

# 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

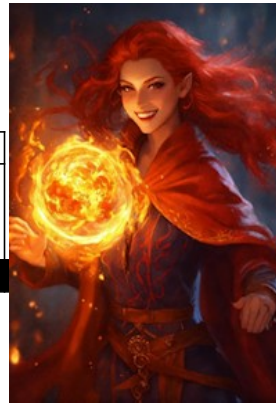
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			Spell	
			Form&Tech	
			Tech	
			Level	
			Range	
			Duration	
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			Form&Tech	
			Tech	
			Level	
			Range	
			Duration	
			Target	
			Spell	
			Form&Tech	
Ignem (Ig)			Tech	
Imaginem (Im)			Level	
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	
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range	target	duration	Form&Tech	
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			Form&Tech	
			Tech	
			Level	
			Range	
			Duration	
			Target	



30 level spells		Arts	lvl	range	target	duration	
Name	Cloak of black feathers	MuCoAni	6	self	individual	sun	
Description	Shape of the raven, requires raven feather						
Name	Shape of the woodland prowler	MuAnCo	5	touch	ind.	Sun	
Description	Shape of the wolf, need a wolf skin						
Name	Gift of the Bears fortitude	MuCo	5	Self	ind.	Sun	
Description	Gain armor 1						
Name	Disguise of the new visage	MuCo	2	Touch	ind.	Sun	
Description	features to any form you choose						
Name	Aura of ennobled presence	Mulm	2	touch	ind.	sun	
Description	Target appears more forceful, authoritative and believable. Numerous subtle changes in appearance brings about this change, including a slight supernatural illumination of the face.						
Name	Recollection of a memory never quite lived+	MuMe	1	eye	ind.	moon	
Description	Changes details of one memory						
Name	The Fog	MuAu	4	touch	bound	diam	
Description	creates a fog in the area of a mile across						
Name	Lungs of the fish	MuAuAq	4	touch	sun	part	
Description	Turns water into air as it enters your lungs allowing you to breathe water as you do air.						
Name	Rock of Viscid Clay	MuTe	1	touch	ind.	diam	
Description	Softens rock enough that it may be dug out, molded and otherwise manipulated in the same way that hard river clay may be.						
spontaneous spells		half skill, fatigue or extra turn					
Name	Nose of the hound	Fair (+2)	MuCoAni	1	personal	smell	sun
Description	scent of a bloodhound						
Name	Oleum Flos	Fair (+2)	MyHe	3	touch	group	mom
Description	A pile of flowers is turned into essential oils, must be stored in a vacuum storage immediately						
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# FATE OF ARS MAGICA



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

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

Stress	Magical arts
Physical	Creo (Cr) 4
Mental	Intellego (In) 0
Indebted	Muto (Mu) 0
fate points	Perdo (Pe) 0
Consequences	Rego (Re) 0
	Animal (An) 0
	Auram (Au) 0
	Aquam (Aq) 0
	Corpus (Co) 1
	Herbam (He) 0
	Ignem (Ig) 2
	Imaginem (Im) 0
	Mentem (Me) 1
	Terram (Te) 0
	Vim (Vi) 0
2 mild	-2 day
4 moderate	-4 wk
6 severe	-6 mo
8 permanent	-8
Fatigue	Recovery
mild	6 min
moderate	10 min
severe	20 min
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 (riviera )

### 30 level spells

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

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

1 Terrible

Jean-Baptiste Grenouille

Born in paris, studied in grasse

Skill perfume craft superb

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 flowers

Name

Bertrand du Gretsken, protector of grenouille

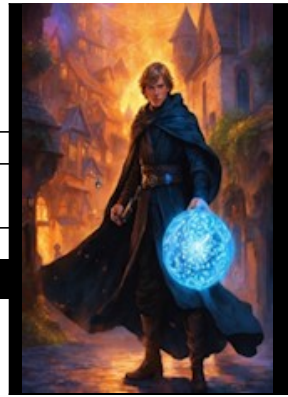
Description

"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 Trouble	Guardian, protector	Careful	+2	Forceful	+1
	singleminded in	Clever	0	Quick	0
	body guarding	Flashy	-1	Sneaky	-2
Armor	Stress	Combat		Weapon size	
3	Physical 	Brawling		0. unarmed	
Heavy	Mental 	Longsword and shield		2. one handed weapon	
		Bow and arrow		3. 2 handed weapon	



# 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	<b>Mentem (Me)</b>	<b>2</b>		
fate points	□□□□□	Perdo (Pe)	0	<b>Corpus (Co)</b>	<b>3</b>	Terram (Te)	0		
Consequences		<b>Rego (Re)</b>	<b>3</b>	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	<b>Good (+3)</b>		

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 ( riviera )	

		Arts	lvl	range	target	duration
<b>Name</b>	<b>Wings of an eagle</b>	ReCo	4	self	ind.	con
Description	Fly like an eagle					
<b>Name</b>	<b>7 league Stride</b>	ReCo	6	self	ind	mom
Description	35km teleport to arcane connection or direct sight					
<b>Name</b>	<b>Confusion of the numbed will</b>	ReMe	4	voice	ind	sun
Description	target is too confused to take action					
<b>Name</b>	<b>Aura of Rightful Authority</b>	ReMe	4	eye	ind	sun
Description	Target thinks you are an authority					
<b>Name</b>	<b>Strings of the Unwilling Marionette</b>	ReCo	5	voice	ind	con
Description	Control movements of the target, movements are jerky of resisted. cannot talk but mumble					
<b>Name</b>	<b>Telekinetic push</b>	ReCo	4	voice	ind	mom
Description	forcefully push a human sized target backwards. hitting something can hurt, a lot.					
<b>Name</b>	<b>Gift of Frog Legs</b>	ReCo	3	touch	ind	mom
Description	jump 9m forward or 5m up. roll physique to land.					
<b>Name</b>						
Description						
<b>Spontaneous Spells</b>		spend a turn to create an adv Or fatigue				skill halved
<b>Name</b>	<b>Call to Slumber</b>	ReMe	2	voice	ind	mom
Description	Target falls into natural sleep					Good (+3)
<b>Name</b>	<b>The unseen Porter</b>	ReTe	2	voice	ind	con
Description	Unseen arm STR superb 5					Fair (+2)
<b>Name</b>	<b>Bind wounds</b>	CrCo	2	touch	ind	sun
Description	Stops bleeding and natural healing					Fair (+2)
<b>Name</b>	<b>Lift the Dangling puppet</b>	ReCo	3	voice	ind	con
Description	target rises as fast as smoke rises					Good (+3)
<b>Name</b>	Aegis of the heart	ritual	ReVi	0	touch	bound
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	Clever	-2	Quick	-1
		Flashy	0	Sneaky	0
Armor	Stress	Combat			
3	Physical	Brawling			
heavy	Mental	Bastard sword			
		Bow and arrow			



# FATE OF ARS MAGICA



Name	Arders Wirtsenius, the mentalist	
Description	Obese academic, true nerd, cheerful	
Refresh	3	
Bodyguard	Agmundr strongarm	

ASPECTS		Skill	
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
Mental	□□□□	Intellego (In)	3	Auram (Au)	0
Indebted	□□□□□	Muto (Mu)	0	Aquam (Aq)	0
fate points	□□□□□	Perdo (Pe)	0	Corpus (Co)	0
Consequences		Rego (Re)	0	Herbam (He)	0
2 mild		-2 day	Combat	rank	Def
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		Recovery	Intellego	Good (+3)	3
mild	□ -0	6 min	mentem	Good (+3)	3
moderate	□ -1	10 min	imaginem	Fair (+2)	2
severe	□ -2	20 min	Silver knife	mediocre (+0)	0
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 ibto 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	shange appearance to another					
Name	Loss of but a moments memory	PeMe	3	eye	ind	mom
Description	target forgetd 5 minutes of his life. 30					
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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			

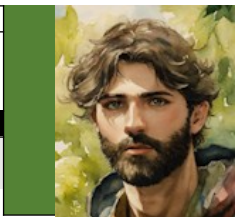
Name	Annabelle		
Description	Annabelle is a french maiden, a ranger, hunter. Her age is 20, hair is long and light golden, quite pretty.		
Refresh	3	she is also a skin-changer	
<b>ASPECTS</b>			
High concept	Skin-changer ranger	Superb (+5)	<b>Skill</b>
covenant	Perfume	Great (+4)	
Nationality	Provencal	Good (+3)	
Bound	Harry Rothschild	Fair (+2)	
		Average (+1)	Will
		mediocre (+0)	Alertness
			Burglary
			Contacts
			Resources
<b>Stress</b>		<b>Virtues and stunts</b>	
Physical	□□□□	<b>Skin changer</b> <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	□□□□□	<b>As an experienced ranger</b> , get +2 when Attacking with a bow after aiming 1 tu	
Consequences		<b>As an experienced ranger</b> , get +2 when tracking with survival	
2 mild		-2 <b>Flaws</b>	
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 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

<b>Equipment</b>	<b>Lore</b>
composite bow, arrows, short sword, knife	Nice woodlands

Name	Hu		
Description	body guard for Nixie		
Refresh	3		
<b>ASPECTS</b>			
High concept	Chinese warrior	Superb (+5)	<b>Skill</b>
covenant	Perfume	Great (+4)	
Nationality	Chinese Provencal	Good (+3)	
Bound	Nixie	Fair (+2)	
		Average (+1)	Will
		mediocre (+0)	Alertness
			Survival
			Resources
			Burglary
			Contacts
			Medicine
<b>Stress</b>		<b>Virtues</b>	
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 <b>Flaws</b> <b>Stunts</b>	
4 moderate		-4 Outsider, faces racism As a kung fu master, get +2 when creating	
6 severe		-6 advantage in a melee fight.	
8 permanent		-8 Get +2 when attacking multiple opponents	
Fatigue		Recovery	Combat rank weapon size
mild	□ -0	6 min	Jian longsword Great (+4) 4 2. one handed weapon
moderate	□ -1	10 min	Brawling Good (+3) 3 0. unarmed
severe	□ -2	20 min	Longbow Good (+3) 3 3. 2 handed weapon
incapacitated	□ -	60 min	Armor 3 Battle armor, Rattan shield (1 shift)

<b>Equipment</b>	
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	□□□□	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					
2 mild		-2	<b>Flaws</b>		
4 moderate		-4	Curse of Venus	Animal Companion Rufus Dog	
6 severe		-6	* fall in love with the wrong people		
8 permanent		-8	* those you really like find you vain and shallow		
Fatigue		Recovery	Combat	rank	weapon size
mild	□ -0	6 min	Spear	Good (+3) 3	3. 2 handed weapon
moderate	□ -1	10 min	Bow and arrow	Good (+3) 3	2. one handed weapon
severe	□ -2	20 min	Brawling	Fair (+2) 2	0 unarmed
incapacitated	□ -	60 min	Armor	1	Light leather

Equipment	Lore
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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)	Physique			
Nationality	Norse french	Good (+3)		Fight		
Bound	Anders	Fair (+2)	Survival	Ride	Will	
		Average (+1)	Stealth	Athletics	Alertness	Contacts
		mediocre (+0)	Resources	Burglary	Influence	Medicine
Stress		Virtues and stunts				
Physical	■■■■■■■	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	■■■■■	once rune is cast, it disappears. casting rune takes a minute				
Indebted	■■■■■■■	Heavy Object Swing. You may use Physique				
fate points	■■■■■	instead of Fight whenever you use a heavy object as a melee weapon.				
Consequences						
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	Combat	rank	weapon size	
mild	■ -0	6 min	Brawling	Great (+4) 4	0. unarmed	
moderate	■ -1	10 min	Heavy Battle Axe	Great (+4) 4	3. 2 handed weapon	
severe	■ -2	20 min	Throwing	Great (+4) 4	3. 2 handed weapon	
incapacitated	■ -	60 min	Armor	2	Medium armor	



Equipment	Lore
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Extra heavy battle axe

Name The Brute  
Description

ASPECTS		Approaches			
High concept		Careful	+1	Forceful	+2
Trouble		Clever	-2	Quick	-1
		Flashy	0	Sneaky	0

Armor	Stress	Combat			
	Physical	□□□	Brawling	0.	unarmed
	Mental	□□□	2 handed blade	2.	2 handed weapon
			Bow and arrow	3.	2 handed weapon

Name The all star  
Description

ASPECTS		Approaches			
High concept		Careful	-1	Forceful	+1
Trouble		Clever	0	Quick	+2
		Flashy	0	Sneaky	-2

Armor	Stress	Combat			
	Physical	□□□	Brawling	0.	unarmed
	Mental	□□□	Melee	2.	one handed weapon
			Bow and arrow	3.	2 handed weapon

Name The Trickster  
Description

ASPECTS		Approaches			
High concept		Careful	-2	Forceful	0
Trouble		Clever	+2	Quick	-1
		Flashy	0	Sneaky	+1

Armor	Stress	Combat			
	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	Musketeer	Careful	-2	Forceful	0
Trouble	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 body guarding	Clever	0	Quick	-2
		Flashy	-1	Sneaky	0

Armor	Stress	Combat			
3	Physical	□□□	Brawling	0.	unarmed
Heavy	Mental	□□□	Longsword and shield	2.	one handed weapon
			Bow and arrow	3.	2 handed weapon

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

ASPECTS		Approaches			
High concept	Body builder brute	Careful	+1	Forceful	+2
Trouble	Violent when drunk	Clever	-2	Quick	-1
		Flashy	0	Sneaky	0

Armor	Stress	Combat			
3	Physical	□□□	Brawling	0.	unarmed
heavy	Mental	□□□	Battle hammer 2h	3.	2 handed weapon
			Bow and arrow	3.	2 handed weapon

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

ASPECTS		Approaches			
High concept	fixer, deals with problems	Careful	-2	Forceful	0
Trouble	outlaw	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

Name The Swashbuckler  
Description

ASPECTS		Approaches			
High concept		Careful	-2	Forceful	0
Trouble		Clever	0	Quick	+1
		Flashy	+2	Sneaky	-1

Armor	Stress	Combat			
	Physical	□□□	Brawling	0.	unarmed
	Mental	□□□	Melee	2.	one handed weapon
			Bow and arrow	3.	2 handed weapon

Name The Guardian  
Description

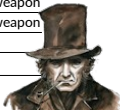
ASPECTS		Approaches			
High concept		Careful	+2	Forceful	+1
Trouble		Clever	0	Quick	-2
		Flashy	-1	Sneaky	0

Armor	Stress	Combat			
	Physical	□□□	Brawling	0.	unarmed
	Mental	□□□	Sword and shield	2.	one handed weapon
			Bow and arrow	3.	2 handed weapon

Name The Thief  
Description

ASPECTS		Approaches			
High concept		Careful	+1	Forceful	-2
Trouble		Clever	0	Quick	0
		Flashy	-1	Sneaky	+2

Armor	Stress	Combat			
	Physical	□□□	Brawling	0.	unarmed
	Mental	□□□	small weapon	1.	small weapon
			Bow and arrow	3.	2 handed weapon



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