

Virtues and Flaws

Virtues

The Gift

HERMETIC, MAJOR

Diedne Magic
Elemental Magic
Flawless Magic
Flexible Formulaic Magic
Gentle Gift
Life-Linked Spontaneous Magic
Major Magical Focus
Mercurian Magic
Mythic Blood
Secondary Insight

SUPERNATURAL, MAJOR

Entrancement
Greater Immunity
Greater Purifying Touch
Shapeshifter
Strong Faerie Blood

SOCIAL STATUS, MAJOR

Landed Noble
Magister in Artibus
Redcap

GENERAL, MAJOR

Death Prophecy
Ghostly Warder
Giant Blood
Guardian Angel
True Faith
Ways of the (Land)
Wealthy

HERMETIC, MINOR

Adept Laboratory Student
Affinity with Art
Cautious Sorcerer
Cyclic Magic (positive)
Deft Form
Enduring Magic
The Enigma
Faerie Magic
Fast Caster
Free Study
Harnessed Magic
Heartbeast
Hermetic Prestige
Inoffensive to Animals
Inventive Genius
Life Boost
Minor Magical Focus
Magical Memory
Mastered Spells
Method Caster
Personal Vis Source
Puissant Art
Quiet Magic
Side Effect
Skilled Parens
Special Circumstances
Study Bonus
Subtle Magic
Verditius Magic

SUPERNATURAL, MINOR

Animal Ken
Dowsing
Enchanting Music
Lesser Immunity
Lesser Purifying Touch
Magic Sensitivity
Premonitions
Second Sight
Sense Holiness and Unholiness
Skinchanger
Wilderness Sense

SOCIAL STATUS, MINOR

Clerk
Custos
Failed Apprentice
Gentleman/woman
Knight
Mendicant Friar
Mercenary Captain
Priest
Wise One

GENERAL, MINOR

Affinity with Ability
Apt Student
Arcane Lore
Berserk
Book Learner
Cautious with Ability
Clear Thinker
Common Sense
Educated
Enduring Constitution
Faerie Blood
Famous
Free Expression
Good Teacher
Gossip
Great (Characteristic)
Improved Characteristics
Inoffensive to Animals
Inspirational
Intuition
Keen Vision
Large
Latent Magical Ability
Learn (Ability) from Mistakes
Light Touch
Lightning Reflexes
Long-Winded
Luck
Rapid Convalescence
Perfect Balance
Piercing Gaze
Privileged Upbringing
Protection
Puissant Ability
Relic

Reserves of Strength
Self-Confident
Sharp Ears
Social Contacts
Strong-Willed
Student of (Realm)
Temporal Influence
Tough
Troupe Upbringing
True Love (PC)
Unaging
Venus' Blessing
Warrior
Well-Traveled

SOCIAL STATUS, FREE

Covenfolk
Craftsman
Hermetic Magus
Merchant
Peasant
Wanderer

Flaws

HERMETIC, MAJOR

Blatant Gift
Chaotic Magic
Deficient Technique
Difficult Longevity Ritual
Magic Addiction
Necessary Condition
Painful Magic
Restriction
Rigid Magic
Short-Ranged Magic
Study Requirement
Twilight Prone
Unstructured Caster
Waster of Vis
Weak Magic Resistance
Weak Spontaneous Magic

PERSONALITY, MAJOR OR MINOR

Ambitious
Avaricious
Compassionate
Driven
Envious
Generous
Greedy
Hatred
Lecherous
Meddler
Optimistic
Overconfident
Pious
Proud
Wrathful

STORY, MAJOR

Black Sheep
Curse of Venus
Dark Secret
Dependent
Diabolic Past
Difficult Underlings
Enemies
Favors
Feud
Fury
Indiscreet
Mistaken Identity
Monastic Vows
Oath of Fealty
Plagued by Supernatural Entity
Supernatural Nuisance
Tormenting Master
True Love (NPC)

SOCIAL STATUS, MAJOR

Outlaw
Outsider

GENERAL, SUPERNATURAL

Age Quickly
Greater Malediction
Lycanthrope

GENERAL, MAJOR

Blind
Crippled
Deaf
Dwarf
Enfeebled
Low Self-Esteem
Magical Air
Mute
No Hands
Poor

HERMETIC, MINOR

Careless Sorcerer
Clumsy Magic
Creative Block
Cyclic Magic (negative)
Deficient Form
Deleterious Circumstances
Difficult Spontaneous Magic
Disjointed Magic
Disorientating Magic
Flawed Parma Magica
Hedge Wizard
Incompatible Arts
Infamous Master
Limited Magic Resistance
Loose Magic
Offensive to Animals
Poor Formulaic Magic
Short-Lived Magic
Slow Caster
Susceptibility to Divine Power
Susceptibility to Faerie Power
Susceptibility to Infernal Power
Unimaginative Learner
Unpredictable Magic
Warped Magic
Weak Enchanter

Weak Magic
Weak Parens
Weak Scholar
Weird Magic

PERSONALITY, MINOR

Busybody
Carefree
Compulsion
Continence
Covenant Upbringing
Delusion
Depressed
Dutybound
Faerie Upbringing
Fear
Higher Purpose
Humble
Judged Unfairly
Lost Love
Noncombatant
Obsessed
Oversensitive
Nocturnal
Pessimistic
Poor Memory
Prohibition
Reckless
Reclusive
Short Attention Span
Simple-Minded
Sheltered Upbringing
Soft-Hearted
Temperate
Transvestite
Vow
Weakness
Weak-Willed

STORY, MINOR

Animal Companion
Blackmail
Close Family Ties
Faerie Friend
Heir

Magical Animal Companion
Mentor
Visions

SOCIAL STATUS, MINOR

Branded Criminal
Outcast
Outlaw Leader

SUPERNATURAL, MINOR

Lesser Malediction
Offensive to Animals
Visions

GENERAL, MINOR

Ability Block
Afflicted Tongue
Arthritis
Clumsy
Disfigured
Feral Upbringing
Fragile Constitution
Hunchback
Incomprehensible
Infamous
Lame
Missing Ear
Missing Eye
Missing Hand
Motion Sickness
No Sense of Direction
Obese
Palsied Hands
Poor (Characteristic)
Poor Eyesight
Poor Hearing
Poor Student
Small Frame
Social Handicap
Tainted with Evil
Weak Characteristics