

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

House	Stunt
Bonisagus	+2 when inventing spells
Criamon	Skin changer
Ex Miscellanea	Minor virtue
Flambeau	Gain +2 when Attacking with Ignem or Perdo
Guernicus	Hermetic Lore +2
Jerbiton	Influence +1 with nobility
Mercere	Hermetic influence +2
Merinita	Faerie magic
Tremere	+1 when attacking or defending in Certamen
Tyталus	Combat stunt
Verditius	Verditius magic +2 crafting magical items

Starts with refresh of 3. Magus can learn 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 16p

A character can choose different play styles

- Specialist, 1 art at 5
- Focused, arts 4,2,1,1
- General focused, 3,3,2,1
- 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

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

- Grogs get 6 approaches, ratings
- +2, +1, 0, 0, -1, -2
- High concept and trouble aspects
- 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.

- (Tech + Form) divided by 2 + 4DF

Non-Fatiguing spontaneous magic

- (Tech + Form) / 2 + 4DF
- 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

Botch

- Roll -4, you get a botch
- Your attempt fails (even if normally you would succeed)
- You also get a disadvantage
- Earn a fate point

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
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

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. 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 plus Parma Magica

Blocking with will

- Form + Parma Magica plus 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)
- Or Learn or invent a spell
- Normal limit for art is 5, 6+ if a source found from a mythic epic quest. 8 absolute limit.

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

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)

Roll potion total + 4DF (GM may roll this in secret).

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 is difficult, 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.

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

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

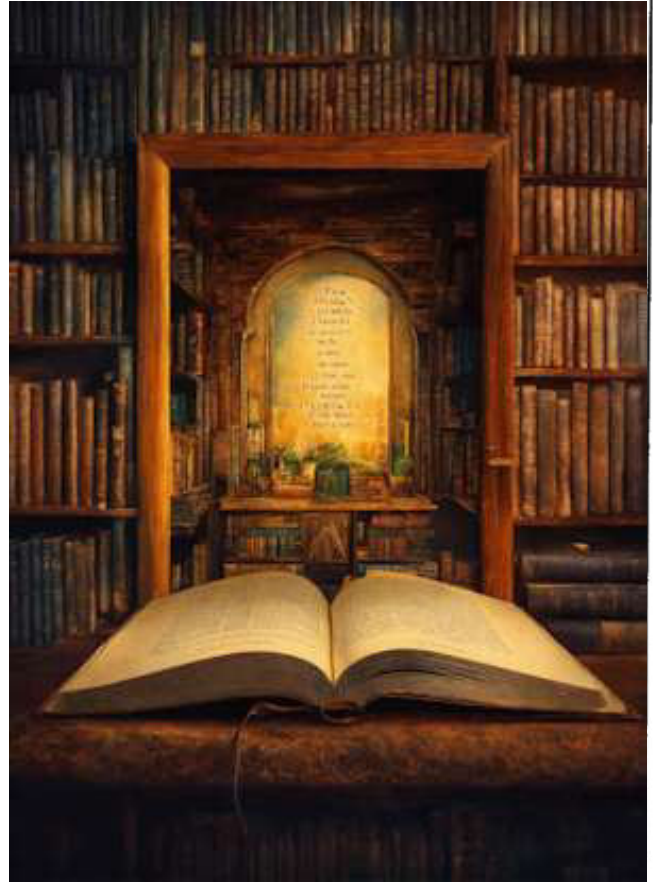
- Covenant may have 1 boon per hook. Major hooks allow one major boon, minor hook allows taking one minor boon.
- Magic aura +1 is a major boon.
- Magic aura +3 or more causes warping to mundane people.

Hook list

- Unknown hook (minor or major, to be defined hook)
- Beholden – covenant owes favors
- Contested resources
- Monster
- Politics
- Poverty
- Protector
- Regio (hostile)
- Rival
- Road
- Superiors
- Urban

Boons

- Aura (major)



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.

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	BOONS
Faerie Regio M	Magical Regio
Forest dragon faerie Protector	Magical aura 2
Road	
Contested resource	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 Nizza is ruled by a Count married to a Ventrue vampire, so selling goods in Nizza 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 <u>Mystic, changer</u>	Superb (+5)
House <u>Jerbiton</u>	Great (+4)
Nationality <u>Swiss</u>	Good (+3)
Bodyguard <u>Annabelle shifter</u>	Fair (+2)
	Average (+1)
	mediocre (+0)
	Creo (Cr) 0
	Animal (An) 1
	Ignem (Ig) 0
	Intellego (In) 0
	Auram (Au) 0
	Imaginem (Im) 0
	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
	Combat rank
	Def
	weapon size
	2 mild -2
	4 moderate -4
	6 severe -6
	8 permanent -8
	Recovery
	6 min
	10 min
	20 min
	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		

Equipment	Lore
Noble clothes, long sword	Hermetic lore
	Church lore

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

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

Spell <u>Aura of ennobled presence</u>	Spell <u>Recollection of a memory never quite lived</u>
Form <u>Muto</u> Level <u>2</u> Duratic <u>sun</u>	Form <u>Muto</u> Level <u>1</u> Duration <u>Sun</u>
Tech <u>Imaginem</u> Range <u>touch</u> Target <u>Indiv</u>	Tech <u>Mentem</u> Range <u>eye</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	Changes details of a memory

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

Wolf Dice

Aspects
• Territorial alpha hunter
• Pack mentality

Skills
Great (+4): Bite/Claw/Fight
Good (+3): Howl/Support/Provokes
Fair (+2): Hunt/Athletics/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)



Source

Name Nixie
Description Impulsive redhead, pretty and hot headed

Refresh 3

ASPECTS	Skill
High concept <u>Pyromaniac</u>	Superb (+5)
House <u>flambeau</u>	Great (+4)
Nationality <u>France</u>	Good (+3)
Bodyguard <u>Hu</u>	Fair (+2)
	Average (+1)
	mediocre (+0)
	Creo (Cr) 4
	Animal (An) 0
	Ignem (Ig) 2
	Intellego (In) 0
	Auram (Au) 0
	Imaginem (Im) 0
	Muto (Mu) 0
	Aquam (Aq) 0
	Mentem (Me) 1
	Perdo (Pe) 0
	Corpus (Co) 1
	Terram (Te) 0
	Rego (Re) 0
	Herbam (He) 0
	Vim (Vi) 0
	Combat rank
	Def
	weapon size
	2 mild -2
	4 moderate -4
	6 severe -6
	8 permanent -8
	Recovery
	6 min
	10 min
	20 min
	60 min
	Armor 0
	robes
	Parma Magica Great (+4)

Virtues	Flaws	Decrepitude
Venus blessing	Wrathful (minor)	
Elemental Magic	chaotic magic	
(view elements as one art)	Designate spell level	
	If roll +2 or more,	
	spell goes out of control	

Equipment	Lore
	Hermetic lore
	Church lore

30 level spells										
Spell Ball of Abysmal Flame					Spell Flash of the Scarlett 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 strike a single target, doing +6 damage

Spell <u>Wall of protecting Stone</u>	Spell <u>Major Healing touch</u>
Form <u>Creo</u> Level <u>5</u>	Form <u>Creo</u> Level <u>6</u> Duration <u>moment</u>
Tech <u>Terram</u> Range <u>Touch</u>	Tech <u>Corpus</u> Range <u>touch</u> Target <u>ritual</u>
Duration <u>Target</u>	
Makes a wall of granite up to 19 meters wide, 3 meters high and one meter thick.	remove a severe consequence

Spell <u>Panic of the trembling Heart</u>	Spell <u>Touch of Midas</u>
Form <u>Creo</u> Level <u>3</u> Duratic <u>Sun</u>	Form <u>Creo</u> Level <u>4</u> Duration <u>moment</u>
Tech <u>Mentem</u> Range <u>eye</u> Target <u>Ind.</u>	Tech <u>Terram</u> Range <u>touch</u> Target <u>ritual, ind</u>
Creates an overpowering fear in one person for one specific object, person or a place.	creates a 40 kg lump of gold

Spell <u>Footsteps of slippery oil</u>	Spell <u>Faerie Gold</u>	Spontaneous
Form <u>Creo</u> Level <u>2</u> Duratic <u>Sun</u>	Form <u>Creo</u> Level <u>2</u> Duration <u>Sun</u>	
Tech <u>Aquam</u> Range <u>touch</u> Target <u>Ind</u>	Tech <u>Imaginem</u> Range <u>Touch</u> Target <u>Ind</u>	
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.	

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)	
House	Tremere	Great (+4)	Influence
Nationality	Italian	Good (+3)	Will
		Fair (+2)	Physique
Bodyguard	Gaelan whisperer	Average (+1)	Stealth
		mediocre (+0)	Burglary
			Burglary
			Melee
			Ride



Stress		Magical arts	
Physical	□□□□	Creo (Cr)	0
Mental	□□□□	Intellego (In)	0
Indebted	□□□□	Muto (Mu)	0
fate points	□□□□	Perdo (Pe)	0
Consequences		Rego (Re)	3
2 mild	-2	Combat	rank
4 moderate	-4	brawl	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	
incapacitated	□ -3	60 min	Armor 0 Noble clothes Parma Magica Good (+3)

Virtues	Flaws	Decrepitude	Warping
Subtle Magic (gestures)	Pessimistic		
Quiet magic (voice)	Oversensitive to disrespect		
Inoffensive to animal	Animal companion		

Equipment	Lore
	Hermetic lore
	Church Lore

30 level spells	
Spell <u>Call to Slumber</u>	Spell <u>Aura of Rightful Authority</u>
Form <u>Rego</u> Level <u>2</u> Duratic <u>mom</u>	Form <u>Rego</u> Level <u>4</u> Duration <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>
Target falls into natural sleep	Target thinks you are an authority

Spell <u>7 league Stride</u>	Spell <u>Lift the Dangling puppet</u>
Form <u>Rego</u> Level <u>6</u> Duratic <u>Mom.</u>	Form <u>Rego</u> Level <u>3</u> Duration <u>Conc</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>
Transports you to any place within 7 leagues either that you can see or that you have an Arcane Connec with. If you fail ReCo test, your arrival goes awry. A botch means you appear in the wrong place.	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.

Spell <u>Gift of Frog Legs</u>	Spell <u>Strings of the Unwilling Marionette</u>
Form <u>Rego</u> Level <u>3</u> Duratic <u>Mom.</u>	Form <u>Rego</u> Level <u>5</u> Duration <u>Conc</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>
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. If target resists, the movements are jerky. Target can yell, but cannot speak intelligibly.

Spell <u>Trust of Child like Faith</u>	Spell <u>Telekinetic push</u>
Form <u>Perdo</u> Level <u>3</u> Duratic <u>Diam</u>	Form <u>Rego</u> Level <u>4</u> Duration <u>Moment</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>
The target loses judgement and believes almost any passable lie for the duration of the spell. Will roll is allowed to resist. Truly incredible lies allow easier resistance rolls.	Moves a person of Size +1 or less vertically, horizontally or what ever you like in high speed. 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)	
House	Bonisagus	Great (+4)	Magic Theory
Nationality	Danish	Good (+3)	Will
		Fair (+2)	Resources
Bodyguard	Agmundr strongarm	Average (+1)	Stealth
		mediocre (+0)	Physique
			Survival
			Melee
			Ride



Stress		Magical arts	
Physical	□□□□	Creo (Cr)	0
Mental	□□□□	Intellego (In)	0
Indebted	□□□□	Muto (Mu)	0
fate points	□□□□	Perdo (Pe)	0
Consequences		Rego (Re)	0
2 mild	-2	Combat	rank
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	
incapacitated	□ -3	60 min	Armor 0 Noble clothes Parma Magica Great (+4)

Virtues	Flaws	Decrepitude	Warping
flexible formulaic magic	Obese		
add ir remove spell lvl	Clumsy		
by one, dynamically	Compassionate, minor		

Equipment	Lore
Danish nobility clothes, ritual knife, sometimes composite bow.	Hermetic lore
	Church Lore
	Faerie lore

30 level spells	
Spell <u>Summoning the Distant Image</u>	Spell <u>Phantasm of the Human form</u>
Form <u>Intellego</u> Level <u>5</u> Duratic <u>Conc</u>	Form <u>Creo</u> Level <u>5</u> Duration <u>Sun</u>
Tech <u>Imaginem</u> Range <u>Arc</u> Target <u>Room</u>	Tech <u>Imaginem</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.

Spell <u>Aura of ennobled presense</u>	Spell <u>Faerie Gold</u>
Form <u>Muto</u> Level <u>2</u> Duratic <u>sun</u>	Form <u>Creo</u> Level <u>3</u> Duration <u>Moon</u>
Tech <u>Imaginem</u> Range <u>touch</u> Target <u>Individ</u>	Tech <u>Imaginem</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. sences touch, and sight.

Spell <u>Disguise of the Transformed Image</u>	Spell <u>Veil of Invisibility</u>
Form <u>Muto</u> Level <u>3</u> Duratic <u>Sun</u>	Form <u>Perdo</u> Level <u>4</u> Duration <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>
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>
Form <u>Rego</u> Level <u>4</u> Duratic <u>Sun</u>	Form <u>Intellego</u> Level <u>5</u> Duration <u>Sun</u>
Tech <u>Imaginem</u> Range <u>per.</u> Target <u>Ind.</u>	Tech <u>Imaginem</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.

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: Bawling	Fae (+2)	0: unarmed
moderate: -1	10 min: Bow and arrow	Great (+4)	3: 2 handed weapon
severe: -2	20 min: Short sword	Fae (+2)	2: one handed weapon
incapacitated: -	60 min: Armor	1	Light leather

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: Jian longsword	Great (+4)	2: one handed weapon
moderate: -1	10 min: Bawling	Good (+3)	0: unarmed
severe: -2	20 min: Longbow	Good (+3)	3: 2 handed weapon
incapacitated: -	60 min: Armor	3	Battle armor, Rattan shield (1 shift)

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
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: Speer	Good (+3)	3: 2 handed weapon
moderate: -1	10 min: Bow and arrow	Fae (+2)	2: one handed weapon
severe: -2	20 min: Bawling	Fae (+2)	0: unarmed
incapacitated: -	60 min: Armor	1	Light leather

Equipment: Animal Ken
Lore: Animal Companion Rufus Dog

Name: Agmundr Storsen
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: Bawling	Great (+4)	0: unarmed
moderate: -1	10 min: Heavy Battle Axe	Great (+4)	3: 2 handed weapon
severe: -2	20 min: Bawling	Great (+4)	3: 2 handed weapon
incapacitated: -	60 min: Armor	2	Medium armor

Equipment: Extra heavy battle axe
Lore:

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
Physical: 0000
Mental: 0000

Combat: 0, unarmed
Bawling: 2, one handed weapon
Bow and arrow: 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
Physical: 0000
Mental: 0000

Combat: 0, unarmed
Bawling: 2, one handed weapon
Bow and arrow: 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
Physical: 0000
Mental: 0000

Combat: 0, unarmed
Bawling: 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.

Refresh: 3

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

Armor: 3 Physical 0000
Mental 0000

Stress: 0000
Physical: 0000
Mental: 0000

Combat: 0, unarmed
Bawling: 2, one handed weapon
Bow and arrow: 3, 2 handed weapon

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