

FATE OF ARS MAGICA

CONVERSION GUIDE TO FATE CORE



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FATE OF ARS MAGICA

Why fate? Ars Magica is perfect what it is meant for – a simulation for the life and progression of a group of mages living in mythic Europe.

What it is not great for: a quick game for busy people living their lives, going to work, taking care of children.

Rules light version is easier for the game master so he can focus on the story and the fun, not realism.

What do you need?

1. Copy of Ars Magica
https://atlas-games.com/product_tables/AG0204

2. Book of Fate core, or SRD
<https://fate-srd.com/>

CHARACTER CREATION

STEP 1, CHOOSE ASPECTS

High concept, the idea of your magus

House, what house do you belong to

Nationality, defines your culture and native language. (all mages know Latin)

Other (detail if you need)

STEP 2, DETAILS

Name and description

STEP 3 SKILL TREE

Character gets

1. Great skill
2. Good skills
3. Fair skills
4. Average skills
5. The rest are mediocre

Skill list

- Alertness
- Athletics
- Burglary
- Contacts
- Influence
- Investigate
- Lore (1 lore per skill lvl, church, hermetic, faerie, infernal, twilight)
- Magic Theory (Parma Magica)
- Medicine
- Melee
- Physique
- Ranged
- Resources
- Ride
- Stealth
- Survival
- Will

The Ladder
Avatar (+10)
Fabled (+9)
Epic (+8)
Legendary (+7)
Fantastic (+6)
Superb (+5)
Great (+4)
Good (+3)
Fair (+2)
Average (+1)
mediocre (+0)
Poor (-1)



STEP 4, MAGICAL ARTS (OR STUNTS)

A companion can choose up to 3 stunts, but a magus has to take these

- Hermetic magic
- Parma Magica
- House stunt.

House stunts

Default stuns, with a good explanation, character can have different stunt.

House	Stunt
Bonisagus	+2 when inventing spells
Criamon	Skin changer
Ex Miscellanea	Minor virtue
Flambeau	Choose Technique + form combo. That combo gets +2 in combat.
Guernicus	Hermetic Lore +2
Jerbiton	Influence +1 with nobility
Mercere	Hermetic influence +2
Merinita	Faerie magic
Tremere	Minor magical focus: certamen
Tyталus	Combat stunt
Verditius	Verditius magic +2 crafting magical items

Starts with refresh of 3. Magus can learn new stunts after first milestone.

Magus as 15 study points to spend on magical arts

Art rating Cost of study xp

1	1p
2	3p
3	6p
4	10p
5	15p

A character can choose different play styles

- Specialist, a 1 art at 5
- Focused, arts 4,2,1,1
- Tech Generalist, 2,2,2,2,2
- Academic, all arts at 1

Magic skill used for skill tests

- Technique + Form
- So Tech 4 + Form 2 = Fantastic (+6)

Spells

Magus gets 30 levels of spells
So it's 150 Ars Magica spell levels.



STEP 5, VIRTUES AND FLAWS

Character can choose 3p worth of virtues and flaws, one major or 3 minors. Or 2 virtues and flaws of equal worth. Flaws can give fate points; Virtues might cost fate points. For bonuses, use +2 or +1, as appropriate.

COMPANION

Make a character with same skill tree, give 3 flaws and either 3 virtues or 3 stunts.

GROGS

- Groggs get 6 approaches, ratings
- +2, +1, 0, 0, -1, -2
- High concept and trouble aspects. 1 fate point.
- Use fudge accelerated.

SYSTEM CONVERSION

5 Ars Magica spell levels is 1 spell level in Fate of Ars Magica.

Ball of Abysmal flame level 35 spell is level 7 in FOAM.

Spell levels under 5

Characters are not meant to study formulaic spells under 1, they can be cast as spontaneous spells at Difficulty of 1.

CASTING SPELLS

Your skill is Technique plus Form, roll 4DF. If spell is resisted, this is the success rating.

Formulaic spell:

- if your result is equal to spell level, you succeed.
- If your result is 1 or 2 lower than spell level, you succeed, but lose a fatigue level.
- If your result is 3 lower than spell level, your spell fails, and you still lose a fatigue level.

Spontaneous magic:

Caster can choose to define spell effect fully, so if caster's final roll is lower than spell level, the spell just fails.

Or she can choose spell with one or more variables, and if success rating is high enough for minimal spell to succeed, she can set extra success to variables to get the effect she wants.

Fatiguing spontaneous magic.

- $(\text{Tech} + \text{Form}) \text{ divided by } 2 + 4\text{DF}$

Non-Fatiguing spontaneous magic

- $(\text{Tech} + \text{Form}) / 2 + 4\text{DF}$
- Spend a round to create an advantage before this spell or spend a fate point to cast it on one round.

Circumstantial Penalties:

- Speaking loudly & grand gestures = +1
- Speaking quietly & subtle Gestures = -1
- Silent Casting/No Gestures = -2
- Speaking loudly & subtle gestures = 0
- Silent casting & grand gestures = 0

CERTAMEN

In hermetic duel the challenger chooses Technique and defender chooses Form.

Attack is Technique OR Form.

Defense is Technique OR Form.

If Tech is chosen for attack, then form is chosen for defense. Only tech and form declared in duel are allowed to be used.

Damage is fatigue. Parma Magica provides fatigue stress points depleted before actual fatigue.

Tremere mages have Minor Magic focus: Certamen, so they always double the lower of tech or form in a duel.

STRESS AND CONSEQUENCES

Physique determines physical stress and consequence.

Will determines mental stress and consequence

Terrible	0
Mediocre, poor	00
Average, Fair	000
Good, Great	0000
Superb +	0000 plus extra
	Mild consequence

One stress point absorbs one damage point.

FATIGUE

Is a new consequence, it works like mental consequence, but accumulates faster.

Fatigue	Penalty	Recovery
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Mild	-0	6 min
Moderate	-1	10 min
Severe	-2	20 min
Incapacitated	out	60 min

Recovery time shows time when fatigue drops one level, from incapacitated to severe. Penalty or effect happens after spell has been cast, so heroic caster can cast herself into incapacity and successfully cast the spell.

	Weapon	Armor
1	small weapon	light armor
2	one handed weapon	medium armor
3	2 handed weapon	heavy armor
4	extra heavy weapon	Magical battle armor

Weapon rating add to damage, armor rating reduces damage.

Parma Magica works as an armor versus magical attacks.

Armor rating reduces Parma Magica rating.

You always add Parma Magica to defense, passive and active defense.

Blocking with spell

- Casting total + Parma Magica

Blocking with will

- Form + Parma Magica + dice

Passive defense

- Parma Magica

When mage does a Parma Magica ritual, he spends a few minutes and gets magical protection equal to Magic theory rating.

RESOURCES

Magi and companions can use Covenant's resource instead of their own, thus many don't have resource ability.

If cost of a service or item is several levels below resource ability, no roll required, it succeeds automatically.

If more expensive purchase, then roll: 1 success gives one of these

- Fast – get it fast, item or not
- Cheap – get it cheap
- Good – get quality

If cost is equal to resource level, choose cheap or resource drops by one level for a season.

EXPERIENCE

Skills and stunts: use fate Core

Minor stunt: bonus is +1, not +2

Minor stunt and minor virtue are of equal level.

MAGIC.

Mages are academics, always studying and pondering magic.

Mages can afford only a few days per season to go to missions if the need is great enough. Between each session or mission there is a full season worth of studying.

Per season of study character gets

- 1 study xp for arts (new level costs 1 xp per new level)
 - Art limit is equal to maguses magic theory
- Or learn a spell
- Or invent a spell
- If teacher teaches art, the limit is teacher's magic theory.

Study a spell from a book or library

- Character gets number of spell levels equal to his Technique + Form + Covenant Aura

If no suitable spell available, invent a spell(s).

- Character gets a number of spell levels of new spell(s) equal to his (Technique + Form + Covenant aura)/2

Adventuring maguses:

- Party has 1 magus and several companions.
- Each session one player has a turn to play his/her magus
- Other players play their favorite companion.
- Maguses afford only one or two days per season to adventure.
- But that must be done to learn skills.



LONGEVITY POTION

It takes a season to make a longevity potion. Drinking it makes magus sterile, but he nearly stops aging (month/year).

When making a potion calculate

- Magic theory + Magic aura + Wealth modifier
- (Wealthy +1, poor -1)

This is your skill total. Magus declares potion difficulty he is trying to reach, normally a bit better than his skill.

So player rolls skill total and 4DF, if succeeds, potion extends his lifespan. If he fails target even by one level, potion might increase a mundane's life by a few years, but also might add warping on top of that. If he succeeds with style, his potion is one level higher in potency.

Table below shows the age when potion loses potency and magus starts rapidly to reach his or her real age. After potency is lost, it takes 1 year when magus ages to his actual age.

- Magus feels that potion is losing potency for 1 year before it does. He has 4 seasons for a re-try or to buy a potion from better mage or in better aura.



Potion total	Age	Warping
Fair (+2)	30	
Good (+3)	50	
Great (+4)	75	
Superb (+5)	105	1
Fantastic (+6)	140	2
Legendary (+7)	180	3
Epic (+8)	225	4
Fabled (+9)	275	5
Avatar (+10)	330	6

Tremere felt his potion waning and new he could not out do his previous potion, so he invented a drastic measure to fix the aging problem.

Warping

After reaching the full age of human life span, longevity magic starts to warp the mage. During a high intensity magic use or in high magic spot magus may fall into twilight. His body becomes unresponsive and indestructible and his soul travels into magic realm, the twilight. Journey can last a long time depending on how large warping effect is.

After the twilight, roll D10, see how the experience changed you.

1. Strong Faerie Blood
2. Side effects
3. Incomprehensive
4. Blatant Gift
5. Magic Addiction
6. Susceptibility (to one)
7. Warped Magic
8. Plagued by a supernatural entity
9. Supernatural Nuisance
10. Chaotic Magic

If character gets the same effect the second time, either take a variant of it or roll again.

THE COVENANT

Main character in any campaign is the covenant.

Beginning covenant has these traits

- Aura of 1
- Mundane resources
- 1 companion per magus
- 1 grog per magus
- 2 coven folk per magus
- Blacksmith, carpenter, bookbinder, servants etc. No special skills

Building a beginning covenant.

Prioritize

- Art Summae
- Spell Library
- Vis resource
- Specialists

First gets Great (+4), second Good (+3), third gets Fair (+2), and the last gets Average (+1).

Art Summae

- Art summae let magus to study Art lower than summae rating

Spell Library

- When searching for a specific spell, roll spell library + 4DF, if rating + roll is higher than spell level, and spell level is spell library level or lower, character finds the spell, and can learn it.
- For the second person, learning the same Tech + Form combo at the same time is difficult because the books are reserved. Increase difficulty by 1

Vis Resource

- Vis is a magical resource that let magus make rituals, aegis of the heart and magical items. It is very valuable to mages.
- When using vis resource, roll vis resource and must succeed or resource is reduced for a season.

Specialists

- Specialist skills gives something extra to the covenant and probably specialist has a stunt that gives him +2 to the skill, so Good (+3) is a pretty good specialist.

Hooks

- Covenant may have 1 boon per hook. Major hooks allow one major boon, minor hook allows taking one minor boon.
- Magic aura +1 is a major boon.
- Magic aura +3 or more causes warping to mundane people.

Hook list

Unknown hook	Protector
Beholden (favors)	Regio (hostile)
Contested resources	Rival
Monster	Road
Politics	Superiors
Poverty	Urban

Boons

- Aura (major)
- Buildings
- Fortifications
- Hidden resources (Superb +5)
- Prestige
- Regio (magical)
- Seclusion
- Wealth (mundane)

Villa Perfume

Villa Perfume has 4 young maguses, a specialist perfume maker that makes the covenant very wealthy. It is by the road that brings perfume merchants buying these rare perfumes that are made from flowers taken from a faerie Regio, making them very fantastic and rare. Led by Harry Rothschild.

It is located by a small hill next to a hill. There used to be a child eating Tzimisce vampire, until Arch Magus Mikkell Madssen disposed of her and bought the area for himself. His plan was to take all young maguses from his covenant to this new covenant, but only Harry, his latest apprentice joined him. Mikkell never realized that how difficult personality he has.

Sadly, Mikkell explored the area and was eaten by a faerie Dragon. Whole. So, he certainly is dead. Right?

Covenant building can be entered from one door of the manor house, you walk up the stairs to enter magic Regio and another manor house all together, that is bigger and greater than the one in mundane level.

Art Summae	Great (+4)
Spell books	Good (+3)
Vis Resource	Fair (+2)
Specialist	Average (+1)

HOOKS

Faerie Regio M

Forest dragon faerie

Protector

Road

Contested resource

BOONS

Magical Regio

Magical aura 2

Wealth

Personnel

- Perfume maker's staff
- Blacksmith
- Carpenter
- Glass smith
- Bookbinder
- Servants

Hooks

There is a Faerie Regio in the forest that provides the flowers to the perfumes, but it is inhabited, and the players must be careful not to awaken the dragon.

The Nice is ruled by a Count married to a Ventrue vampire, so selling goods in Nice creates a power struggle with vampires.

And magi must give some protection to the people close by from vampires and from faeries.



CHARACTERS

Name	Harry Rothchild
Description	Handsome young noble.
Refresh	3



ASPECTS		Skills			
High concept	Mystic, changer	Superb (+5)			
House	Jeribiton	Great (+4)	Influence		
Nationality	Swiss	Good (+3)	Physique	Magic Theory	
		Fair (+2)	Will	Logic	Melee
bodyguard	Annabelle shifter	Average (+1)	Stealth	Athletics	Investigate
		mediocre (+0)	Alertness	Bureaucracy	Contacts
					Ride

Stress	Imagined	Alacrity	Burglary	Contacts	Ride
	Magical arts				
Physical	□□□□	Creo (Cr) 0	Animal (An) 1	Ignem (Ig) 0	
Mental	□□	Intello (In) 0	Auram (Au) 0	Imaginem (Im) 0	
Indebted	□□□□	Muto (Mu) 4	Aquam (Aq) 0	Mentem (Me) 0	
fate point	□□□□	Perdo (Pe) 0	Corpus (Co) 2	Terram (Te) 0	
Consequences		Rego (Re) 0	Herbam (He) 0	Vim (Vi) 0	

Consequences	nego (ne)	0	hierarch (he)	0	vim (vi)	0
2 mild	-2	Combat	rank		Def	weapon size
4 moderate	-4	Ritual knife	Fair (+2)	2		1. small weapon
6 severe	-6	Long Sword	Fair (+2)	2		2. one handed weapon
8 permanent	-8	Boxing	Good (+3)	3		0. Unarmed

Fatigue		Recovery		Muto Copius	Fantastic (+6)	6	10
mild	☐ -0	6 min	Muto Animal	Superb (+5)	5	9	
moderate	☐ -1	10 min	Muto	Geat (+4)	4	8	Spellbook PM+tech+form
severe	☐ -2	20 min	Copius	Fair (+2)	2	6	Magic book = PM + Form
incapacitated	☐ -3	60 min	Armor	0	Noble clothes		Parma Magica Good (+3)

Virtues	Flaws	Decrepitude	Warping
Gentle Gift	Close family ties (Rothschild family)		
No social penalties	Heir (assassinations and responsibilities)		
	Susceptible to Divine Power		
Jeribon: +1 influence among nobility			

Equipment	Lore
Noble clothes, long sword	Hermetic lore Church lore

30 level spells				
Spell	Cloak of black feathers			
Form	Muto	Level	6	Duration: Sun
Tech	AniCorp	Range	Person	Target: indiv
Shape of the raven, requires raven feather				
Spell	Shape of the woodland prowler			
Form	Muto	Level	5	Duration: Sun
Tech	AniCorp	Range	touch	Target: Ind.
Shape of the wolf, need a wolf skin				

Spell	Gift of the Bears fortitude				Spell	Disguise of the new visage			
Form	Muto	Level	5	Durati Sun	Form	Muto	Level	3	Duration: sun
Tech	Corpus	Range	person	Target Ind	Tech	Corpus	Range	touch	Target Ind
Gain armor 1					Facial features to any form you choose				

Spell	Aura of ennobled presence					Spell	Recollection of a memory never quite lived				
Form	Muto	Level	2	Durati	sun	Form	Muto	Level	1	Duration	Sun
Tech	Imaginem	Range	touch	Target	Indiv	Tech	Menten	Range	Eye	Target	Ind
Target appears more forceful, authoritative and						Changes details of a memory					

believable. Numerous subtle changes in appearance	
brings about this change, including a slight supernatural illumination of the face.	+1 to influence

Spell <u>The Fog</u> Form <u>Muto</u> <u>Level</u> <u>4</u> <u>Duration</u> <u>Diameter</u> Tech <u>Auram</u> <u>Range</u> <u>touch</u> <u>Target</u> <u>bound</u> creates a fog in the area of a mile across	Spell <u>Lungs of the fish</u> Form <u>Muto</u> <u>Level</u> <u>4</u> <u>Duration</u> <u>sun</u> Tech <u>Aquaur</u> <u>Range</u> <u>touch</u> <u>Target</u> <u>part</u> Turns water into air as it enters your lungs allowing you to breathe water as you do air.
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Wolf Dice

Aspects

- Territorial alpha hunter
- Pack mentality

Skills

Great (+4): Bite/Claw/Fight

Good (+3): Howl/Rapport/Provoked

Fair (+2): Hunt/Ally/Steal/Investigate

Stunts


Pack Tactics. +2 to attack with Bite/Claw when a target is already engaged with another wolf.

Alpha. When you Howl to create an advantage by encouraging other wolves to attack, any free invokes give a +3 bonus instead of +2.

Stress & Consequences

Stress 1 ☐ 2 ☐

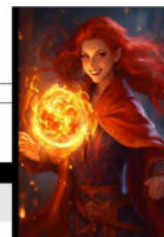
Mild (2)



Art by [unreadable]

Source

Name	Nixie
Description	Impulsive redhead, pretty and hot headed



ASPECTS		Skill	
High concept	Pyromaniac	Superb (+5)	
House	flambeau	Great (+4)	Magic Theory
Nationality	France	Good (+3)	Will
	Female	Fair (+2)	Influence
bodyguard	Hu	Average (+1)	Stealth
		mediocre (+0)	Investigate
			Burglary

Stress	Magical arts	Love	War	Warfare	Warfare
Physical <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Creo (Cr) 4	Animal (An)	0	Ignem (Ig) 2	
Mental <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Intellego (In)	Aurum (Au)	0	Imaginem (Im) 0	
Indebted <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Muto (Mu) 0	Aquam (Aq)	0	Mentem (Me) 1	
fate point <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perdo (Pe) 0	Corpus (Co) 1		Terram (Te) 0	
Consequences	Rego (Re) 0	Herbam (He) 0		Vim (Vi) 0	

2 mild	-2	Combat	rank	Def	weapon size
4 moderate	-4	Brawling	Good (+3)	3	0, unarmed
6 severe	-6	Short sword	Fair (+2)	2	2, one handed weapon
8 permanent	-8	Creo Elements	Fantastic (+6)	6	10

Fatigue		Recovery		Cero Corpus / MentemSupra (+5)	5	9
mild	<input type="checkbox"/> -0	6 min	Cero	Great (+4)	4	8
moderate	<input type="checkbox"/> -1	10 min	Ignem	Fair (+2)	2	Spellblock PM + tech-form
severe	<input type="checkbox"/> -2	20 min	Mentem / Corpus	Average (+1)	1	Magic block + PM + Form
incapacitated	<input type="checkbox"/> -	60 min	Armor	0	0	Parma Magica Great (+4)

Virtues	Flaws	Decrepitude	Warping
Venus blessing	Wrathful (minor)		
Elemental Magic	chaotic magic		
<i>(view elements as one art)</i>	<i>Designate spell level</i>		
Flambeau:	<i>If roll +2 or more, or Roll -2 or less</i>		
Creo Ignem +2 in combat.	<i>spell goes out of control</i>		

Equipment	Lore
	Hermetic lore
	Vampiric lore

30 level spells							
Spell Ball of Abysmal Flame				Spell Flash of the Scarlett flames			
Form	Creo	Level	7	Form	Creo	Level	3
Tech	Ignem	Range	voice	Tech	Ignem	Range	Voice
Duration	moment	Target	Individual	Duration	moment	Target	Individual

A ball of flame shoots from your hand to strike a single target, doing +6 damage	a brilliant red flash explodes in the air where you designate. Target rolls physique save or is blinded
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Spell	Wall of protecting Stone			Spell	Major Healing touch				
Form	Creo	Level	5	Form	Creo	Level	6	Duration	moment
Tech	Terram	Range	Touch	Tech	Corpus	Range	touch	Target	ritual
Duration		Target							remove a severe consequence

Makes a wall of gravity 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	Durati 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					creates a 40 kg lump of gold				

one specific object, person or a place.	

Spell	Footsteps of slippery oil					Spell	Faerie Gold					Spontaneous
Form	Creo	Level	2	Durati	Sun	Form	Creo	Level	2	Duration	Sun	
Tech	Aquam	Range	touch	Target	Ind	Tech	Imagine	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						sences touch, and sight.						

It takes 15 minutes per spell level to cast a ritual spell, and one VIS per spell level.

Wolf

Aspects

- Hungry predator
- Pack mentality

Skills


Fair (+2): Bite/Claw/Fight
Average (+1): Hunt/Athletics/Investigate

Stunts

Pack Tactics. +2 to attack with Bite/Claw when a target is already engaged with another wolf.

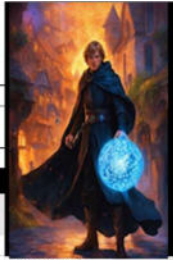
Stress & Consequences

Stress 1 ☐



Source

Name Marco Polo
 Description Quiet brooding mage
 Refresh 3



ASPECTS		Skills			
High concept	Manipulator	Superb (+5)	Influence		
House	Tremere	Great (+4)	Will	Magic Theory	
Nationality	Italian	Good (+3)	Physique	Lore	
		Fair (+2)	Stealth	Athletics	Investigate
bodyguard	Gaelan whisperer	Average (+1)	Burglary	Melee	Alertness
		mediocre (+0)			Ride

Stress		Magical arts			
Physical	□□□	Creo (Cr)	0	Animal (An)	0
Mental	□□□□	Intellego (In)	0	Auram (Au)	0
Indebted	□□□□□	Muto (Mu)	0	Aquam (Aq)	0
fate point	□□□□□	Perdo (Pe)	0	Corpus (Co)	0
Consequences		Rego (Re)	3	Herbam (He)	0
				Vim (Vi)	0
2 mild		-2	Combat	rank	Def
4 moderate		-4	barrel	Fair (+2)	2
6 severe		-6	Rego Corpus	Fantastic (+6)	6
8 permanent		-8	Rego Mentem	Superb (+5)	5
Fatigue		Recovery	Rego	Good (+3)	3
mild	□ -0	6 min	Mentem	Fair (+2)	2
moderate	□ -1	10 min	Corpus	Fair (+2)	2
severe	□ -2	20 min		4	Magic block = PM + Form
incapacitated	□ -3	60 min	Armor	0	Noble clothes

Virtues	Flaws	Decrepitude	Warping
Subtle Magic (gestures)	Pessimistic		
Quiet magic (voice)	Oversensitive to disrespect		
Inoffensive to animal	Animal companion		
Tremere:			
Magical focus Certamen. Lower of tech/form is doubled. Parma magica stress 000			
Equipment		Lore	
		Hermetic lore	
		Church Lore	

30 level spells		30 level spells	
Spell <u>Call to Slumber</u>	Spell <u>Aura of Rightful Authority</u>	Spell <u>Summoning the Distant Image</u>	Spell <u>Phantasm of the Human form</u>
Form <u>Rego</u> Level <u>2</u> Durati <u>mom</u>	Form <u>Rego</u> Level <u>4</u> Durati <u>Sun</u>	Form <u>Intellego</u> Level <u>5</u> Durati <u>Conc</u>	Form <u>Creo</u> Level <u>5</u> Durati <u>Sun</u>
Tech <u>Mentem</u> Range <u>voice</u> Target <u>Ind</u>	Tech <u>Mentem</u> Range <u>eye</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>Arc</u> Target <u>Room</u>	Tech <u>Imagine</u> Range <u>Voice</u> Target <u>Ind</u>
Target falls into natural sleep	Target thinks you are an authority	You can see and hear what is happening in the place you designate. You must have an arcane connection with the place or a person there.	Makes an image of a clothed and equipped person that can make noise.
			While concentrating the person behaves as you dictate. Still immaterial.
Spell <u>7 league Stride</u>	Spell <u>Lift the Dangling puppet</u>	Spell <u>Aura of ennobled presense</u>	Spell <u>Faerie Gold</u>
Form <u>Rego</u> Level <u>6</u> Durati <u>Mom</u>	Form <u>Rego</u> Level <u>3</u> Durati <u>Conc</u>	Form <u>Muto</u> Level <u>2</u> Durati <u>Sun</u>	Form <u>Creo</u> Level <u>3</u> Durati <u>Moon</u>
Tech <u>Corpus</u> Range <u>Person</u> Target <u>Ind</u>	Tech <u>Corpus</u> Range <u>Voice</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>touch</u> Target <u>Indiv</u>	Tech <u>Imagine</u> Range <u>Touch</u> Target <u>Ind</u>
Transports you to any place within 7 leagues either that you can see or that you have an Arcane Connection with. If you fail ReCo test, your arrival goes awry.	Lifts a person of size +1 or smaller vertically into the air. Generally, you can make the target rise or fall as fast as smoke rises. A heavier person rises more slowly and falls more quickly.	Target appears more forceful, authoritative and believable. Numerous subtle changes in appearance brings about this change, including a slight supernatural illumination of the face. +1 to influence	Created a small lump of gold, 40 kg.
A botch means you appear in the wrong place.			sences touch, and sight.
Spell <u>Gift of Frog Legs</u>	Spell <u>Strings of the Unwilling Marionette</u>	Spell <u>Disguise of the Transformed Image</u>	Spell <u>Veil of Invisibility</u>
Form <u>Rego</u> Level <u>3</u> Durati <u>Mom</u>	Form <u>Rego</u> Level <u>5</u> Durati <u>Conc</u>	Form <u>Muto</u> Level <u>3</u> Durati <u>Sun</u>	Form <u>Perdo</u> Level <u>4</u> Durati <u>Sun</u>
Tech <u>Corpus</u> Range <u>Touch</u> Target <u>Ind</u>	Tech <u>Corpus</u> Range <u>Voice</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind</u>
Allows the target to leap up to 5m vertically or 9m horizontally. The person must make a physiq roll to land safely.	you can control the physical movements of a person such as walking, standing, and turning.	Makes someone look, sound, feel and smell different thought at least passably human.	The target becomes completely undetectable to normal sight, regardless of what he does, but still casts a shadow.
	If target resists, the movements are jerky.		
Spell <u>Trust of Child like Faith</u>	Spell <u>Telekinetic push</u>	Spell <u>Wizard's sidestep</u>	Spell <u>Eyes of the Eagle</u>
Form <u>Perdo</u> Level <u>3</u> Durati <u>Diam</u>	Form <u>Rego</u> Level <u>4</u> Durati <u>Mom</u>	Form <u>Rego</u> Level <u>4</u> Durati <u>Sun</u>	Form <u>Intelleg</u> Level <u>5</u> Durati <u>Sun</u>
Tech <u>Mentem</u> Range <u>eye</u> Target <u>Ind</u>	Tech <u>Corpus</u> Range <u>Voice</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>per</u> Target <u>Ind</u>	Tech <u>Imagine</u> Range <u>Per</u> Target <u>Vision</u>
The target loses judgement and believes almost any passable lie for the duration of the spell.	Moves a person of Size +1 or less vertically, horizontally or what ever you like in high speed.	Your image appears up to 1 pace from where you actually are, so attacks aimed there are likely to miss you. Wherever the image is successfully struck, it disappears and reappears in another spot. Def +2	You see distant things clearly. No matter how far away something is, you can make out details as if it were only a foot or so from you.
Will roll is allowed to resist. Truly incredible lies allow easier resistance rolls.	Target can get damage if thrown into heavy or sharp object/wall.		

Name Arders Wirtsenius
 Description Obese academic, true nerd, cheerful
 Refresh 3



ASPECTS		Skills			
High concept	True nerd of magic	Superb (+5)	Magic Theory		
House	Bonisagus	Great (+4)	Will	Lore	
Nationality	Danish	Good (+3)	Physique	Ranged	Investigate
		Fair (+2)	Alertness	Stealth	Athletics
bodyguard	Agmundr strongarm	Average (+1)	Physique	Survival	Melee
		mediocre (+0)			Ride

Stress		Magical arts			
Physical	□□	Creo (Cr)	0	Animal (An)	0
Mental	□□□□	Intellego (In)	0	Auram (Au)	0
Indebted	□□□□□	Muto (Mu)	0	Aquam (Aq)	0
fate point	□□□□□	Perdo (Pe)	0	Corpus (Co)	0
Consequences		Rego (Re)	0	Herbam (He)	0
				Vim (Vi)	0
2 mild		-2	Combat	rank	Def
4 moderate		-4	Ritual knife	mediocre (+0)	0
6 severe		-6	Imaginem	Superb (+5)	5
8 permanent		-8	Spontaneous (Im)	Good (+3)	3
Fatigue		Recovery	Composite Bow	Fair (+2)	2
mild	□ -0	6 min		mediocre (+0)	0
moderate	□ -1	10 min		mediocre (+0)	0
severe	□ -2	20 min			Spellblock PM+tech+bm
incapacitated	□ -3	60 min	Armor	0	Noble clothes

Virtues	Flaws	Decrepitude	Warping
flexible formulaic magic	Obese		
add it remove spell lvl	Clumsy		
by one, dynamically	Compassionate, minor		
Bonisagus:			
Plus 2 when inventing spells			
Equipment		Lore	
Danish nobility clothes, ritual knife, sometimes composite bow.		Hermetic Lore	
		Infemal Lore	
		Twilight Lore	

30 level spells		30 level spells	
Spell <u>Summoning the Distant Image</u>	Spell <u>Phantasm of the Human form</u>	Spell <u>Summoning the Distant Image</u>	Spell <u>Phantasm of the Human form</u>
Form <u>Intellego</u> Level <u>5</u> Durati <u>Conc</u>	Form <u>Creo</u> Level <u>5</u> Durati <u>Sun</u>	Form <u>Intellego</u> Level <u>5</u> Durati <u>Conc</u>	Form <u>Creo</u> Level <u>5</u> Durati <u>Sun</u>
Tech <u>Imaginem</u> Range <u>Arc</u> Target <u>Room</u>	Tech <u>Imagine</u> Range <u>Voice</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>Arc</u> Target <u>Room</u>	Tech <u>Imagine</u> Range <u>Voice</u> Target <u>Ind</u>
You can see and hear what is happening in the place you designate. You must have an arcane connection with the place or a person there.	Makes an image of a clothed and equipped person that can make noise.	You can see and hear what is happening in the place you designate. You must have an arcane connection with the place or a person there.	Makes an image of a clothed and equipped person that can make noise.
	While concentrating the person behaves as you dictate. Still immaterial.		While concentrating the person behaves as you dictate. Still immaterial.
Spell <u>Aura of ennobled presense</u>	Spell <u>Faerie Gold</u>	Spell <u>Aura of ennobled presense</u>	Spell <u>Faerie Gold</u>
Form <u>Muto</u> Level <u>2</u> Durati <u>Sun</u>	Form <u>Creo</u> Level <u>3</u> Durati <u>Moon</u>	Form <u>Muto</u> Level <u>2</u> Durati <u>Sun</u>	Form <u>Creo</u> Level <u>3</u> Durati <u>Moon</u>
Tech <u>Imaginem</u> Range <u>touch</u> Target <u>Indiv</u>	Tech <u>Imagine</u> Range <u>Touch</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>touch</u> Target <u>Indiv</u>	Tech <u>Imagine</u> Range <u>Touch</u> Target <u>Ind</u>
Target appears more forceful, authoritative and believable. Numerous subtle changes in appearance brings about this change, including a slight supernatural illumination of the face. +1 to influence	Created a small lump of gold, 40 kg.	Target appears more forceful, authoritative and believable. Numerous subtle changes in appearance brings about this change, including a slight supernatural illumination of the face. +1 to influence	Created a small lump of gold, 40 kg.
	sences touch, and sight.		sences touch, and sight.
Spell <u>Disguise of the Transformed Image</u>	Spell <u>Veil of Invisibility</u>	Spell <u>Disguise of the Transformed Image</u>	Spell <u>Veil of Invisibility</u>
Form <u>Muto</u> Level <u>3</u> Durati <u>Sun</u>	Form <u>Perdo</u> Level <u>4</u> Durati <u>Sun</u>	Form <u>Muto</u> Level <u>3</u> Durati <u>Sun</u>	Form <u>Perdo</u> Level <u>4</u> Durati <u>Sun</u>
Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind</u>
Makes someone look, sound, feel and smell different thought at least passably human.	The target becomes completely undetectable to normal sight, regardless of what he does, but still casts a shadow.	Makes someone look, sound, feel and smell different thought at least passably human.	The target becomes completely undetectable to normal sight, regardless of what he does, but still casts a shadow.
Spell <u>Wizard's sidestep</u>	Spell <u>Eyes of the Eagle</u>	Spell <u>Wizard's sidestep</u>	Spell <u>Eyes of the Eagle</u>
Form <u>Rego</u> Level <u>4</u> Durati <u>Sun</u>	Form <u>Intelleg</u> Level <u>5</u> Durati <u>Sun</u>	Form <u>Rego</u> Level <u>4</u> Durati <u>Sun</u>	Form <u>Intelleg</u> Level <u>5</u> Durati <u>Sun</u>
Tech <u>Imaginem</u> Range <u>per</u> Target <u>Ind</u>	Tech <u>Imagine</u> Range <u>Per</u> Target <u>Vision</u>	Tech <u>Imaginem</u> Range <u>per</u> Target <u>Ind</u>	Tech <u>Imagine</u> Range <u>Per</u> Target <u>Vision</u>
Your image appears up to 1 pace from where you actually are, so attacks aimed there are likely to miss you. Wherever the image is successfully struck, it disappears and reappears in another spot. Def +2	You see distant things clearly. No matter how far away something is, you can make out details as if it were only a foot or so from you.	Your image appears up to 1 pace from where you actually are, so attacks aimed there are likely to miss you. Wherever the image is successfully struck, it disappears and reappears in another spot. Def +2	You see distant things clearly. No matter how far away something is, you can make out details as if it were only a foot or so from you.

COMPANIONS

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 skinchanger

Refresh: 3

ASPECTS	Skill
High concept: Skinchanger ranger	Superb (+5)
Covenant: Perfume	Great (+4)
Nationality: Provencal	Good (+3)
Bound: Harry Rothschild	Fair (+2)
	Average (+1)
	Mediocre (+0)

Stress: 0000
Physical: 0000
Mental: 0000
Indebted: 000000
Fate point: 000000

Consequences: As an experienced ranger, get +2 when tracking with a bow after aiming 1

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

Recovery	Combat	Rank	Weapon size
mild: 0	6 min: 6 min	0	0
moderate: -1	10 min: 10 min	1	1
severe: -2	20 min: 20 min	2	2
incapacitated: -	60 min: 60 min	3	3

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

Name: Hu
Description: body guard for Nixie

Refresh: 3

ASPECTS	Skill
High concept: Chinese warrior	Superb (+5)
Covenant: Perfume	Great (+4)
Nationality: Chinese provencal	Good (+3)
Bound: Nixie	Fair (+2)
	Average (+1)
	Mediocre (+0)

Stress: 0000
Physical: 0000
Mental: 0000
Indebted: 000000
Fate point: 000000

Consequences: Right Place, Right Time: Once per session, you may announce your presen in the perfect place to help someone in need, ignoring usual limits of 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.

2 mild: -2 Flaws
4 moderate: -4 Outsider, faces racism As a kung fu master, get +2 when creating advantage in a melee fight
6 severe: -6 Get +3 when attacking multiple opponents
8 permanent: -8

Recovery	Combat	Rank	Weapon size
mild: 0	6 min: 6 min	0	0
moderate: -1	10 min: 10 min	1	1
severe: -2	20 min: 20 min	2	2
incapacitated: -	60 min: 60 min	3	3

Equipment: Jian longsword, rattan shield, chinese battle armor, horse
Lore: Spials Occitan and chinese

Name: Gaelan Rander
Description: Gaelan 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)
Nationality: English	Good (+3)
Bound: Marco Polo	Fair (+2)
	Average (+1)
	Mediocre (+0)

Stress: 0000
Physical: 0000
Mental: 0000
Indebted: 000000
Fate point: 000000

Consequences: As an animal whisperer get +2 when calming an animal As a defender I get +2 when defending another in melee

2 mild: -2 Flaws
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

Recovery	Combat	Rank	Weapon size
mild: 0	6 min: 6 min	0	0
moderate: -1	10 min: 10 min	1	1
severe: -2	20 min: 20 min	2	2
incapacitated: -	60 min: 60 min	3	3

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

Name: Agmundr Storrson
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)
Nationality: Norse french	Good (+3)
Bound: Anders	Fair (+2)
	Average (+1)
	Mediocre (+0)

Stress: 0000
Physical: 0000
Mental: 0000
Indebted: 000000
Fate point: 000000

Consequences: 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. once rune is cast, it disappears. casting rune takes a minute Heavy Object Swing. You may use Physique instead of Fight whenever you use a heavy object as a melee weapon. Heavy Object Throw. You may use Physique instead of Shoot to attack targets one zone away with a heavy object.

2 mild: -2 Flaws
4 moderate: -4 Diabolic past - devil worshippers still take an interest in you
6 severe: -6
8 permanent: -8

Recovery	Combat	Rank	Weapon size
mild: 0	6 min: 6 min	0	0
moderate: -1	10 min: 10 min	1	1
severe: -2	20 min: 20 min	2	2
incapacitated: -	60 min: 60 min	3	3

Equipment: Extra heavy battle axe
Lore: Nizza woodlands

GROGS

Name: Juan Sánchez-Villalobos Ramirez
Description: Peacock soldier who overestimates his skills

Refresh: 3

ASPECTS	Approaches
High concept: Musketeer	Careful
Trouble: Overconfident	Clever
	Hasty
	Forceful
	Quick
	Sneaky

Armor: 1 Physical 0000
Light Mental 0000

Stress: 0000
Combat: 0000

Weapon size: 0, unarmed
2, one handed weapon
3, 2 handed weapon

Name: Bertrand du Guesclin
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.

Refresh: 3

ASPECTS	Approaches
High concept: Guardian, protector	Careful
Trouble: Singleminded in body guarding	Clever
	Hasty
	Forceful
	Quick
	Sneaky

Armor: 3 Physical 0000
Heavy Mental 0000

Stress: 0000
Combat: 0000

Weapon size: 0, unarmed
2, one handed weapon
3, 2 handed weapon

Name: Jérôme Le Banner
Description: Bossy faced very tall man, who is pretty simple.

Refresh: 3

ASPECTS	Approaches
High concept: Body builder brute	Careful
Trouble: Violent when drunk	Clever
	Hasty
	Forceful
	Quick
	Sneaky

Armor: 3 Physical 0000
Heavy Mental 0000

Stress: 0000
Combat: 0000

Weapon size: 0, unarmed
2, one handed weapon
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

Refresh: 3

ASPECTS	Approaches
High concept: fixer, deals with problems	Careful
Trouble: Outlaw	Clever
	Hasty
	Forceful
	Quick
	Sneaky

Armor: 1 Physical 0000
Light Mental 0000

Stress: 0000
Combat: 0000

Weapon size: 0, unarmed
2, one handed weapon
3, 2 handed weapon

EMPTY CHARACTER SHEET

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 <input type="checkbox"/>	Creo (Cr)
Mental <input type="checkbox"/>	Intellego (In)
Indebted <input type="checkbox"/>	Muto (Mu)
fate point <input type="checkbox"/>	Perdo (Pe)
	Rego (Re)
	Herbam (He)
	Animal (An)
	Auram (Au)
	Aquam (Aq)
	Corpus (Co)
	Vim (Vi)
	Ignem (Ig)
	Imaginem (Im)
	Mentem (Me)
	Terram (Te)

Consequences	Combat	rank	Def	weapon size
2 mild	-2			
4 moderate	-4			
6 severe	-6			
8 permanent	-8			

Fatigue	Recovery
mild <input type="checkbox"/>	-0 6 min
moderate <input type="checkbox"/>	-1 10 min
severe <input type="checkbox"/>	-2 20 min
incapacitated <input type="checkbox"/>	-3 60 min
	Armor
	Parma Magica

Virtues/stunts	Flaws	Decrepitude	Warping

Equipment	Lore

Spell	Spell
Form _____ Level _____ Duration _____	Form _____ Level _____ Duration _____
Tech _____ Range _____ Target _____	Tech _____ Range _____ Target _____

Spell	Spell
Form _____ Level _____ Duration _____	Form _____ Level _____ Duration _____
Tech _____ Range _____ Target _____	Tech _____ Range _____ Target _____

Spell	Spell
Form _____ Level _____ Duration _____	Form _____ Level _____ Duration _____
Tech _____ Range _____ Target _____	Tech _____ Range _____ Target _____

Spell	Spell
Form _____ Level _____ Duration _____	Form _____ Level _____ Duration _____
Tech _____ Range _____ Target _____	Tech _____ Range _____ Target _____

Spell	Spell
Form _____ Level _____ Duration _____	Form _____ Level _____ Duration _____
Tech _____ Range _____ Target _____	Tech _____ Range _____ Target _____

Spell	Spell
Form _____ Level _____ Duration _____	Form _____ Level _____ Duration _____
Tech _____ Range _____ Target _____	Tech _____ Range _____ Target _____

Spell	Spell
Form _____ Level _____ Duration _____	Form _____ Level _____ Duration _____
Tech _____ Range _____ Target _____	Tech _____ Range _____ Target _____

Name _____
Description _____

ASPECTS	Skill
High concept	Superb (+5)
covenant	Great (+4)
Nationality	Good (+3)
Bound	Fair (+2)
	Average (+1)
	mediocre (+0)

Stress	Virtues and stunts
Physical <input type="checkbox"/>	
Mental <input type="checkbox"/>	
Indebted <input type="checkbox"/>	
fate point <input type="checkbox"/>	

Consequences	Flaws
2 mild	-2
4 moderate	-4
6 severe	-6
8 permanent	-8

Fatigue	Recovery	Combat	Rank	Weapon size
mild <input type="checkbox"/>	-0 6 min	Brawling		
moderate <input type="checkbox"/>	-1 10 min	Bow and arrow		
severe <input type="checkbox"/>	-2 20 min	Short sword		
incapacitated <input type="checkbox"/>	- 60 min	Armor		

Equipment	Lore

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