

# 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]

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

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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 )

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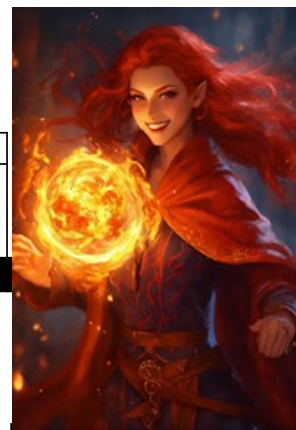
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Name	Nixette		
Description	Impulsive redhead, pretty and hot headed		
Bodyguard	Hu		
Refresh	3		



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

<b>Spell</b>	<b>Ball of Abysmal Flame</b>				<b>Spell</b>	<b>Flash of the Scarlet flames</b>						
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							
<b>Spell</b>	<b>Wall of protecting Stone</b>				<b>Spell</b>	<b>Major Healing touch</b>				<b>ritual</b>		
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.												
<b>Spell</b>	<b>Panic of the trembling Heart</b>				<b>Spell</b>	<b>Touch of Midas</b>						
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 an overpowering fear in one person for one specific object, person or a place.					creates a 40 kg lump of gold							
<b>Spell</b>	<b>Footsteps of slippery oil</b>				<b>Spell</b>	<b>Faerie Gold</b>				<b>Spontaneous</b>		
Form	Creo	Level	2	Duration	Sun	Form	Creo	Level	2	Duration	Sun	
Tech	Aquam	Range	touch	Target	Ind	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

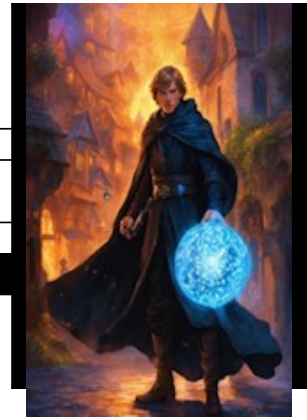
Make supernatural perfumes

Socially inept

Obsessed, scent perfection

Found fairy region while finding special flow

# FATE OF ARS MAGICA



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

ASPECTS	Skills		
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

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
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)	
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 ( riviara )	

	Arts	lvl	range	target	duration
<b>Name</b>	Wings of an eagle	ReCo	4	self	ind. con
Description	Fly like an eagle				
<b>Name</b>	7 league Stride	ReCo	6	self	ind. mom
Description	35km teleport to arcane connection or direct sight				
<b>Name</b>	Confusion of the numbed will	ReMe	4	voice	ind. sun
Description	target is too confused to take action				
<b>Name</b>	Aura of Rightful Authority	ReMe	4	eye	ind. sun
Description	Target thinks you are an authority				
<b>Name</b>	Strings of the Unwilling Marionette	ReCo	5	voice	ind. con
Description	Control movements of the target, movements are jerky of resisted. cannot talk but mumble				
<b>Name</b>	Telekinetic push	ReCo	4	voice	ind. mom
Description	forcefully push a human sized target backwards. hitting something can hurt, a lot.				
<b>Name</b>	Gift of Frog Legs	ReCo	3	touch	ind. mom
Description	jump 9m forward or 5m up. roll physique to land.				
<b>Name</b>					
Description					
Spontaneous Spells spend a turn to create an adv Or fatigue skill halved					
<b>Name</b>	Call to Slumber	ReMe	2	voice	ind. mom
Description	Target falls into natural sleep Good (+3)				
<b>Name</b>	The unseen Porter	ReTe	2	voice	ind. con
Description	Unseen arm STR superb 5 Fair (+2)				
<b>Name</b>	Bind wounds	CrCo	2	touch	ind. sun
Description	Stops bleeding and natural healing Fair (+2)				
<b>Name</b>	Lift the Dangling puppet	ReCo	3	voice	ind. con
Description	target rises as fast as smoke rises Good (+3)				
<b>Name</b>	Aegis of the heart ritual	ReVi	0	touch	bound. year
Description	is a ritual defensive spell that creates a protective barrier around the Covenant, preventing outside magic and threats from entering its area.				

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	Clever	-2	Quick	-1
		Flashy	0	Sneaky	0
Armor		Combat			
3	Physical	□□□	Brawling		
heavy	Mental	□□□	0. unarmed		
			Bastard sword		
			3. 2 handed weapon		
			Bow and arrow		
			3. 2 handed weapon		



# FATE OF ARS MAGICA



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

<b>Lore</b>	
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	

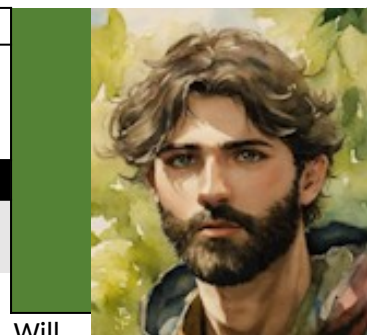
ASPECTS		Skill	
High concept	Animal companion	Superb (+5)	
covenant	Perfume	Great (+4)	Animal Handling
Nationality	English	Good (+3)	Survival      Fight
Bound	Marco Polo	Fair (+2)	Physique
		Average (+1)	Athletics      Investigate
		mediocre (+0)	Alertness      Burglary
			Will      Lore      Ride
			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)	Physique
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	□□□□□	<b>Heavy Object Swing.</b> You may use Physique
Consequences		instead of Fight whenever you use a heavy object as a melee weapon.
2 mild	-2	<b>Heavy Object Throw.</b> You may use Physique instead of Shoot to
4 moderate	-4	attack targets one zone away with a heavy object.
6 severe	-6	<b>Flaws</b>
8 permanent	-8	Diabolic past - devil worshippers still take an intrest in you.
Fatigue		<b>Recovery</b>
mild	□ -0	6 min
moderate	□ -1	10 min
severe	□ -2	20 min
incapacitated	□ -	60 min
		<b>Combat</b>
		<b>rank</b>
		<b>weapon size</b>
		Brawling Great (+4) 4 0. unarmed
		Heavy Battle Axe Great (+4) 4 3. 2 handed weapon
		Throwing Great (+4) 4 3. 2 handed weapon
		<b>Armor</b> 2 Medium armor
<b>Equipment</b>		
<b>Lore</b>		
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

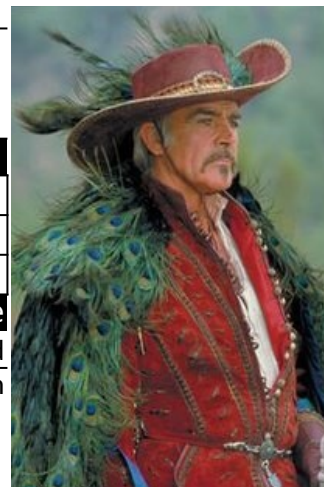
ASPECTS		Approaches				ASPECT
High concept Trouble		Careful	-1	Forceful	+1	High concept Trouble
		Clever	0	Quick	+2	
		Flashy	0	Sneaky	-2	
Armor	Stress	Combat				Armor
	Physical	Brawling 0. unarmed				
	Mental	Melee 2. one handed weapon				
		Bow and arrow 3. 2 handed weapon				

Name	The Trickster	Name
Description		Description

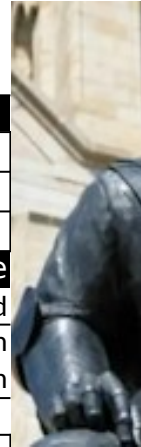
ASPECTS		Approaches				ASPECT
High concept Trouble		Careful	-2	Forceful	0	High concept Trouble
		Clever	+2	Quick	-1	
		Flashy	0	Sneaky	+1	
Armor	Stress	Combat				Armor
	Physical	Brawling 0. unarmed				
	Mental	Melee 2. one handed weapon				
		Bow and arrow 3. 2 handed weapon				

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