

ÉVRARD D'ANGE, MAGUS OF HOUSE JERBITON

Characteristics: Intelligence (Quick-witted) +3, Perception (Carefree) -2, Presence (Handsome) +2, Communication (Beautiful voice) +1, Strength (Frail) -1, Stamina (Alert) +1, Dexterity (Legerdemain) +1, Quickness (Nonchalant) -1

Size: 0

Age: 26

Confidence Score: 1 (3)

Virtues and Flaws: Hermetic Magus, The Gift, Gentle Gift, Quiet Magic, Subtle Magic, True Love (Diane of Miglos), Deficient Technique (Perdo), Flawed Parma Magica (when the spell caster chants), Weak Enchanter

Personality Traits: Passionate +3, Frivolous +2, Proud +1, Brave +1

Reputation: Penniless (Local, Nobility of the County of Foix) 2

Combat:

Short Sword: Init -1, Atk +8, Def +5, Dam +4

Soak: +1

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20)

Core Abilities: Langue d'Oc (Poetry) 4, Latin 5, Artes Liberales 3, Magic Theory 4, Order of Hermes Lore 1, Parma Magica (Rego) 2, Music (Love songs) 4, Folk Ken (Nobility) 1, Stealth (Moving silently) 2, Single Weapon (Defense) 4, Ride (Parade) 3, Etiquette (Nobility) 1, County of Foix Lore (Nobility) 1, Code of Hermes (Interactions with mundanes) 1, Charm (Courteous love) 1

Arts: Creo 3, Intellego 4, Muto 8, Perdo 0, Rego 5, Animal 0, Aquam 0, Auram 0, Corpus 10, Herbam 0, Ignem 0, Imaginem 0, Mentem 10, Terram 0, Vim 0

Spells:

The Call to Slumber (ReMe 10) +16: makes the target fall asleep (p. 151)

Arm of the Infant (MuCo 20) +19: shrinks the target's arm (p. 131)

Confusion of the Numbed Will (ReMe 15) +16: confuses the target (p. 151)

Rise of the Feathery Body (ReCo 10) +16: makes the target levitate (p. 134)

The Surgeon's Healing Touch (CrCo 20, ritual) +17: heals wounds (p. 129)

Whispers Through the Black Gate (InCo/Me 15) +15: allows speaking with the dead (p. 130)

Disguise of the New Visage (MuCo 15) +19: modifies the target's appearance (p. 131)

Lay to Rest the Haunting Spirit (PeMe 20) +11: appeases a spirit, a ghost (p. 150)

Thoughts Within Babble (InMe 25) +15: allows understanding foreign languages (p. 149)

Aura of Ennobled Presence (MuIm 10) +9: makes the target look more credible, stronger (p. 145)

Wizard Sigil: A couple of melodious music notes

Vis: 3 pawns of Corpus

Encumbrance: 1 (1)

Description: In one word, you look great! The way you carry your head and your costly, fashionable clothes leaves no doubt about your noble origin. You are said nice, warm and easy going. Moreover, you have no disdain for socializing with commoners, which fuels your popularity. Your elders of the Grand Council view you as carefree and frivolous, but you can be serious when it turns necessary.

Background: You have been a member of the Covenant of Bentalone for almost one year now. After passing your gauntlet and becoming a full magus at the 1214 Provençal Tribunal, you scrupulously selected the Covenant closest to Miglos and managed to be accepted. Your only goal was to live close to your beloved, your life's true love, Diane, daughter of the Baron of Miglos... You met her while travelling with your master Tancrede le Bel, minstrel and, of course, Jerbiton magus. Although Diane and you were both very young at that time, you deeply fell in love with each other. Until you could at last choose your own destiny, you could only meet Diane when Tancrede's travels brought you to Miglos, but the strength of your love never waned.

Motivation: When the Grand Council declared that the covenant needed supplies and that someone should go with Quinault the autocrat to Tarascon's fair, you immediately volunteered. Not that the company of Quinault is particularly fun or that you like bargaining for cattle or other supplies, but Tarascon-sur-Ariège is only half a league north of Miglos! Here is an unexpected occasion to meet Diane, who will certainly be at the fair too. The other members of the expedition perfectly know why you accepted this chore. It is indeed difficult to hide when you look so happy and keep singing Diane's beauty along the road!

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Relationships with the Other Characters:

- **Carélia:** She has been your shield grog, your personal bodyguard, ever since you joined Bentalone. She was imposed by the Great Council, which judged that your expeditions among mundanes could be dangerous for you. You were quite offended, but there was no way to disobey. Eventually, Carélia proved discreet, devoted, and in more than one occasion useful to help you out of trouble. You ended up esteeming her and granted her your friendship.
- **Éthaine:** What a naughty kid! If she was not Martin's apprentice, you would have beaten her up long ago! You wonder why Martin keeps praising her magical skills and her intelligence; you cannot stand her. She always bothers you with her silly jokes and inept babbling.
- **Gailhard:** He is a Turb (Covenant guards) sergeant. He is a little crude, but he is a competent soldier.
- **Martin:** He is the only magus in the Covenant you can call a friend, presumably because he is younger than the members of the Grand Council. Of course, he spends all his time in magical studies, while you prefer living among mundanes, but you both got along right from the start. You often chat for hours about your respective views of magic but you had a really hard time convincing this incorrigible lab rat to come with you to Tarascon's fair to take some fresh hair.
- **Quinault:** He is the Covenant's autocrat (steward). A too serious man who does not appreciate that you sing for the grogs... Avoid him, or boredom will catch upon you!