

FATE OF ARS MAGICA

Name		
Description		
Refresh	3	

ASPECTS		Skills	
High concept		Superb (+5)	
House		Great (+4)	
Nationality		Good (+3)	
		Fair (+2)	
Bodyguard		Average (+1)	
		mediocre (+0)	

Stress			Magical arts		
Physical	□□□□□	Creo (Cr)		Animal (An)	
Mental	□□□□□	Intellego (In)		Auram (Au)	
Indebted	□□□□□	Muto (Mu)		Aquam (Aq)	
fate points	□□□□□	Perdo (Pe)		Corpus (Co)	
Consequences		Rego (Re)		Herbam (He)	
2 mild		-2 day	Combat	rank	
4 moderate		-4 wk			
6 severe		-6 mo			
8 permanent		-8			
Fatigue		Recovery			
mild	□ -0	6 min			
moderate	□ -1	10 min			
severe	□ -2	20 min			
incapacitated	□ -3	60 min	Armor	0	

Virtues	Flaws	Decrepitude


Equipment	Sub-skills

[illegible]

				Spell	
				Form&Tech	
				Tech	
				Level	
				Range	
				Duration	
				Target	
				Spell	
				Form&Tech	
				Tech	
				Level	
				Range	
				Duration	
				Target	
				Spell	
				Form&Tech	
	Ignem (Ig)			Tech	
	Imaginem (Im)			Level	
	Mentem (Me)			Range	
	Terram (Te)			Duration	
	Vim (Vi)			Target	
Def	weapon size			Spell	
				Form&Tech	
				Tech	
				Level	
				Range	
				Duration	
Spell block PM+tech+form				Target	
Magic block = PM + Form				Spell	
Parma Magica				Form&Tech	
				Tech	
Warping				Level	
				Range	
				Duration	
				Target	
				Spell	
				Form&Tech	
				Tech	
				Level	
				Range	
				Duration	
				Target	
				Spell	
range	target	duration		Form&Tech	
				Tech	
				Level	
				Range	
				Duration	
				Target	
				Spell	
				Form&Tech	
				Tech	
				Level	
				Range	
				Duration	
				Target	
				Spell	
				Form&Tech	
				Tech	
				Level	
				Range	
				Duration	
				Target	

Name	Giovanni Grimaldi, Baron	Refresh	3	fate points
Description	Handsome young noble.	Bodyguard	■■■■■	
		Annabelle shifter		

ASPECTS		Skills	
High concept	Mystic, changer	Superb (+5)	
House	Jerbiton	Great (+4)	Influence
Nationality	Monaco	Good (+3)	Will, Magic theory
Gift	Gentle	Fair (+2)	Physique, Lore, contacts
Personality	Peacemaker	Average (+1)	Fight, Travel, Investigate, Languages

Virtues		Magical arts					
Gentle Gift	Creo (Cr)	0	Animal (An)	1	Ignem (Ig)	0	
No social penalties	Intellego (In)	0	Auram (Au)	0	Imaginem (Im)	0	
baron of Cagne sur mer	Muto (Mu)	4	Aquam (Aq)	0	Mentem (Me)	0	
	Perdo (Pe)	0	Corpus (Co)	2	Terram (Te)	0	
	Rego (Re)	0	Herbam (He)	0	Vim (Vi)	0	

Flaws	Combat	rank	Def	weapon size
Close family ties (Grimaldi family)	Rapier	Average (+1)	1	2. one handed weapon
Heir (assassinations and responsibilities)	Boxing	Fair (+2)	2	0. Unarmed
	Muto Corpus	Fantastic (+6)	6	10
Susceptible to Divine Power	Muto Animal	Superb (+5)	5	9
Equipment	Muto	Great (+4)	4	8
Noble clothes, Rapier	Corpus	Fair (+2)	2	6
	Silver knife	Average (+1)	1	Spell block PM+tech+form Magic block = PM + Form
	Armor	0	Noble clothes	Parma Magica Good (+3)

Stress		Fatigue		Recovery		Effects of aging and warping
Physical	□□□	winded	□	-0	6 min	
Mental	□□□□	weary	□	-1	10 min	
Paradox	[1][2][3][4]	tired	□	-2	20 min	
Indebted	□□□□□	unconscious	□	-	60 min	

Consequences		Paradox consequences
2 mild	-2 day	
4 moderate	-4 wk	
6 severe	-6 mo	
8 permanent	-8	

Sub-skills

Burglary (lock picking, pocket picking, traps)

Contacts Grimaldi family, Rothschild family

Fight (light , martial, heavy weapons, ranged, firearms)

Influence (Persuasion, Deception, Leadership, Negotiation, Intimidation)

Investigate (Deduction, Scrutiny, Observation, Interrogation)

Lore (Economics, Hermetic, Faerie, Infernal, Twilight)

Languages (French. Italian)

Magic Theory (Parma Magica, Latin, research)

Medicine (first aid, surgery, herbal medicine, infectious)

Physique (brawling, strength, athletics)

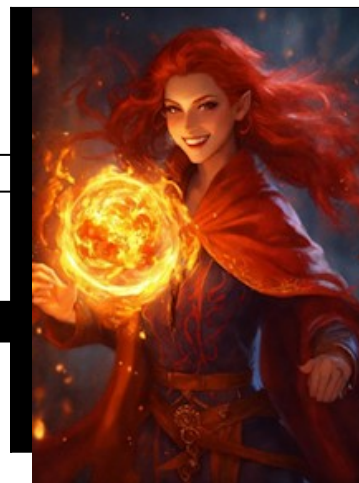
travel (ride, sailing, Orienteering)

Stealth (sneak, hide)

Survival (riviera)

[illegible]

Name	Nixette	
Description	Impulsive redhead, pretty and hot headed	
Bodyguard	Hu	
Refresh	3	



ASPECTS		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, Languages

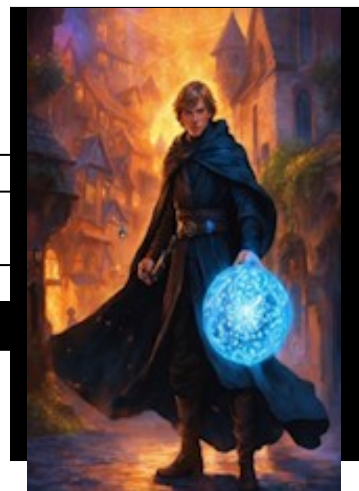
Stress		Magical arts					
Physical	□□□□	Creo (Cr)	4	Animal (An)	0	Ignem (Ig)	2
Mental	□□□□	Intellego (In)	0	Auram (Au)	0	Imaginem (Im)	0
Indebted	□□□□□	Muto (Mu)	0	Aquam (Aq)	0	Mentem (Me)	1
fate points	□□□□□	Perdo (Pe)	0	Corpus (Co)	1	Terram (Te)	0
Consequences		Rego (Re)	0	Herbam (He)	0	Vim (Vi)	0
2 mild		-2 day	Combat	rank	Def	weapon size	
4 moderate		-4 wk	Savate	Good (+3)	3		
6 severe		-6 mo	Long silver dagger	Fair (+2)	2	1. one handed weapon	
8 permanent		-8	Creo Elements	Fantastic (+6)	6	10	creo ignem 8. Legendary
Fatigue		Recovery	Creo Corpus/Mentem	Superb (+5)	5	9	
mild	□ -0	6 min	Creo	Great (+4)	4	8	
moderate	□ -1	10 min	Ignem	Fair (+2)	2	6	Spell block PM+tech+form
severe	□ -2	20 min	Mentem/Corpus	Average (+1)	1	5	Magic block = PM + Form
incapacitated	□ -	60 min	A armor	0	robes	Parma Magica	Great (+4)

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

Equipment

Subskills

Name	Marco Polo	
Description	Quiet brooding mage	
Refresh	3	
Bodyguard	Gaelan whisperer	



ASPECTS		Skills	
High concept	Manipulator	Superb (+5)	Will Influence, Magic Theory Physique, Lore, Investigate Stealth, Languages, Alertness, burglary
House	Tremere	Great (+4)	
Nationality	Italian	Good (+3)	
gift	Inoffensive to animals	Fair (+2)	
Personality	brooding, introvert	Average (+1)	

Stress									
Physical	■■■	Creo (Cr)	0	Animal (An)	0	Ignem (Ig)	0		
Mental	■■■■	Intellego (In)	0	Auram (Au)	0	Imaginem (Im)			
Indebted	■■■■■	Muto (Mu)	0	Aquam (Aq)	0	Mentem (Me)	2		
fate points	■■■■■	Perdo (Pe)	0	Corpus (Co)	3	Terram (Te)	0		
Consequences		Rego (Re)	3	Herbam (He)	0	Vim (Vi)	0		
2 mild		-2 day	Combat	rank		Def		weapon size	
4 moderate		-4 wk	brawl	mediocre (+0)	0			0. Unarmed	
6 severe		-6 mo	Rego Corpus	Fantastic (+6)	6	10			
8 permanent		-8	Rego Mentem	Superb (+5)	5	9			
Fatigue		Recovery	Rego	Good (+3)	3	7			
mild	■ -0	6 min	Mentem	Fair (+2)	2	6			
moderate	■ -1	10 min	Corpus	Fair (+2)	2	6			Spell block PM+tech+form
severe	■ -2	20 min	Silver knife	mediocre (+0)	0				Magic block = PM + Form
incapacitated	■ -3	60 min	Armor	0	Noble clothes	Parma Magica	Good (+3)		

Virtues	Flaws
Subtle Magic (gestures)	Pessimistic
Quiet magic (voice)	Oversensitive to disrespect
Inoffensive to animal	Animal companion
Tremere	
Certamen +2	

Equipment
average income

Sub-skills	Effects of aging and warping
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Name	Arders Wirtsenius, the mentalist		
Description	Obese academic, true nerd, cheerful		
Refresh	3		
Bodyguard	Agmundr strongarm		

ASPECTS

High concept	True nerd of magic	Superb (+5)	
House	Bonisagus	Great (+4)	Magic Theory
Nationality	Danish	Good (+3)	Will, Lore
gift	Magical Presence Fee	Fair (+2)	Physique, Languages, Investigate
Personality	Merry	Average (+1)	Stealth, Contacts, Medicine, Travel



Stress		Magical arts					
Physical	■■■	Creo (Cr)	0	Animal (An)	0	Ignem (Ig)	0
Mental	■■■■	Intellego (In)	3	Auram (Au)	0	Imaginem (Im)	2
Indebted	■■■■■	Muto (Mu)	0	Aquam (Aq)	0	Mentem (Me)	3
fate points	■■■■■	Perdo (Pe)	0	Corpus (Co)	0	Terram (Te)	0
Consequences		Rego (Re)	0	Herbam (He)	0	Vim (Vi)	0
2 mild		-2 day	Combat	rank		Def	weapon size
4 moderate		-4 wk	Wrestling	Fair (+2)	2		0
6 severe		-6 mo	intellego mentem	Fantastic (+6)	6	10	
8 permanent		-8	intellego imaginem	Superb (+5)	5	9	
Fatigue		Recovery	Intellego	Good (+3)	3	7	
mild	■ -0	6 min	mentem	Good (+3)	3	7	
moderate	■ -1	10 min	imaginem	Fair (+2)	2	6	Spell block PM+tech+form
severe	■ -2	20 min	Silver knife	mediocre (+0)	0		Magic block = PM + Form
incapacitated	■ -3	60 min	Armor	0	Noble clothes	Parma Magica	Great (+4)

Virtues Flaws Decrepitude Warping

flexible formulaic magic	Obese
add or remove spell lvl	Clumsy
by one, dynamically	Compassionate, minor

Inventing new spells is +2

Equipment

Danish nobility clothes, ritual knife

Subskills

0 mediocre (+0)	□□	spontaneous magic	0 mediocre (+0)
1 Average (+1)	□□□		0 mediocre (+0)
2 Fair (+2)	□□□		1 Average (+1)
3 Good (+3)	□□□□		1 Average (+1)
4 Great (+4)	□□□□		2 Fair (+2)
5 Superb (+5)	□□□□□Mild		2 Fair (+2)
6 Fantastic (+6)	□□□□□		3 Good (+3)
7 Epic (+7)	□□□□□Moderate		3 Good (+3)
8 Legendary (+8)	□□□□□□		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

[illegible]

[illegible]

Will	
Lore	Ride
Contacts	Resources

to create a new skin
weakness of the animal.
long
working with a bow after aiming 1 t
ing with survival

oon
ontrol.

Weapon size
0. unarmed
3. 2 handed weapon
2. one handed weapon

Lore
Nizza woodlands

Will
Alertness

Contacts	Medicine
<p>on, you may announce your presence in the hospital, ignoring usual limits of</p>	

Indebted ☐☐☐☐☐
fate points☐☐☐☐☐

Consequences

2 mild	
4 moderate	
6 severe	
8 permanent	


time, distance, or plausibility. If the GM elects to grant you a boost and subsequently take advantage of the situation, the stunt does not count as the once-per-session application.

Fatigue			Recovery
mild	<input type="checkbox"/>	-0	6 min
moderate	<input type="checkbox"/>	-1	10 min
severe	<input type="checkbox"/>	-2	20 min
incapacitated	<input type="checkbox"/>	-	60 min

-2		Flaws	Stunts
-4		Outsider, faces racism As a kung fu master , get +2 when creating	
-6		advantage in a melee fight.	
-8		Get +2 when attacking multiple opponents	
Recovery		Combat	rank
Jian longsword		Great (+4)	4
Brawling		Good (+3)	3
Longbow		Good (+3)	3
Armor		3	Battle armor, Rattan shield (1 shift)

Equipment

Jian longsword, rattan shield, chinese battle armor, horse	Speaks
	Occitan and chinese

Name	Gealan Rander										
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										
ASPECTS											
			Skill								
High concept	Animal companion	Superb (+5)									
covenant	Perfume	Great (+4)	Animal Handlir								
Nationality	English	Good (+3)	Survival		Fight						
Bound	Marco Polo	Fair (+2)	Physique		Will						
		Average (+1)	Athletics		Investigate		Lore		Ride		
		mediocre (+0)	Alertness		Burglary		Contacts		Resources		
Stress		Virtues		Stunts							
Physical	□□□□	Animal Ken		As an animal whisperer get +2 when calming							
Mental	□□□□	* talk to animals		an animal							
Indebted	□□□□□			As a defender I get +2 when defending another							
fate points	□□□□□			in melee							
Consequences											
2 mild			-2		Flaws						
4 moderate			-4		Curse 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	□	-0	6 min		Spear		Good (+3)		3		3. 2 handed weapon
moderate	□	-1	10 min		Bow and arrow		Good (+3)		3		2. one handed weapon
severe	□	-2	20 min		Brawling		Fair (+2)		2		0 unarme
incapacitated	□	-	60 min		Armor		1		Light leather		
Equipment											
Lore											

Name	Agmundr Storsson							
Description	Agmundr is a Viking and a Skald of great stature and mighty strength. He is haunted by the great wolf Fenrir and his life and destiny are tied to the Beast.							
Refresh	3							
ASPECTS		Skill						
High concept	Viking warrior	Superb (+5)						
covenant	Villa Perfume	Great (+4)		Physiq ue				
Nationality	Norse french	Good (+3)		Fight				
Bound	Anders	Fair (+2)	Survival	Ride	Will			
		Average (+1)	Stealth	Athletics	Alertness	Contacts		
		mediocre (+0)	Resources	Burglary	Influence	Medicine		
Stress		Virtues and stunts						
Physical	□□□□□□	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		-6 Flaws
8 permanent		-8 Diabolic past - devil worshippers still take an intrest in you.
Fatigue		Recovery
mild	□ -0	6 min
moderate	□ -1	10 min
severe	□ -2	20 min
incapacitated	□ -	60 min
		Combat
		rank
		weapon size
		Brawling Great (+4) 4 0. unarmed
		Heavy Battle Axe Great (+4) 4 3. 2 handed weapon
		Throwing Great (+4) 4 3. 2 handed weapon
		Armor 2 Medium armor
Equipment		
Lore		
Extra heavy battle axe		

Name	The Brute	Name
Description		Description

ASPECTS		Approaches				ASPECT
High concept Trouble		Careful	+1	Forceful	+2	High concept Trouble
		Clever	-2	Quick	-1	
		Flashy	0	Sneaky	0	
Armor	Stress	Combat				Armor
	Physical	Brawling 0. unarmed				
	Mental	2 handed blade 2. 2 handed weapon				
		Bow and arrow 3. 2 handed weapon				

Name	The all star	Name
Description		Description

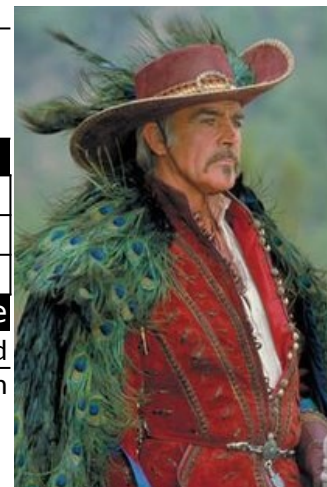
ASPECTS		Approaches				ASPECT
High concept Trouble		Careful	-1	Forceful	+1	High concept Trouble
		Clever	0	Quick	+2	
		Flashy	0	Sneaky	-2	
Armor	Stress	Combat				Armor
	Physical	Brawling 0. unarmed				
	Mental	Melee 2. one handed weapon				
		Bow and arrow 3. 2 handed weapon				

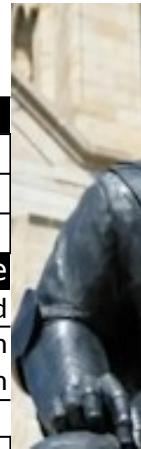
Name	The Trickster	Name
Description		Description

ASPECTS		Approaches				ASPECT
High concept Trouble		Careful	-2	Forceful	0	High concept Trouble
		Clever	+2	Quick	-1	
		Flashy	0	Sneaky	+1	
Armor	Stress	Combat				Armor
	Physical	Brawling 0. unarmed				
	Mental	Melee 2. one handed weapon				
		Bow and arrow 3. 2 handed weapon				

Name	Juan Sánchez-Villalobos Ramírez
Description	Peacocky soldier who overestimates his skills

ASPECTS		Approaches			
High concept Trouble	Musketeer	Careful	-2	Forceful	0
	overconfident	Clever	0	Quick	+1
		Flashy	+2	Sneaky	-1
Armor	Stress	Combat			
1	Physical	Brawling 0. unarmed			
Light	Mental	Melee weapon 2. one handed weapon			





Bow and arrow 3. 2 handed weapon

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

ASPECTS		Approaches			
High concept	Guardian, protector	Careful	+2	Forceful	+1
	Trouble	singleminded in	0	Quick	-2
		body guarding	-1	Sneaky	0
Armor		Stress		Combat	
3		Physical	□□□	Brawling	
Heavy		Mental	□□□	Longsword and shield	
				Bow and arrow	

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

ASPECTS		Approaches			
High concept	Body builder brute	Careful	+1	Forceful	+2
	Trouble	Violent when drunk	-2	Quick	-1
			0	Sneaky	0
Armor		Stress		Combat	
3		Physical	□□□	Brawling	
heavy		Mental	□□□	Battle hammer 2h	
				Bow and arrow	

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	fixer, deals with problems	Careful	-2	Forceful	0
	Trouble	outlaw	+2	Quick	-1
			0	Sneaky	+1
Armor		Stress		Combat	
		Physical	□□□	Brawling	
		Mental	□□□	Longsword and shield	
				Bow and arrow	

The Swashbuckler				

Approaches				
	Careful	-2	Forceful	0
	Clever	0	Quick	+1
	Flashy	+2	Sneaky	-1

Stress		Combat		
Physical	□□□	Brawling	0. unarmed	
Mental	□□□	Melee	2. one handed weapon	
		Bow and arrow	3. 2 handed weapon	

The Guardian				

Approaches				
	Careful	+2	Forceful	+1
	Clever	0	Quick	-2
	Flashy	-1	Sneaky	0

Stress		Combat		
Physical	□□□	Brawling	0. unarmed	
Mental	□□□	Sword and shield	2. one handed weapon	
		Bow and arrow	3. 2 handed weapon	

The Thief				

Approaches				
	Careful	+1	Forceful	-2
	Clever	0	Quick	0
	Flashy	-1	Sneaky	+2

Stress		Combat		
Physical	□□□	Brawling	0. unarmed	
Mental	□□□	small weapon	1. small weapon	
		Bow and arrow	3. 2 handed weapon	

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





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 Spring
0 - 300 build points

Villa Perfume	rating	cost		
Art summa	75	75	5	In all arts Max lvl 5
Lab Texts	40	40		levels of spells Max lvl 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)	season	Vis per year
1 Average (+1)	1	4
2 Fair (+2)	3	12
3 Good (+3)	6	24
4 Great (+4)	10	40
5 Superb (+5)	15	60