

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)		Ignem (Ig)	
Mental	□□□□□		Intellego (In)		Auram (Au)		Imaginem (Im)	
Indebted	□□□□□		Muto (Mu)		Aquam (Aq)		Mentem (Me)	
fate points	□□□□□		Perdo (Pe)		Corpus (Co)		Terram (Te)	
Consequences			Rego (Re)		Herbam (He)		Vim (Vi)	
2 mild		-2 day	Combat		rank		Def	weapon size
4 moderate		-4 wk						
6 severe		-6 mo						
8 permanent		-8						
Fatigue			Recovery					
mild	□	-0	6 min					
moderate	□	-1	10 min					Spell block PM+tech+form
severe	□	-2	20 min					Magic block = PM + Form
incapacitated	□	-3	60 min	Armor	0			Parma Magica

Virtues	Flaws	Decrepitude	Warping


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	
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Spell	
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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	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							
Spell	Footsteps of slippery oil				Spell	Faerie Gold				Spontaneous		
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

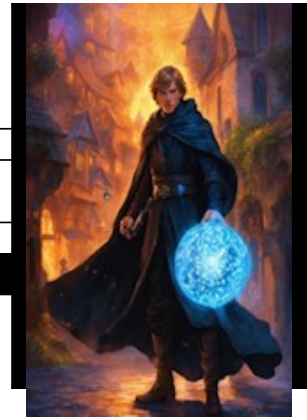
Make supernatural perfumes

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)	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
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 (rivierra)	

	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 arcane connection or direct sight				
Name	Confusion of the numbed will	ReMe	4	voice	ind. sun
Description	target is too confused to take action				
Name	Aura of Rightful Authority	ReMe	4	eye	ind. sun
Description	Target thinks you are an authority				
Name	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				
Name	Telekinetic push	ReCo	4	voice	ind. mom
Description	forcefully push a human sized target backwards. hitting something 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					

Spontaneous Spells spend a turn to create an adv Or fatigue skill halved

Name	Call to Slumber	ReMe	2	voice	ind. mom
Description	Target falls into natural sleep				
Name	The unseen Porter	ReTe	2	voice	ind. con
Description	Unseen arm STR superb 5				
Name	Bind wounds	CrCo	2	touch	ind. sun
Description	Stops bleeding and natural healing				
Name	Lift the Dangling puppet	ReCo	3	voice	ind. con
Description	target rises as fast as smoke rises				
Name	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		SKILLS	
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
Mental	□□□□	Intellego (In)	3
Indebted	□□□□□	Muto (Mu)	0
fate points	□□□□□	Perdo (Pe)	0
Consequences		Rego (Re)	0
2 mild	-2 day	Combat	rank
4 moderate	-4 wk	Wrestling	Fair (+2) 2
6 severe	-6 mo	intellego mentem	Fantastic (+6) 6
8 permanent	-8	intellego imaginem	Superb (+5) 5
Fatigue		Intellego	Good (+3) 3
mild	□ -0	mentem	Good (+3) 3
moderate	□ -1	imaginem	Fair (+2) 2
severe	□ -2	Silver knife	mediocre (+0) 0
incapacitated	□ -3	Armor	0
		Noble clothes	Parma Magica Great (+4)

Virtues	Flaws
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	Effects of aging and warping
Burglary (lock picking, pocket picking, traps)	
Contacts (Danish Arch-mage)	
Fight (light, martial, heavy weapons, ranged, firearms)	
Influence (Persuasion, Deception, Leadership, Negotiation, Intimidation)	
Investigate (Deduction, Scrutiny, Observation, Interrogation)	
Lore (Hermetic lore, Hermetic law, French law)	
Languages (Danish, French, English)	
Magic Theory (Parma Magica, Latin, research, twilight)	
Medicine (first aid, surgery, herbal medicine, infectious)	
Physique (Wrestling, strength, athletics)	
travel (ride, sailing, Orienteering)	
Stealth (sneak, hide)	
Survival (riviera)	

		Arts	lvl	range	tseget	duration
Name	Call to slumber	CrMe	2	Voice	Ind	Mom
Description	Target falls into 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 persons mind.					
Name	thoughts withing babble	InMe	5	self	hearing	con
Description	understand what everyone is saying. regardless of the language					
Name	opening the mind of an animal	InAni	4	touch	ind	con
Description	telepathic communication through touch.					
Name	listen thru the faerie veil	InVim	3	self	hear	con
Description	listen thru the boundaries of faerie 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	change appearance to another					
Name	Loss of but a moments memory	PeMe	3	eye	ind	mom
Description	target forgetd 5 minutes of his life. 30					
Name						
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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	Clever	+2	Quick	-1
		Flashy	0	Sneaky	+1
Armor	Stress	Combat			
	Physical	Brawling 0. unarmed			
	Mental	Long sword and shield 2. one handed weapon			
		Bow and arrow 3. 2 handed weapon			

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]

		Arts	lvl	range	target	duration
Name						
Description						
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Name	Annabelle		
Description	Annabelle is a french maiden, a ranger, hunter. Her age is 20, hair is long and light golden, quite pretty. she is also a skin-changer		
Refresh	3		
ASPECTS			
High concept	Skin-changer ranger	Superb (+5)	
covenant	Perfume	Great (+4)	Ranged
Nationality	Provencal	Good (+3)	Survival
Bound	Harry Rothschild	Fair (+2)	Physique
		Average (+1)	Athletics
		mediocre (+0)	Alertness
			Melee
			Investigate
			Burglary
			Will
			Lore
			Ride
			Contacts
			Resources
Stress		Virtues and stunts	
Physical	□□□□	Skin changer <i>It takes a season to create a new skin</i>	
Mental	□□□□	* put an animal skin and gain abilities and weakness of the animal.	
Indebted	□□□□□	* 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		-2 Flaws	
4 moderate		-4 Lycantrophe, 3 days a werewolf full-moon	
6 severe		-6 * heals all damage when gains control.	
8 permanent		-8	
Fatigue		Recovery	Combat
mild	□ -0	6 min	Brawling
moderate	□ -1	10 min	Bow and arrow
severe	□ -2	20 min	Short sword
incapacitated	□ -	60 min	Armor
			Rank
			Weapon size
			0. unarmed
			3. 2 handed weapon
			2. one handed weapon
			1
			Light leather
Equipment		Lore	
composite bow, arrows, short sword, knife		Nice woodlands	

Name	Hu		
Description	body guard for Nixie		
Refresh	3		
ASPECTS			
High concept	Chinese warrior	Superb (+5)	
covenant	Perfume	Great (+4)	Melee
Nationality	Chinese Provencal	Good (+3)	Ranged
Bound	Nixie	Fair (+2)	Physique
		Average (+1)	Will
		mediocre (+0)	Ride
			Alertness
			Athletics
			Stealth
			Resources
			Burglary
			Contacts
			Medicine
Stress		Virtues	
Physical	□□□□	Right Place, Right Time: Once per session, you may announce your pres	
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		-2 Flaws	
4 moderate		-4 Stunts	
6 severe		-6 Outsider, faces racism As a kung fu master , get +2 when creating	
8 permanent		-8 advantage in a melee fight.	
		Get +2 when attacking multiple opponents	
Fatigue		Recovery	Combat
mild	□ -0	6 min	Jian longsword
moderate	□ -1	10 min	Brawling
severe	□ -2	20 min	Longbow
incapacitated	□ -	60 min	Armor
			rank
			weapon size
			2. one handed weapon
			0. unarmed
			3. 2 handed weapon
			3
			Battle armor, Rattan shield (1 shift)
Equipment		Lore	
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	Burglary	Will
		Average (+1)	Alertness	Investigate	Lore
					Ride



Stress	Virtues	Stunts
Physical <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Animal Ken	As an animal whisperer get +2 when calming
Mental <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	* talk to animals	an animal
Indebted <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		As a defender I get +2 when defending another
fate points <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		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
mild <input type="checkbox"/> -0	6 min	Spear	Good (+3) 3
moderate <input type="checkbox"/> -1	10 min	Bow and arrow	Good (+3) 3
severe <input type="checkbox"/> -2	20 min	Brawling	Fair (+2) 2
incapacitated <input type="checkbox"/> -	60 min	Armor	1 Light leather
			weapon size
			3. 2 handed weapon
			2. one handed weapon
			0 unarmed

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	Will
		Average (+1)	Stealth	Athletics	Alertness
		mediocre (+0)	Resources	Burglary	Influence
					Contacts
					Medicine
Stress	Virtues and stunts				
Physical <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Blade runes. spend a stress point to draw a magical rune to a weapon, max 1p per weapon size. this one use gives weapon +2 to one of 4 actions.				
Mental <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	once rune is cast, it disappears. casting rune takes a minute				
Indebted <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Heavy Object Swing. You may use Physique				
fate points <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	instead of Fight whenever you use a heavy object as a melee weapon.				
Consequences		Flaws			
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			
8 permanent		-8	Diabolic past - devil worshippers still take an intrest in you.		
Fatigue	Recovery	Combat	rank	weapon size	
mild <input type="checkbox"/> -0	6 min	Brawling	Great (+4) 4	0. unarmed	
moderate <input type="checkbox"/> -1	10 min	Heavy Battle Axe	Great (+4) 4	3. 2 handed weapon	
severe <input type="checkbox"/> -2	20 min	Throwing	Great (+4) 4	3. 2 handed weapon	
incapacitated <input type="checkbox"/> -	60 min	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

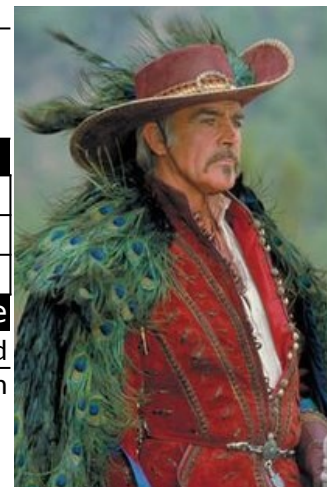
ASPECTS		Approaches				ASPECT
High concept Trouble		Careful	-1	Forceful	+1	High concept Trouble
		Clever	0	Quick	+2	
		Flashy	0	Sneaky	-2	
Armor	Stress	Combat				Armor
	Physical	Brawling 0. unarmed				
	Mental	Melee 2. one handed weapon				
		Bow and arrow 3. 2 handed weapon				

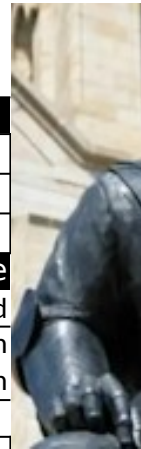
Name	The Trickster	Name
Description		Description

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