

FATE OF ARS MAGICA

Name		
Description		
Refresh	3	

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

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

Virtues	Flaws	Decrepitude


Equipment	Sub-skills

[illegible]

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

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

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

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

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

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

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

Sub-skills

Burglary (lock picking, pocket picking, traps)

Contacts Grimaldi family, Rothschild family

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

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

Investigate (Deduction, Scrutiny, Observation, Interrogation)

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

Languages (French. Italian)

Magic Theory (Parma Magica, Latin, research)

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

Physique (brawling, strength, athletics)

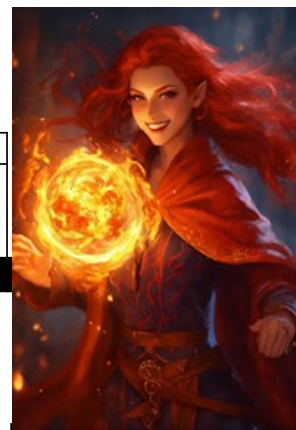
travel (ride, sailing, Orienteering)

Stealth (sneak, hide)

Survival (riviera)

[illegible]

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



ASPECTS		Skill	
High concept	Pyromaniac	Superb (+5)	
House	Flambeau	Great (+4)	Magic theory
Nationality	France	Good (+3)	Will, Physique
Gift	Magical Presence Feels Wrong	Fair (+2)	Investigate, lore, fight
personality	Fiery temperament	Average (+1)	Medicine, alertness, Investigate, Languages

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

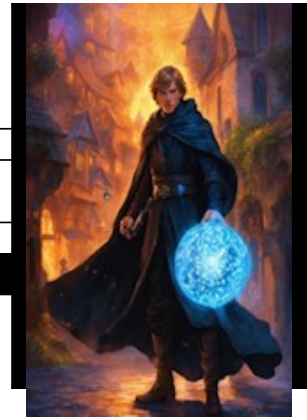
Make supernatural perfumes

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)	
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
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 Good (+3)				
Name	The unseen Porter	ReTe	2	voice	ind. con
Description	Unseen arm STR superb 5 Fair (+2)				
Name	Bind wounds	CrCo	2	touch	ind. sun
Description	Stops bleeding and natural healing Fair (+2)				
Name	Lift the Dangling puppet	ReCo	3	voice	ind. con
Description	target rises as fast as smoke rises Good (+3)				
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	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
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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Brawling 0. unarmed			
	Mental <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	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						
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Name	Annabelle	
Description	Anabelle is a french maiden, a ranger, hunter. Her age is 20, hair is long and light golden, quite pretty.	
Refresh	3	she is also a skinchanger

ASPECTS		Skill					
High concept	Skinchanger ranger	Superb (+5)					
	covenant	Perfume	Great (+4)	Ranged			
Nationality	Provençal	Good (+3)	Survival	Stealth			
Bound	Harry Rothschild	Fair (+2)	Physique	Melee	Will		
		Average (+1)	Athletics	Investigate	Lore	Ride	
		mediocre (+0)	Alertness	Burglary	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 turn
Consequences	As an experienced ranger , get +2 when tracking with survival

2 mild	-2	Flaws
4 moderate	-4	Lycantrophe, 3 days a werewolf fullmoon
6 severe	-6	* heals all damage when gains control.
8 permanent	-8	

Fatigue			Recovery	Combat	Rank	Weapon size	
mild	☐	-0	6 min	Brawling	Fair (+2)	2	0. unarmed
moderate	☐	-1	10 min	Bow and arrow	Great (+4)	4	3. 2 handed weapon
severe	☐	-2	20 min	Short sword	Fair (+2)	2	2. one handed weapon
incapacitated	☐	-	60 min	Armor	1	Light leather	

Equipment	Lore
composite bow, arrows, short sword, knife	Nizza woodlands

Name	Hu
Description	body guard for Nixie

Refresh	3
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ASPECTS		Skill			
High concept	chinese warrior	Superb (+5)			
covenant	Perfume	Great (+4)	Melee		
Nationality	Chinese provencal	Good (+3)	Ranged	Physique	
Bound	Nixie	Fair (+2)	Will	Ride	Will
		Average (+1)	Stealth	Athletics	Alertnes
		mediocre (+0)	Resources	Burglary	Contacts
					Medicine

Stress		Virtues
Physical		Right Place, Right Time: Once per session, you may announce your presence
Mental		in the perfect place to help someone in need, ignoring usual limits of time

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	

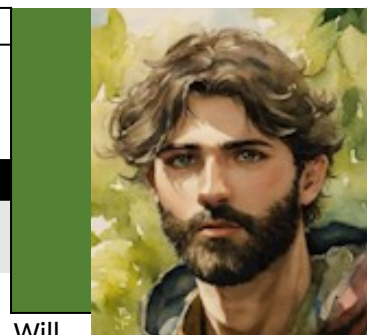
ASPECTS		Skill	
High concept	Animal companion	Superb (+5)	
covenant	Perfume	Great (+4)	Animal Handlir
Nationality	English	Good (+3)	Survival Fight
Bound	Marco Polo	Fair (+2)	Physique
		Average (+1)	Athletics Investigate
		mediocre (+0)	Alertness Burglary
			Will Lore Ride
			Contacts Resources

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 unarme	
incapacitated	□ -	60 min		Armor	1			Light leather	

Equipment		Lore	



Name	Agmundr Storsson	
Description	Agmundr is a Viking and a Skald of great stature and mighty strength. He is haunted by the great wolf Fenrir and his life and destiny are tied to the Beast.	
Refresh	3	

ASPECTS		Skill	
High concept	Viking warrior	Superb (+5)	
covenant	Villa Perfume	Great (+4)	Physiq ue
Nationality	Norse french	Good (+3)	Fight
Bound	Anders	Fair (+2)	Survival Ride
		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

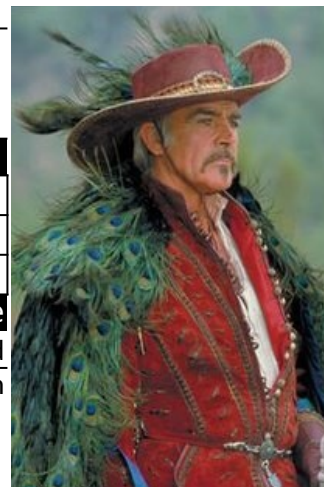
ASPECTS		Approaches				ASPECT
High concept Trouble		Careful	-1	Forceful	+1	High concept Trouble
		Clever	0	Quick	+2	
		Flashy	0	Sneaky	-2	
Armor	Stress	Combat				Armor
	Physical	Brawling 0. unarmed				
	Mental	Melee 2. one handed weapon				
		Bow and arrow 3. 2 handed weapon				

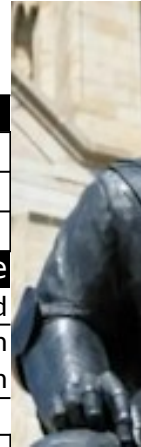
Name	The Trickster	Name
Description		Description

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	
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