

ÉTHAINE, MARTIN'S APPRENTICE

Characteristics: Intelligence (Studious) +3, Perception (Curious) +1, Presence (Cute) +2, Communication 0, Strength (Thin) -3, Stamina (Determined) +2, Dexterity 0, Quickness (Restless) +2

Size: -1

Age: 13

Confidence Score: 1 (3)

Virtues and Flaws: Apprentice, Gentle Gift, Puissant Art (Rego), Animal Ken, Apt Student, Gossip, Necessary Condition (Gestures), Animal Companion (Zorg the dog), Delusion (Évrard d'Ange loves her), Compulsion (Jokes)

Personality Traits: Merry +1, Practical joker +3, Serious +1, Jealous +3

Combat:

Fist: Init +2, Atk +2, Def +5, Dam -3

Soak: +2

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

Would Penalties: -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-16)

Core Abilities: Langue d'Oc 4, Latin 2, Artes Liberales 1, Magic Theory 2, Order of Hermes Lore (History) 1, Parma Magica 1, Brawl (Defense) 2, Stealth (Hide) 1, Legerdemain (Food) 2, Athletics (Climb trees) 1

Arts: Rego 4/6, Animal 3, Corpus 2

Spells:

Eyes of the Cat (MuCo/An 5) +4: helps see at night (p. 131)

The Gentle Beast (ReAn 25) +13: calms an animal (p. 120)

Wizard Sigil: Small ephemeral stars

Encumbrance: 0 (0)

Description: You are a pretty young woman, now. And if anybody, relying on your freckles, your black plait and your small size, came to treat you like a girl, he'd better take care, for you are now almost a maga and you would soon turn him (inevitably him) into a pig!

Background: You have never been happy at your peasant parents'. They preferred your brothers and sisters and used to have you do the most repellent chores. Without reason, they often threatened you to lose you in the forest and get rid of you, the good-for-nothing. Your brothers and sisters were even worse, always pulling your hair, throwing stones at you and stealing your food. Your only true friend was your dog Zorg, a balding bastard nobody wanted. You finally understood, when you were 8, that you actually frightened them. Thence, you immediately put these vexations to an end, but your family became even more mistrustful. Your tenth birthday was meant to be as sad as the others, when you met in the fields a curious man who was staring at you. That evening, when you came back home, he was talking to your father. The mysterious stranger gave your old man a rather big purse, then stood up and took your hand. During the scene, your mother's gaze never left the purse... The man was called Martin and, while taking you far away, introduced himself as a magus. He had perceived in you what he called the

Gift and wanted to make you his apprentice. You have been studying the art of magic for three years under his guidance now, within the Covenant of Bentalone. You quickly came to like it, even more so you are much better treated here than you ever were at your parents'.

Motivation: You have never left the Covenant since your arrival, three years ago. You are very excited about going to Tarascon's fair. Of course, Martin will be here to watch over you, but the gorgeous Évrard d'Ange will be there too... And there will be tons of exciting things to do!

Relationships with the other characters:

- **Carélia:** This big girl is Évrard's shield grog (bodyguard). Fortunately for you, she is not a serious rival: she is both ugly and dumb! You sometimes play the worst jokes on her, but she always forgives you, so that you envy her a little less for being so close to Évrard.
- **Évrard:** The first time you saw him, you immediately knew you would love only him! He is gorgeous, intelligent, sensitive... in one word, marvelous! You quickly did anything to be noticed by him, but without much success. Évrard still seems to consider you as a little girl, rather than as the young lady and apprentice maga you became! But he will realize, sometimes...
- **Gailhard:** He is a Turb (Covenant guards) sergeant, a big guy with a moustache, and not the kind of accommodating guy. Fortunately, you never deal with him.
- **Martin:** He is your savior and your master of magic. He revealed your own Gift to you and taught you how to use it. He is an awesome teacher and each of his lessons is a new occasion to marvel at. He told you once that he would make you the greatest maga of her generation... You will be eternally grateful to him for all that.
- **Quinault:** He is the Covenant's autocrat (steward). All grogs, as well as other apprentices, fear him. But not you. You indeed caught him in the cellar one day, emptying a bottle of wine from the magi's reserve. He saw you and turned all red. Since then, he takes great care of not annoying you.

ZORG THE DOG

Characteristics: Cunning 0, Perception +2, Presence -4, Communication 0, Strength 0, Stamina +2, Dexterity +1, Quickness +2

Size: 0

Personality Traits: Loyal (to Éthaine) +6, Brave +2

Combat:

Bite: Init +2, Atk +8, Def +7, Dam +1

Soak: +2

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

Would Penalties: -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (8-12)

Core Abilities: Athletics (Endurance) 3, Awareness (On guard) 3, Brawl (Bite) 3, Hunt (Tracking) 4