Stealth,	, Languages, <i>A</i>	Alertn	ess, bı	urglary		
Stress											
Physical				reo (Cr)		Animal (An)	0		Ignem (Ig)	0
Mental]	Intelle	ego (In)	0	Auram (A	\u)	0	Ima	ginem (Im)	
Indebted		10	Mut	to (Mu)	0	Aquam (A	Aq)	0	Men	ntem (Me)	2
fate point	s 🗆 🗆 🗆] 🗆	Perd	do (Pe)	0	Corpus (C	(o)	3	T€	erram (Te)	0
Consequ	<u>iences</u>			go (Re)	3	Herbam (F	łe)	0		Vim (Vi)	0
2 mild			-2 day	Comb	at	ran	k		Def	wea	apon size
4 moderate	;		-4 wk	brawl		mediocre (-	+0)	0		0. T	Unarmed
6 severe			-6 mo	Rego	Corpus	Fantastic (-	+6)	6	10		
8 permane	n <u>t</u>		-8	Rego	Menten	n Superb (-	+5)	5	9		
Fatigue			Recovery			Good (-	+3)	3	7		
mild		-0	6 min	Mente	em	Fair (-	+2)	2	6		
moderate		-1		Corpu		Fair (-	+2)	2	6		PM+tech+form
severe		-2		Silver		mediocre (-		0			ck = PM + Form
incapacitated		-3	60 min	Armo	r	0 Noble	e clot	hes	Parma	a Magica	Good (+3)
Virtues		· · · · · ·	Flaws								
Subtle Ma			Pessim		l						
Quiet mag					to disres	spect					
Tremere	e to anim	aı	Animal	compa	inion						
Certamen	<u> </u>										
Equipm											
average in	icome										
Sub-ski	IIS					Effe	cts (of ag	ing an	id warpi	ing

-									34-E8 3		100
	Arders V		the menta						A1 201		10 mm
Description		Obese a	academic, 1	rue ne	rd, chee	rful				The same	
Refresh	3										
Bodyguard A	Agmund	r strongar	m	.					13 1	是個	A STATE OF
ASPECTS	5			Skill							
High concept T	rue ner	d of magic	Superb	(+5)							-
House	Bonisagı	JS	Great (+4)	Magic 7	Γheory			A STATE OF		
Nationality	Danish		Good (-	+3)	Will, Lo	re			-		
gift	∕Iagical	Presence I	FeeFair (+2	2)	Physiqu	ue, Lan	guages, Inv	vestigate		1	
Personality N	∕lerry		Averag				cts, Medic	ine, Tra	vel		
Stress					cal arts						
Physical [300			eo (Cr)			nimal (An)	0	_	Ignem (Ig)	0
_	3000	_		ego (In)		1	ıram (Au)	0		inem (Im)	2
Indebted [:o (Mu)			uam (Aq)	0	4	item (Me)	3
fate points [10		do (Pe)		1	rpus (Co)	0	Ţ€	erram (Te)	0
Conseque	ences			go (Re)		Her	bam (He)	0		Vim (Vi)	0
2 mild				Comb			rank		Def	wea	pon size
4 moderate				Wrestli			Fair (+2)	2			(
6 severe					o menter		tastic (+6)	6	10		
8 permanent					jo imagin	em S	uperb (+5)	5	9		
Fatigue	_	_	Recovery	J			Good (+3)	3	7		
mild		-0	6 min				Good (+3)	3	7		
moderate		-1	10 min				Fair (+2)	2	6		PM+tech+forn
severe		-2	20 min				liocre (+0)	0			c = PM + Forn
incapacitated		-3	60 min	Armo	[0	Noble cl	otnes	Parma	Magica (ireat (+4)
Virtues			Flaws			Decr	epitude	<u> </u>		Warping	2
flexible form	nulaic n	nagic	Obese			Deci	Cpicade			wai pili	3
add or remov			Clumsy								
by one, dyn					e, mino						
		•	Сотпра	23131141	,						
Inventing new	spells is +	+2									
Equipme											
Danish nobi		hes, ritual	knife								
	-										
Subskills											
Subskills	•										

icali onestolicat utick interest inter spontanious magic

	•	<u> </u>
0 mediocre (+0)	00	0 mediocre (+0)
1 Average (+1)	000	0 mediocre (+0)
2 Fair (+2)		1 Average (+1)
3 Good (+3)	0000	1 Average (+1)
4 Great (+4)	0000	2 Fair (+2)
5 Superb (+5)	□□□□□Mild	2 Fair (+2)
6 Fantastic (+6)	00000	3 Good (+3)
7 Epic (+7)	□□□□□Moderate	3 Good (+3)
8 Legendary (+8)	000000	4 Great (+4)
9 Fabled (+9)	□□□□□□Severe	4 Great (+4)
10 Avatar (+10)		

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. Mechanical battle armor

Name		Arts	lvl	range	target	duration
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Description Name	Description					
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	Arts	lvl	range	target	duration
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Name Annabelle Anabelle is a french maiden, a ranger, hunter. Description Her age is 20, hair is long and light golden, quite pretty. Refresh 3 she is also a skinchanger Skill **ASPECTS** High concept Skinchanger ranger Superb (+5) covenant Perfume Ranged Great (+4) Nationality Provencal Good (+3) Survival Stealth Bound Harry Rothschild Fair (+2) Physique Melee Average (+1) Athletics Investigate Ride Lore mediocre (+0) Alertness Contacts Burglary Resources Stress Virtues and stunts Skin changer Physical It takes a season to create a new skin put an animal skin and gain abilities and weakness of the animal. Mental Keep intellect if not in that form for not too long Indebted DDDDD As an experienced ranger, get +2 when Attacking with a bow after aiming 1 to fate points As an experienced ranger, get +2 when tracking with survival Consequences 2 mild -2Flaws -4 Lycantrophe, 3 days a werewolf fullmoon 4 moderate 6 severe -6 * heals all damage when gains control. 8 permaner|t Fatique Recovery Combat Weapon size Rank mild -0 6 min Brawling Fair (+2) 0. unarmed -1 10 min Bow and arrow 4 3. 2 handed weapon moderate Great (+4) -2 20 minShort sword 2. one handed weapon severe Fair (+2)60 min Armor Light leather incapasitated **Equipment** Lore composite bow, arrows, short sword, knife Nizza woodlands Name Hu Description body guard for Nixie Refresh 3 Skill **ASPECTS** High concept chinese warrior Superb (+5) covenant|Perfume Melee Great (+4) Nationality Chinese provencal Good (+3) Ranged Physique Will **Bound**|Nixie Fair (+2) Will Ride Average (+1) Stealth **Athletics** Alertnes mediocre (+0) Resources Burglary Contacts Medicine **Virtues** Stress Right Place, Right Time: Once per session, you may announce your pres-Physical Mental in the perfect place to help someone in need, ignoring usual limits of

Indebted			time, d	ime, distance, or plausibility. If the GM elects to grant you a boost and						
fate points			subseq	bsequently take advantage of the situation, the stunt does not count						
Consequ	ences		as the o	once-per-session	applic	ation.				
2 mild			-2	Flaws		Stunts				
4 moderate		-4	Outsider, faces ra	Outsider, faces racism As a kung fu master, get +2 when creating						
6 severe					á	advantage	e in a m	elee fight.		
8 permaner	t		-8		(Get +2 wh	en atta	cking multiple opponents		
Fatique			Recovery	Combat		rank		weapon size		
mild		-0	6 min	Jian longsword	l Gr	eat (+4)	4	2. one handed weapon		
moderate		-1	10 min	Brawling	Go	ood (+3)	3	0. unarmed		
severe		-2		Longbow	Go	ood (+3)	3	3. 2 handed weapon		
incapasitated		-	60 min	Armor	3	Battle arm	nor, Rat	tan shield (1 shift)		
Equipm										
Jian longsv	vord, ratt	an shie	ld, chinese ba	attle armor, horse	е			Speaks		
								Occitan and chinese		

Name		Gealan	Rander				ALCOHOL PAR
Description	n	Gealen Ra	ınder is an Engli	sh woodsman w	hose parents had		
•		both died b	by time he was a and his father die	ge 5, his mother	apparently in	1-20	THE WAR
Refresh	3		ind mis famer die	u a iew years ia	iei.		
ASPECT	S		Skill				
High concept		mpanion	Superb (+5)				No of the last
covenant		<u> </u>	Great (+4)	Animal Hand	lin		Maria Area
Nationality	English		Good (+3)	Survival	Fight		
•	Marco Po	lo	Fair (+2)	Physique	J	Will	
200			Average (+1)	, ,	Investigate	Lore	Ride
			mediocre (+0)		Burglary	Contacts	Resources
Stress			Virtues	Stu			
Physical			Animal Ken	As an	animal whispere	er get +2 when ca	alming
Mental			* talk to anim				
Indebted				As a c	defender I get +2	when defending	another
fate points				in me			
Consequ	iences						
2 mild			-2 <mark>Flaw</mark>	S			
4 moderate			-4 Curse	of Venus	Anim	al Companion Ru	ıfus Dog
6 severe			-6 * fall ir	n love with the v	wrong people	•	
8 permaner	t		-8 * those	e you really like	find you vain and s	shallow	
Fatique		R	ecovery Com	bat	rank		weapon size
mild		-0	6 min Spear	r	Good (+3) 3	3. 2 hai	nded weapon
moderate		-1	10 minBow	and arrow	Good (+3) 3	2. one hai	nded weapon
severe		-2	20 minBraw	ling	Fair (+2) 2		0 unarme
incapasitated		-	60 min Armo	or 1	Light leather		
Equipm	ent					Lor	е
							450
Name		Agmund	dr Storsson				The state of the s
Description	n	Λαmundr	is a Viking and	a Skald of ore	at stature and	-) / 6	TO BOW
		mighty str	enath. He is ha	unted by the a	at Stature and reat wolf Fenrir at	nd 🐪 🔭	7-5000
Refresh	3	his life and	d destiny are tie	ed to the Beast	reat wolf Fenrir a		
ASPECT	S		Skill			4 4	
High concept		rrior	Superb (+5)				
,				Physiq			
covenant	Villa Perfu	ume	Great (+4)	ue			
Nationality	Norse fre	nch	Good (+3)		Fight		A THE
Bound	Anders		Fair (+2)	Survival	Ride	Will	
			Average (+1)	Stealth	Athletics	Alertness	Contacts
			mediocre (+0)	Resources	Burglary	Influence	Medicine
Stress			Virtues ar	nd stunts			
Physical			Blade runes.	spend a stress	point to draw a i	magical rune to a	weapon, max
•							

Mental	0000]	1p per	weapon size. th	is one use gives w	veapon	+2 to one of 4 actions.		
Indebted DDDD o		once ru	once rune is cast, it disappears. casting rune takes a minute						
fate points Heavy			Heavy	Object Swing. `	You may use Phys	ique			
Consequences inst			instead	ad of Fight whenever you use a heavy object as a melee weapon.					
2 mild			-2	Heavy Object T	hrow . You may u	may use Physique instead of Shoot to			
4 moderate			-4	attack targets c	ne zone away wit	th a hea	avy object.		
6 severe			-6	Flaws					
8 permaner	t		-8	Diabolic past - o	devil worshippers	still tal	ke an intrest in you.		
Fatique			Recovery	Combat	rank		weapon size		
mild		-0	6 min	Brawling	Great (+4)	4	0. unarmed		
moderate		-1	10 min	Heavy Battle	Axe Great (+4)	4	3. 2 handed weapon		
severe		-2	20 min	Throwing	<u>Great (+4)</u>	4	3. 2 handed weapon		
incapasitated	d 	-	60 min	Armor	2 Medium a	rmor			
				-					
Equipm	ent						Lore		
Extra heav	y battle a	axe							

Name	The Bru	ıte					Name
Description							Description
		_					
ASPECTS		Approaches					ASPECT
High concept		Careful	+1	Forceful		+2	High concept
Trouble		Clever	-2	Quick		-1	Trouble
		Flashy	0	Sneaky		0	
Armor Stress		Combat					Armor
Physical		Brawling				0. unarmed	d
Mental		2 handed blade			2. 2 hanc	led weapor	1
·		Bow and arrow			3. 2 hanc	led weapor	_ 1
Name	The all	star					Name
Description							Description
ASPECTS		Approaches					ASPECT
High concept		Careful	-1	Forceful		+1	High concept
Trouble		Clever	0	Quick		+2	Trouble
		Flashy	0	Sneaky		-2	
Armor Stress		Combat		,			Armor
Physical		Brawling				0. unarmed	
Mental		Melee			2. one hand		
		Bow and arrow			3. 2 hand	led weapor	ı
Name	The Tric	ckster					Name
Description							Description
ASPECTS		Approaches					ASPECT
High concept		Careful	-2	Forceful		0	High concept
Trouble		Clever	+2	Quick	Ī	-1	Trouble
		— Flashy	0	Sneaky		+1	
Armor Stress		Combat		,			Armor
Physical		Brawling				0. unarmed	
Mental		Melee			2. one hand		
		Bow and arrow				led weapor	
							_
Name	Juan Sá	nchez-Villalobos Ra	amírez				
Description	Peacocky	soldier who overestim	ates his sk	ills			- Marie -
	<i>'</i>						
							100
ASPECTS		Approaches					
High concept Musketee	er	Careful	-2	Forceful		0	
Trouble overconfi		 Clever	0	Quick		+1	
		— Flashy	+2	Sneaky		-1	THE REPORT OF THE PARTY OF THE
Armor Stress		Combat		on our,	We	apon size	
1 Physical		Brawling				0. unarmed	
Light Mental		Melee weapon		•	2. one hand		THE RESERVE OF THE PARTY OF THE
		1.10100 Woupon					

			Bow and arrow			3. 2 han	ded weapon		
Manaa		D a why a ra	l di Castolia						
Name Descriptio	n		d du Gretskin	Vouna Po	rtrand				
1			st child" of the region. Young Bertrand, proved his worthiness to his parents when						
			proved his worthiness teller predicted a glori			ild.		AFIRES.	
ASPECT	S	a fortune	Approaches	ous rutur	e for the Ci	iliu.			
		protector	Careful +2 Forceful				+1		
	singlemin		Clever 0 Quick				-2	10	
TTOUBLE	body guai		Flashy	-1	Sneaky		0	-	
Armor	Stress	uilig	Combat	-1	энсаку	We	eapon size	Allegan	
3	Physical		Brawling			V V C	0. unarmed	ACCEPTANCE	
Heavy	Mental		Longsword and shi	eld		2. one han	2. one handed weapon		
110417	Torrear		Bow and arrow				3. 2 handed weapon		
			Bow and arrow					127	
Name		Jérôme l	_e Banner					The same of	
Descriptio	n		ed very tall man, who is	s pretty si	mple.				
			,	. ,	•			1/12	
ASPECT	S		Approaches						
High concep	Body buil	der brute	Careful	+1	Forceful		+2	13/64	
		hen drunk	Clever	-2	Quick		-1		
			- Flashy	0	Sneaky		0		
Armor	Stress		Combat		,			28	
3	Physical		Brawling				0. unarmed	9 15	
heavy	Mental		Battle hammer 2h	3. 2 han	ded weapon				
			Bow and arrow	3. 2 han	ded weapon				
Name		Eugèn	e François Vic	do					
Descriptio	n		nind, charming, and no		hinker.				
•			ings when mages are exposed.						
		THE TIMES CI	iiigs when mages are	скрозса.			1	The same	
ASPECT	ſS		Approaches						
	1	with problems		-2	Forceful		0	re el	
•	outlaw		Clever	+2	Quick		-1		
			Flashy	0	Sneaky		+1		
Armor	Stress		Combat	ű	orically				
	Physical		Brawling				0. unarmed		
	Mental		Longsword and shi	2. one han	2. one handed weapon				
	j		Bow and arrow				ded weapon		
				-: =					

	The Sw	ashbuckler				
		Approaches				
		Careful	-2	Forceful		0
		Clever	0	Quick		+1
		<u> </u>	+2	⊣ '		-1
Stroce		Flashy Combat	+2	Sneaky		-1
Stress Physical	000	Brawling). unarmed
Mental		Melee			2. one hand	
IVICIICAI		Bow and arrow				ed weapon
	The Gu				o. z nana	ca weapon
	1116 00	ar ararr				
		Approaches				
		Careful	+2	Forceful		+1
		Clever	0	Quick		-2
		Flashy	-1	Sneaky		0
Stress		Combat				
Physical		Brawling			(). unarmed
Mental		Sword and shield			2. one hand	ed weapon
		Bow and arrow			3. 2 hand	ed weapon
	The Thi	ef				
		Approaches				
		Careful	+1	Forceful		-2
		Clever	0	Quick		0
		Flashy	-1	Sneaky		+2
Stress		Combat				
Physical		Brawling). unarmed
Mental	000	small weapon				all weapon
		Bow and arrow			3. 2 hand	ed weapon



Circumstantial Penalties: Speaking loudly/grang gestures = +1 Speaking Quietly/Subtle Gestures = -1 Silent Casting/No Gestures = -2

Bow and arrow







	Cost	
Art summa	Level	Learn Magical Art
Lab Texts	1bp per spell level	Learn spells
Vis source/year	1 pawn / 5bp	
Vis Stocks	5 pawns of vis / 1bp	

Weak covenant 0 - 300 build points Spring

Villa Perfume	rating	cost		
Art summa	75	75	5 In all arts	Max IvI 5
Lab Texts	40	40	levels of spells	Max IvI 5
Vis source/year	15	75	15 per year	
Vis Stocks	25	5	25 vis	
Specialist Perfume	5	5	Superb skill	max 5
		200	bp	

0 mediocre (+0) Vis per year season 1 Average (+1) 4 1 2 Fair (+2) 3 12 3 Good (+3) 6 24 4 Great (+4) 10 40 5 Superb (+5) 15 60