					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				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 Spe For Tec Lev	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
Characa		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	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	 				
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Description					

Name	Nixette							16		
Description	Impulsive	redhead	d, pretty	and ho	t headed			11/0	SAR S	100
Bodyguard Hu								94		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 \square	-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	Armo ful (minuc magicinate spinate spinate sources out	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)	ell leverore, or or of constant of constan	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)	ell leverore, or or of constant of constan	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 icking, tr	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					_	-	_	
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	carget, doing +6 damage (Weapon 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	_ Target	Individual			remove	move 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	rolls are red	quired to st	ay upright			senses t	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

FATE OF ARS MAGICA

Name	Marco Pol	Marco Polo							
Description	า	Quiet brooding mage							
Refresh	3								
Bodyguard	Gaelan whisp	perer							

ASPECT	S	Skills	13
High concept	Manipulator	Superb (+5)	
House	Tremere	Great (+4)	Will
Nationality	Italian	Good (+3)	Influence, Magic Theory
gift	Inoffensive to animals	Fair (+2)	Physique, Lore, Investigate
Personality	brooding, introvert	Average (+1)	Stealth, Languages, Alertness, burglary

/ 1	,	<i>,</i>	U	` ′			,	0 ,		
Stress										
Physical			Cr	eo (Cr)	0	Animal (An)	0]	gnem (Ig)	0
Mental]	Intelle	ego (In)	0	Auram (Au)	0	Ima	ginem (Im)	
Indebted	0000	10	Mut	:o (Mu)	0	Aquam (Aq)	0	Men	tem (Me)	2
fate points			Perd	do (Pe)	0	Corpus (Co)	3	Te	erram (Te)	0
Consequ	ences		Reg	o (Re)	3	Herbam (He)	0		Vim (Vi)	0
2 mild			-2 day	Comb	at	rank		Def	we	apon size
4 moderate			-4 wk	brawl		mediocre (+0)	0		0.	Unarmed
6 severe			-6 mo	Rego (Corpus	Fantastic (+6)	6	10		
8 permaner	t		-8	Rego 1	Menter	n Superb (+5)	5	9		
Fatigue			Recovery	Rego		Good (+3)	3	7		
mild		-0	6 min	Mente	m	Fair (+2)	2	6		
moderate		-1	10 min	Corpus	S	Fair (+2)	2	6	Spell block	PM+tech+form
severe		-2	20 min	Silver	knife	mediocre (+0)	0		Magic bloo	ck = PM + Form
incapacitated		-3	60 min	Armor		0 Noble c	lothes	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
Burglary (lock picking, pocket picking, traps)	
Contacts	
Fight (light, martial, heavy weapons, ranged, firearms)	
Influence (Persuasion, Deception, Leadership, Negotiation, In	timidation)
Investigate (Deduction, Scrutiny, Observation, Interrogation)	
Lore (Church, Hermetic, Faerie, Infernal, Twilight)	
Languages (French)	
Magic Theory (Parma Magica, Latin, research)	
Medicine (first aid, surgery, herbal medicine, infectious)	
Physique (stress, brawling, strength, athletics)	
travel (ride, sailing, Orienteering)	
Stealth (sneak, hide)	
Survival (riviera)	

				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 arca	ane connec	tion or dire	ct sight	•		
Name	Confusion of the nur	nbed will	ReMe	4	voice	ind	sun
Description	target is too confused	d to take ac	tion				
Name	Aura of Rightful Auth		ReMe	4	eye	ind	sun
Description	Target thinks you are	an authori	ty				
Name	Strings of the Unwilling N	Marionette	ReCo	5	voice	ind	con
Description	Control movements of	the target, n	novements a	are jerky of ı	resisted. can	not talk but	mumble
Name	Telekinetic push		ReCo	4	voice	ind	mom
Description	forcefully push a hun	nan 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 tur	n to create	an adv Or fa	tigue	skill halved
Name	Call to Slumber		ReMe	2	voice	ind	mom
Description	Target falls into natu	ral sleep					Good (+3)
Name	The unseen Porter		ReTe	2	voice	ind	con
Description	Unseen arm STR supe	erb 5					Fair (+2)
Name	Bind wounds		CrCo	2	touch	ind	sun
Description	Stops bleeding and n	atural heali	ng				Fair (+2)
Name	Lift the Dangling pup	pet	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 s	pell that cre	eates a prot	ective barı	rier around	the Coven	ant,
	preventing outside m	nagic and th	reats from	entering it	s area.		
Name		_e Banne					
Description	n Boxer face	ed very tall	man, who is	s pretty sin	nple.		
ASPECT		Approa	ches				
	Body builder brute	Careful		+1	Forceful		+2
Trouble	Violent when drunk	Clever		-2	Quick		-1
		Flashy		0	Sneaky		0
Armor	Stress	Combat					
3	Physical 🔲 🗖 🗖	Brawling					0. unarmed
heavy	Mental 🔲 🗆 🗆	Bastard s	sword			3. 2 hand	led weapon
	•	Bow and	arrow				led weapon
400							•



FATE OF ARS MAGICA

Survival (riviera)

								4 TH *		2 日本
Name	Arders Wi	rtsenius, th	e menta	alist				100		VIII.
Description		Obese aca			rd, chee	rful		Mar		- 20
Refresh	3	1	ŕ		,			15		
Bodyguard	Agmundr	strongarm								1
ASPEC				Skill						14
	t True nerd	of magic	Superb	(+5)						
	e Bonisagus		Great (Magic 1	Theory				
Nationalit			Good (Will, Lo	•		W 7		7
	t Magical Pi	resence Fee	1 '		1	ie, Languages, Inv	estigate		() () () () ()	
Personalit			4			, Contacts, Medici	_		A CONTRACTOR OF THE PARTY OF TH	
Stress	, ,		Ü		al arts					
Physical			C	reo (Cr)		Animal (An)	0	I	gnem (Ig)	0
Mental			Intelle	ego (In)	3	Auram (Au)	0	Imagi	nem (Im)	2
Indebted		3	Mu	to (Mu)	0	Aquam (Aq)	0	Men	tem (Me)	3
fate points	0000	3	Per	do (Pe)	0	Corpus (Co)	0	Te	rram (Te)	0
Conseq	uences		Re	go (Re)	0	Herbam (He)	0		Vim (Vi)	0
2 mild			-2 day	Comb	at	rank		Def	wea	pon siz
4 moderat	е		-4 wk	Wrestli	ng	Fair (+2)	2			
6 severe			-6 mo	intelleg	o mente	m Fantastic (+6)	6	10		
8 permane	ent		-8	intelleg	o imagin	em Superb (+5)	5	9		
Fatigue		Re	ecovery	Intelleg	0	Good (+3)	3	7		
mild		-0	6 min	menten	1	Good (+3)	3	7		
moderate		-1		imagine		Fair (+2)	2	6	Spell block P	M+tech+fo
severe		-2	20 min	Silver k	nife	mediocre (+0)	0		Magic block	= PM + Fo
incapacitated		-3	60 min	Armo	r	0 Noble clo	thes	Parma	Magica G	Great (+4
Virtues			Flaws	5						
	ormulaic ma	agic	Obese							
	nove spell lvl		Clumsy							
by one, d	ynamically		Compa	ssionat	e, mino	r				
	ew spells is +2									
Equipn			• 6							
Danish no	bility clothe	es, ritual kni	ite							
Subski	lls					Effects of ag	ing ar	nd war	ping	
Burglary	lock picking	g, pocket pio	cking, tr	aps)						
Contacts	Danish Ard	ch-mage								
Fight (ligh	it , martial,	heavy weap	ons, rai	nged, fi	rearms)					
Influence	(Persuasion	n, Deception	n, Leade	ership, N	legotiat	ion, Intimidation)				
Investigat	e (Deductio	n, Scrutiny,	, Observ	/ation,∃	nterrog	ation)				
	metic lore,					·				
	s (Danish, F									
	eory (Parma	_		earch. t	wilight)					
	(first aid, su					<u> </u>				
	(Wrestling,					-,				
	le, sailing, C			•						
	neak, hide)		,							
Stearth (5	, muc/									

	Arts	lvl	range	tseget	duration
Name Call to slumber	CrMe	2	Voice	Ind	Mom
Description Target falls ibto a natural sleep					
Name Aura of Rightful Authority	ReMe	4	eye	Ind	Sun
Description Target thinks you are an authority	/				
Name peering into a mortal mind	InMe	6	eye	Ind	mom
Description Learn all the information from a p	ersons mir	nd.			
Name thoughts withing babble	InMe	5	self	hearing	con
Description understand what everyone is saying.	regardless	of the langu	age		
Name opening the mind of an animal	InAni	4	touch	ind	con
Description telepathic communication throug	h touch.				
Name listen thru the faerie veil	InVim	3	self	hear	con
Description listen thru the boundaries of faer	ie region	•			
Name Recollection of a memory never	MuMe	1	eye	ind	month
Description change details of a memory			•	•	
Name Disguise of the transformed imag	Mulm	2	self	ind	diameter
Description shange appearance to another					
Name Loss of but a moments memory	PeMe	3	eye	ind	mom
Description target forgetd 5 minutes of his life	е.	30			
Name					
Description					
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Description					

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
Trouble outlaw
Clever
Flashy
Careful
-2
Forceful
0
Quick
-1
Flashy
0
Sneaky
+1

Arm	nor	Stress	Compat	
		Physical	Brawling	0. unarmed
		Mental	Long sword and shield	2. one handed weapon
			Bow and arrow	3. 2 handed weapon

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
Name	Name					
Description Name	Description					
Name	Name					
Description Name	Description					
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	Arts	lvl	range	target	duration
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Annabelle Name Annabelle is a french maiden, a ranger, hunter. Description Her age is 20, hair is long and light golden, quite pretty. Refresh she is also a skin-changer **ASPECTS** Skill 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 Athletics Average (+1) Investigate Ride Lore mediocre (+0) Alertness Burglary Contacts Resources Virtues and stunts Stress 0000 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 DDDDD Keep intellect if not in that form for not too long fate points As an experienced ranger, get +2 when Attacking with a bow after aiming 1 tu Consequences As an experienced ranger, get +2 when tracking with survival 2 mild -2Flaws 4 moderate -4 Lycantrophe, 3 days a werewolf full-moon 6 severe -6 * heals all damage when gains control. 8 permanent Recovery Combat **Fatigue** Rank Weapon size mild -0 6 min Brawling 0. unarmed Fair (+2) -1 10 min Bow and arrow 3. 2 handed weapon moderate Great (+4) -2 20 min Short sword severe 2. one handed weapon Fair (+2) 60 min Armor Light leather incapacitated Lore Equipment composite bow, arrows, short sword, knife Nice woodlands Name body guard for Nixie Description Refresh 3 **ASPECTS** Skill High concept Chinese warrior Superb (+5) covenant Perfume Great (+4) Melee Nationality Chinese Provencal Good (+3) Physique Ranged **Bound Nixie** Fair (+2) Will Ride Will Average (+1) Stealth **Athletics** Alertnes Contacts mediocre (+0) Resources Burglary Medicine Physical Right Place, Right Time: Once per session, you may announce your prese Mental 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 4 moderate Outsider, faces racism As a kung fu master, get +2 when creating 6 severe advantage in a melee fight. 8 permanen Get +2 when attacking multiple opponents **Fatigue** Recovery Combat mild -0 6 min Jian longsword Great (+4) 2. one handed weapon moderate -1 10 min Brawling Good (+3) 0. unarmed 3. 2 handed weapon severe -2 20 min Longbow Good (+3) 60 min Armor Battle armor, Rattan shield (1 shift) incapacitated Jian longsword, rattan shield, Chinese battle armor, horse Speaks Occitan and Chinese

Name		Gealan I	Rander				A PAR	
Description	n			sh woodsman wh		nad		De la
,		_childbirth ai	y time he was at nd his father died	ge 5, his mother a d a few years late	apparentiy in er.		16/14	MESON!
Refresh	3			,			See a	-
ASPECT			Skill					Pt
High concept		mpanion	Superb (+5)					
covenant			Great (+4)	Animal Handling				
Nationality			Good (+3)	Survival	Fight			110
Bound	Marco Po	lo	Fair (+2)	Physique	Burglary	Wil		
			Average (+1)	Alertness	Investigate	Lor	e i	Ride
Strocc			Virtuos	Stup	to			
Stress Physical	0000		Virtues Animal Ken	Stun		oror got I	-2 when calming	_
Mental			* talk to anim			Jerer get T	-2 WHEH CAHHIII	5
Indebted		7	taik to animi			+2 when	defending anot	her
fate points				in mel		. 12 WHCH	acremaning arroti	ici
Consequ				mmer				
2 mild			-2 Flaws	s				
4 moderate			-4 Curse		Aı	nimal Com	panion Rufus D	Og
6 severe				love with the w		minar com	ipamon karas b	08
8 permanen	t t			you really like fi		nd shallow		
Fatique		Re	ecovery Comb		rank	ina snanow		pon size
mild		-0	6 min Spear		Good (+3)	3	3. 2 handed	
moderate	_	-1	10 minBow a		Good (+3)		one handed	
severe	_	-2	20 minBrawl		Fair (+2)	2		0 unarm
incapasitated		-	60 min Armo		Light leath	er		
Equipm	ent						Lore	
		_						10 G
Name		Agmund	lr Storsson					A LAND
Description	n	Aamundr i	s a Viking and	a Skald of grea	t stature and		1100	SIGN
,		_mighty stre	ength. He is ha	unted by the gre	eat wolf Fenr	rir and	W. To	
Refresh	3	his life and	d destiny are tie					
ASPECT			Skill				1	
High concept	Viking wa	rrior	Superb (+5)					
				Physiq				
	Villa Perfu		Great (+4)	ue				
	Norse fren	nch	Good (+3)		Fight		CARL SE	A 31
Bound	Anders		Fair (+2)	Survival	Ride	Wil		
			Average (+1)		Athletics			Contacts
Chura			mediocre (+0)		Burglary	Infl	uence !	Medicine
Stress			Virtues an					
Physical		JU					I rune to a wear	
Mental		_					to one of 4 actio	ns.
Indebted				ast, it disappea			a minute	
fate points		_		Swing. You m				
Consequ	ences						is a melee weap	
2 mild				-			e instead of Sho	ot to
4 moderate				targets one zo	ne away with	n a heavy o	object.	
6 severe			-6 Flaw					
8 permanen	τ					still take ai	n intrest in you.	
Fatique	_		ecovery Comb		rank	4		apon size
mild		-0 1	6 min Brawl		Great (+4)	4		unarmed
moderate		-1		y Battle Axe C		4	3. 2 handed	
severe		-2	20 min Throv		Great (+4)	4	3. 2 handed	weapon
incapasitated		-	60 minArmo	r 2	Medium ar	ınor		
Equipm	ent						Lore	
Extra heav		e					LUIC	
	, saute ax	-						

Name	The Bru	ite					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			(). unarmed	
Mental		2 handed blade			2. 2 hand	ed weapor	
·		Bow and arrow			3. 2 hand	ed weapor	
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			(). unarmed	
Mental		Melee		2	. one hand		
		Bow and arrow			3. 2 hand	ed weapon	
Name	The Tric	ckster				-	Name
Description							Description
ASPECTS		Approaches					ASPECT
High concept		Careful	-2	Forceful		0	High concept
Trouble		Clever	+2	Quick		-1	Trouble
		Flashy	0	 Sneaky		+1	1
Armor Stress		Combat					Armor
Physical		Brawling			(). unarmed	
Mental		Melee		2	. one hand		
		Bow and arrow			3. 2 hand	ed weapon	
Name	Juan Sá	nchez-Villalobos Ra	amírez				N. Alak
Description	Peacocky	soldier who overestim	ates his sk	ills			The state of the s
	ĺ						
ASPECTS		Approaches					A HUM
High concept Musketee	er	Careful	-2	Forceful		0	
Trouble overconfi		Clever	0	Quick		+1	ALCOHOL STATE OF THE STATE OF T
		– Flashy	+2	Sneaky	<u> </u>	-1	
Armor Stress		Combat			Wea	apon size	
1 Physical		Brawling). unarmed	A STATE OF THE STA
Light Mental		Melee weapon		2	. one hand		- The state of the
0		_ 10100 oupon					

			Bow and arrow			3. 2 han	ded weapon	
Manaa		D a why a ra	d di Castalia					
Name Descriptio	n		d du Gretskin st child" of the region.	Vouna Po	rtrand			
Descriptio	11	1						M
			proved his worthiness teller predicted a glori			ild.		A FIRE
ASPECT	S	a fortune	Approaches	ous rutur	e for the Ci	iliu.		
		protector	Careful	+2	Forceful		+1	
	singlemin		Clever	0	Quick		-2	No.
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	ACCEPTANT
Heavy	Mental		Longsword and shi	eld		2. one han	ded weapon	100
110417	Torrear		Bow and arrow				ded weapon	The same
			Bott and arrott					127
Name		Jérôme l	_e Banner					
Descriptio	n		ed very tall man, who is	s pretty si	mple.			
			,	. ,	•			1/1
ASPECT	S		Approaches					
High concep	Body buil	der brute	Careful	+1	Forceful		+2	13/62
		hen drunk	Clever	-2	Quick		-1	
			- Flashy	0	Sneaky		0	
Armor	Stress		Combat		,			- 4 M
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.			
•			nings when mages are	-				
		THE TIMES CI	iiigs when mages are	скрозса.			1	The same
ASPECT	ſS		Approaches					
	1	with problems		-2	Forceful		0	10.01
•	outlaw		Clever	+2	Quick		-1	
			Flashy	0	Sneaky		+1	
Armor	Stress		Combat	ű	orically			
	Physical		Brawling				0. unarmed	
	Mental		Longsword and shi	eld		2. one han	ded 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	
iviciitai		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