

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

30 level spells

Spell	Ball of Abysmal Flame				Spell	Flash of the 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 flame shoots from your hand to stike a single target, doing +6 damage (Weapon class 6)					a brilliant red flash explodes in the air where you designate. Target rolls physique save or is blinded						
Spell	Wall of protecting Stone				Spell	Major Healing touch				ritual	
Form	Creo	Level	5		Form	Creo	Level	6	Duration	moment	
Tech	Terram	Range	Touch		Tech	Corpus	Range	touch	Target	ind	
Duration	moment	Target	Individual		remove a severe consequence						
Makes a wall of granite up to 19 meters wide, 3 meters high and one meter thick.											
Spell	Panic of the trembling Heart				Spell	Touch of Midas					
Form	Creo	Level	3	Duration	Form	Creo	Level	4	Duration	moment	
Tech	Mentem	Range	eye	Target	Tech	Terram	Range	touch	Target	ritual, ind	
Creates an overpowering fear in one person for one specific object, person or a place.					creates a 40 kg lump of gold						
Spell	Footsteps of slippery oil				Spell	Faerie Gold				Spontaneous	
Form	Creo	Level	2	Duration	Form	Creo	Level	2	Duration	Sun	
Tech	Aquam	Range	touch	Target	Tech	Imaginem	Range	Touch	Target	Ind	
7 m wide area of slippery oil.					Created a small lump of gold, 40 kg.						+4+4DF/2
Physique rolls are required to stay upright					senses touch, and sight.						Fair (+2)
Creo Herbam Fair (+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

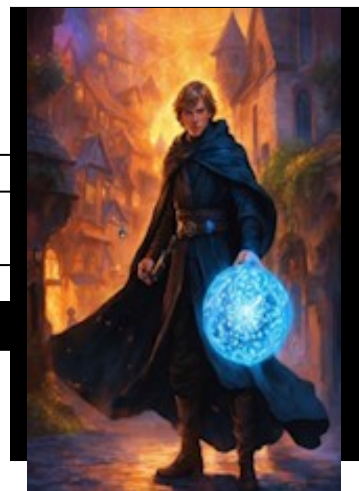
Make supernatural perfumes

Socially inept

Obsessed, scent perfection

Found fairy region while finding special flow

Name	Marco 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
------------	------------------------------

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 Decreptitude 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.

		Recovery		Combat	rank	weapon size
mild	<input type="checkbox"/> -0	6 min		Jian longsword	Great (+4)	4 2. one handed weapon
moderate	<input type="checkbox"/> -1	10 min		Brawling	Good (+3)	3 0. unarmed
severe	<input type="checkbox"/> -2	20 min		Longbow	Good (+3)	3 3. 2 handed weapon
incapacitated	<input type="checkbox"/> -	60 min		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
		Average (+1)	Athletics Investigate
		mediocre (+0)	Alertness Burglary
			Will Lore Ride
			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		Flaws	
2 mild		-2	
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 unarmed			
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
		Average (+1)	Stealth Athletics
		mediocre (+0)	Resources Burglary
			Will Alertness Contacts
			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

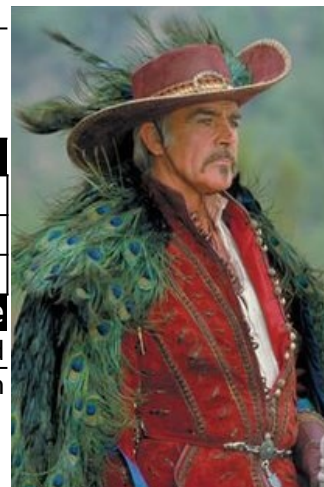
ASPECTS		Approaches				ASPECT
High concept Trouble		Careful	-1	Forceful	+1	High concept Trouble
		Clever	0	Quick	+2	
		Flashy	0	Sneaky	-2	
Armor	Stress	Combat				Armor
	Physical	Brawling 0. unarmed				
	Mental	Melee 2. one handed weapon				
		Bow and arrow 3. 2 handed weapon				

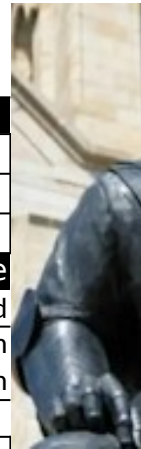
Name	The Trickster	Name
Description		Description

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	0. unarmed
	Heavy	■■■		Longsword and shield	2. one handed weapon
				Bow and arrow	3. 2 handed weapon

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	0. unarmed
	heavy	■■■		Battle hammer 2h	3. 2 handed weapon
				Bow and arrow	3. 2 handed weapon

Name Eugène François Vido
Description Quick in mind, charming, and not a deep thinker. He fixes things when mages are exposed.

ASPECTS		Approaches			
High concept	fixer, deals with problems	Careful	-2	Forceful	0
	Trouble	outlaw	+2	Quick	-1
			0	Sneaky	+1
Armor		Stress		Combat	
	Physical	■■■		Brawling	0. unarmed
		■■■		Longsword and shield	2. one handed weapon
				Bow and arrow	3. 2 handed weapon

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