

Player: Roy

Setting:

Ars Magica

Age: 23 (23) Size: 0 Confidence: 1

Effects of Aging:

Effects of Warping:

Description: A cheerful young man, of average build and slightly tall, dressed in an expensive attire (or fur armor) and wielding a lute.



		DESCRIPTION	SCORE
Intelligence	Int	(good memeoray)	+1
Perception	Per	(emotionally insightful)	+1
Presence	Pre	(cheerful)	+2
Communication	Com	(lyrical)	+2
Strength	Str		0
Stamina	Sta		0
Dexterity	Dex	(agile)	+1
Quickness	Qik	(fast hands)	+1

Carefree (Minor, Personality)
No Sense of Direction (Minor, General)
Obsessed (Valeria) (Minor, Personality)

Exp.	ABILITY (SPECIALTY)	SCORE
5	Bargain (room and board)	1
30	Brawl (Dagger)	3
15	Carouse (staying sober)	2
75	Charm (courtly love)	5
45	Enchanting Music (romance)	4
30	Guile (lying to authority)	3
0	German (romance)	5
75	Music (sing)	5
15	Ride (tricks)	2
15	Stealth (hide)	2
5	Etiquette (nobility)	1
5	Folk Ken (the opposite sex)	1

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 - 1 = +0	--	1 + 3 + 0 = +4	--	--	Touch
Dagger	1 + 0 - 1 = +0	1 + 4 + 2 = +7	1 + 4 + 0 = +5	0 + 3 = +3	--	Touch
Fist	1 + 0 - 1 = +0	1 + 3 + 0 = +4	1 + 3 + 0 = +4	0 + 0 = +0	--	Touch
Kick	1 - 1 - 1 = -1	1 + 3 + 0 = +4	1 + 3 - 1 = +3	0 + 3 = +3	--	Touch

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Malloc is a wandering troubadour that has come to know Valeria, a.k.a "that most beautiful and pure woman", in Durenmar and has remained with her ever since.

Originallly from Vienna, he traveled afar to learn Bavarian music. He always had a fascination with magic, and eventually ended up in Durenmar entertaining the magi and the covenant in the cold winter nights. For no apparant reason (*ahem*), he decided to go to Teneo shortly after learning Valeria will be going there.

Virtues and Flaws:

Enchanting Music: When you set your mind to it, you can influence others with your music. For a specific effect, you must sing words that people can understand. You can calm the grieving with tunes alone, but you need lyrics to convince peasants to rise up against the local lord. General effects work on animals, but specific effects only work on creatures that can understand words.

When you use Enchanting Music, roll a die (stress or simple, depending on the situation) and add Communication and Enchanting Music. An Ease Factor of 9+ will calm the upset, 12 will win someone's love, 15 will incite a riot, and a 24 might win back a soul from the Prince of Darkness. If you botch, you inspire an unwanted emotion.

If the target has Magic Resistance, you must penetrate their resistance; see page 184 for rules.

You should also roll for the quality of the musical performance, but the magical effect is independent of this, unless you botch. If you do botch the Music roll, you have failed to produce any music for some reason, and so the Supernatural Ability automatically fails. Specialties: a particular emotion, a particular sort of person. (Supernatural)

Carefree: You are unshakably cheerful and happy in all circumstances.

No Sense of Direction: You are completely unable to follow directions. North, south, east, and west have no meaning to you, and you often confuse right and left. You frequently get lost while traveling unfamiliar paths by yourself, or with others following your lead, and often have to reason your way home or to your destination from first principles.

Obsessed (with Valeria): You are fixated on some prized object, action, or ideal. This interferes with your accomplishment of more immediate tasks. Examples might include obsessive protection of magi to the point that you attack those who insult them, or obsessive neatness where you keep yourself spotless and deride those who do not.

In Malloc's case, he is obsessed with Valeria to the point of attacking those who insult her, this extends to vehement admiration of magi and woman as such, for insulting them circumstantially insults her.