

Ars Magica

System Cheat Sheet

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Simple Die

1d10, 0 = 10

Stress Die

1d10

0 = 0 + botch check

1 = reroll and double

(on reroll 0 = 10, 1 = quadruple, etc.)

Botch Check

Roll Botch dice (see table).

If 0 on any die, botch.

Ability Check

Characteristic + Ability + die roll vs. Ease Factor

- **Specialization:** +1
- **No Score:** Roll at 0 + 3 extra botch dice.
- **No Score – Asterisked Ability:** Cannot roll.

Ease Factors

0	<i>Trivial</i>
3	<i>Simple</i>
6	<i>Easy</i>
9	<i>Average</i>
12	<i>Hard</i>
15	<i>Very Hard</i>
18	<i>Impressive</i>
21	<i>Remarkable</i>
24+	<i>Almost Impossible</i>

Abilities

GENERAL

Animal Handling
(Area) Lore*
Athletics
Awareness
Bargain
Brawl
Carouse
Charm
Chiurgy*
Concentration
Craft (Type)
Etiquette
Folk Ken
Guile
Hunt
Intrigue
Leadership
Legerdemain*
(Living Language)*
Music
(Organization) Lore
Profession (Type)
Ride
Stealth
Survival
Swim
Teaching

ACADEMIC

Artes Liberales*
Civil/Canon Law*
Common Law*
(Dead Language)*
Medicine*
Philosophiae*
Theology*

ARCANE

Code of Hermes*
Dominion Lore*
Faerie Lore*
Finesse
Infernal Lore*
Magic Lore*
Magic Theory*
Parma Magica*
Penetration

MARTIAL

Bows
Great Weapon
Single Weapon
Thrown Weapon

SUPERNATURAL

Animal Ken*
Dowsing*
Enchanting Music*
Entrancement*
Magic Sensitivity*
Premonitions*
Second Sight*
Sense (Un)Holiness*
Shapeshifter*
Wilderness Sense

Characteristics

Intelligence (Int)
Perception (Per)
Strength (Str)
Stamina (Sta)
Presence (Prs)
Communication (Com)
Dexterity (Dex)
Quickness (Quik)

Techniques

Creo (Create)
Intellego (Perceive)
Muto (Transform)
Perdo (Destroy)
Rego (Control)

Forms

Animal (Animal)
Aquam (Water)
Corpus (Body)
Herbam (Plant)
Ignem (Fire)
Imaginem (Image)
Mentem (Mind)
Terram (Earth)
Vim (Power)

Average Character: 0 Characteristic / *Talented Character:* +3
Moderate Skill: 3 in Ability / *Skilled:* 6 / *Very Skilled:* 9

Botch Table

Botch Dice	Botch Chance	Example
1	1%	Default. Good conditions.
2	1.9%	Running through undergrowth.
3	2.7%	Climbing crumbling cliff in high winds.
4	3.4%	Fighting in driving rain in ankle-deep running water.
5	4.1%	Translating between Pope, Faerie Lord speaking Egyptian, and elemental spirit who speaks no human languages.
6	4.7%	Fighting faerie copy of yourself on a crumbling ice floe in a blizzard.
7	5.2%	Climbing sheer wall of ice in blizzard.
8	5.7%	Fighting faerie copy of yourself in faerie forest with living plants interfering.
9	6.1%	Juggling 5 cups of wine while 4 bears cavort around you.
10	6.5%	Casting spell in Holy Sepulchre in Jerusalem.

Confidence

Spending: Maximum = Confidence Score

- +3 to die rolls (spent after roll, cannot spend on botch).
- Overcome Minor Personality Flaw (GM discretion).
- Cannot spend on season actions.

Awarding (End of Session): 1 per, typically 2-3 per session

- Achieve personal goal
- Contribute to achievement of group goal
- Success in difficult task (max. 1 per session)
- Entertaining roleplaying in character
- Arbitrary bonus (max. 1 per session)

True Faith: Spent like Confidence, fully regained at Dawn if use consistent with God's will.

Reputation Tests

Stress Die + Reputation

Notable Event: +1 XP in Reputation Ability

Multiple Reputations: Test each separately.

- *General Actions:* Earn XP for highest Reputation only. (If tied, XP goes to first Reputation to reach that score.)

Ease Factor	Local	Ecclesiastical	Hermetic
0	Village	Parish/Monastery	Covenant
6	Town	Diocese	Tribunal
9	County	Province	Order
12	Country	Whole Church	n/a

The Gift

(required for Hermetic magic)

- -3 penalty to all social interactions
- Parma Magica/Divine Might blocks penalty (magi do not have -3 reaction to other magi)

Personality Test

Stress Die + Personality Trait

- Groggs should have Loyal, Brave, and one distinctive trait.

Encumbrance

Penalty: Burden - positive Strength (if any)

- Applies to athletic activities + spellcasting.
- Does not apply to Attack/Defense Totals.

Total Load	Burden
0	0
1	1
3	2
6	3
10	4
15	5
21	6
28	7
36	8
45	9
55	10

Travel Guidelines

- **Walking to Market:** 7 miles round trip
- **Walking:** 20 miles per day
- **Mounted Courier:** 30 miles per day
- **Mounted Courier (Urgent):** 50 miles per day
- **Mounted Courier (Switching Horses):** 100 miles per day
- **Cart:** 20 miles per day
- **Ship:** 30 miles per day (3-4x speed with favorable wind)

Quick Travel: 1 Long-Term Fatigue Level per day (no guidelines for what "quick travel" means).

Personality Tests

Ease Factor	Brave	Loyal	General
0	Not really scary.	Loyalty & self-interest coincide.	Average people always do this.
3	Hardly scary.	Little loyalty required.	Average people usually do this. / People with trait always do this.
6	Scary.	Average loyalty.	Average people do this half the time.
9	Very scary.	Loyal.	Average people usually don't. / People with trait often fail.
12	Extremely scary.	Very Loyal.	Average people almost always fail. / People with trait do this rarely.

Hermetic Magic - Casting

Casting

Casting Score: Technique + Form + Stamina + Aura Modifier

Formulaic Casting Total: Casting Score + Die Roll

- Roll simple die if not under pressure.
- *Casting Time:* A few seconds.

Ritual Casting Total: Casting Score + Artes Liberales + Philosophiae + Stress Die

- *Casting Time:* 15 minutes
- *Vis Cost:* 1 pawn per magnitude

Spontaneous Magic

- **Non-Fatiguing:** Casting Score / 5
- **1 Fatigue Level:** (Casting Score + Stress Die) / 2

Botching: 1 Warring Point per 0 on botch dice + botch effect.

Requisite: Use lower score of primary or requisite Technique/Form.

- *Casting Requisites:* Only chosen casting requisites have effect.
- All Deficiencies apply.
- MR is determined by primary form.

Casting Table

Formulaic Casting Total – Spell Level	Spell Cast?	Fatigue Levels
0+	Yes	0
-1 to -10	Yes	1
< -10	No	1
Ritual Casting Total – Spell Level	Spell Cast?	Fatigue Levels
0+	Yes	1
-1 to -5	Yes	2
-6 to -10	Yes	3
-11 to -15	No	4
< -15	No	5
Spontaneous Casting Total	Spell Cast?	Fatigue Levels
= Desired Effect	Yes	0 or 1
> Desired Effect	Yes, may increase effect	0 or 1
< Desired Effect	No	0 or 1

Misc. Casting Rules

Identify Form

- *Hermetic spell with words/gestures:* Automatic
- *Subtle Gestures:* Perception + Awareness vs. EF 15 – effect magnitude

Sigil: Hermetic maga have a sigil present in every spell they cast (p. 86).

Aiming

- Spells always hit their targets, but indirect effects (hurling stone) need to be aimed.
- **Aiming Roll:** Perception + Finesse + Die
- *Aiming Bonus:* +6 per step in size above basic individual of the Form

Spell Guidelines Index

Creo Animal	116	Creo Ignem	140
Intellego Animal	117	Intellego Ignem	141
Muto Animal	118	Muto Ignem	141
Perdo Animal	119	Perdo Ignem	142
Rego Animal	120	Rego Ignem	143
Creo Aquam	121	Creo Imaginem	144
Intellego Aquam	122	Intellego Imaginem	145
Muto Aquam	123	Muto Imaginem	145
Perdo Aquam	123	Perdo Imaginem	146
Rego Aquam	124	Rego Imaginem	147
Creo Auram	126	Creo Mentem	148
Intellego Auram	127	Intellego Mentem	149
Muto Auram	127	Muto Mentem	150
Perdo Auram	128	Perdo Mentem	150
Rego Auram	129	Rego Mentem	151
Creo Corpus	130	Creo Terram	153
Intellego Corpus	131	Intellego Terram	153
Muto Corpus	132	Muto Terram	154
Perdo Corpus	133	Perdo Terram	155
Rego Corpus	134	Rego Terram	155
Creo Herbam	136	Creo Vim	157
Intellego Herbam	136	Intellego Vim	158
Muto Herbam	137	Muto Vim	159
Perdo Herbam	138	Perdo Vim	160
Rego Herbam	138	Rego Vim	161

Magic Resistance

Base Magic Resistance:

- *Hermetic Magi*: Form of spell cast (default to Vim)
- *Creature with Might*: Might Score
- *True Faith*: Faith Points x 10
- Can be suppressed at will. (Unconscious characters cannot suppress.)
- 0 MR is not No MR.

Parma Magica: Add 5 x Parma Magica Ability

- Takes 2 minutes to cast, lasts until sunset or sunrise.

Penetration Bonus: Penetration Ability x (1 + Arcane Connection Penetration Bonus + Sympathetic Connection Penetration Bonus)

Penetration Total: Casting Total + Penetration Bonus – Spell Level

- *Creature*: Might Score – (5 x Might Points spent on power) + Penetration Bonus
- *Other Supernatural Abilities*: Effect Roll – Ease Factor + Penetration Bonus

Magic Resistance: If Penetration Total < MR, magic resistance works.

- Keeps magic away from target; does not dispel magic.
- Personal range spells do not have to overcome MR.
- Thing created and sustained by magic cannot affect target if MR not penetrated.
- Thing moved by magic can cross MR, but not its motion. (Thus MR does not cause one to fall through magical surface.)
- Species emitted by magical effects are natural (therefore illusion spells are usually not affected by MR).

Arcane Connections

Duration	Penetration Bonus	Examples
Hours	+1	Air from specific place, shed skin from human being, water from moving body of water.
Days	+1	Frequently used tool / item of clothing, water from still body of water, mundane object made by target, excrement.
Weeks	+2	Lesser enchanted device, item designed and made by target (e.g., letter).
Months	+2	Strand of hair, favorite tool / item of clothing, wood shard from specific place, feather/scale from an animal.
Years	+3	Invested device, rock/metal from specific place, blood, lock of hair, group of feathers/scales from animal.
Decades	+3	Body part.
Indefinite	+4	Hermetic familiar / magus (linked to the other), Hermetic talisman (linked to creator), fixed Arcane Connections.

Sympathetic Connections

(strengthens Arcane Connection)

Connection	Penetration Bonus	Notes
Caster is blood relative of target	+1	
Signature of target	+1	
Target's nickname or birth name	+1	Baptismal names cannot be used in sympathetic magic.
Name target uses in secret rituals	+1	
Target's horoscope for today	+1	Must know current location; Int + Artes Liberales (Astronomy) roll v. EF 9. Takes 1 hour.
Target's nativity horoscope	+2	Must know place and time of birth. Takes 1 day.
Symbolic representation of target	+2	Illustration/model. Dex + Craft vs. EF 9 to create one-use. EF 12 for permanent. Can only be used by creator.

Hermetic Magic - Casting Options

Using Dis

- **Vis Boost:** +2 casting score per pawn
- **Vis Botch:** +1 botch die per pawn
- Must match either Technique or Form of spell.
- Maximum # of pawns of a given type = caster's score in Art.

Fast Casting

(Spontaneous Spells)

- -10 to Casting Score, +2 botch dice
- *Combat Reaction:* Quickness + Finesse + Stress Die vs. opponent's Initiative (or set by GM)
- *Failure:* Can finish casting spell, but it will be too late.
- *Multiple Spells per Round:* Cumulative -6 penalty per additional fast cast spell. (On failure, no further casting that round.)
- *Fast Cast Defense vs. Spell:* Must identify Form. Requires ½ level of attacking spell.
- Requires firm voice / bold gestures. Can't use other casting options.

Ceremonial Casting

(Spontaneous Spells)

- Add Artes Liberales + Philosophiae to Casting Score
- 15 minutes per magnitude
- Must have XP in either Artes Liberales or Philosophiae.
- Spell magnitude limited to ceremonial casting magnitude, but higher casting score still allows for more Penetration.

Words & Gestures

(modifies Casting Score)

Words	Modifier	Voice Range	Gestures	Modifier
Loud	+1	50 paces	Exaggerated	+1
Firm	0	15 paces	Bold	0
Quiet	-5	5 paces	Subtle	-2
None	-10	Caster Only	None	-5

Concentration

Stamina + Concentration + Stress Die

- On failure, make casting roll to check botch (+1 botch die).
- *Ease Factor:* See Concentration Table.
- *Maintaining Spell:* -3 Ease Factors. If undistracted, maga can maintain concentration for 15 minutes x Concentration ability.
- *Continuing Situation:* Check every 2 minutes.
- *Spell Effect:* Doing what a spell is designed to do does not require concentration check.
- *Injured:* 3 x normal wound penalty to Concentration check

Situation	Ease Factor
Still	Trivial (0)
Walking	Simple (3)
Running	Average (9)
Dodging	Hard (12)
Jostled	Average (9)
Sudden Noise / Flash of Light	Average (9)
Knocked Down	Hard (12)
Damaged this Round	Very Hard (15)
Continuing Situation	Ease Factor
Answering yes/no question	Hard (12)
Conversation	Very Hard (15)
Casting another spell	Very Hard (15)
Maintaining another spell	Average (9) + 3 per spell

Hermetic Magic – Miscellaneous

Certamen

Challenge:

1. Agree to symmetrical consequences (see ArM5, p. 89).
2. Aggressor chooses Technique (defender may veto first choice).
3. Defender chooses Form (aggressor may veto first choice).

Certamen:

- Roll Initiative at beginning of duel.
- Roll Attack vs. Defense on your turn. (Must use both Technique and Form each round, using one for attack, other for defense.)
- If Attack successful, defender loses 1 Fatigue Level per 5 Weakening Total (round up).
- *Raw Vis*: +2 to Attack or Defense

Certamen Formula:

- **Initiative**: Quickness + Finesse + Stress Die
- **Attack Total**: Presence + Technique or Form + Stress Die
- **Defense Total**: Presence + Technique or Form + Stress Die
- **Weakening Total**: (Intelligence + Penetration + Attack Total - Defense Total) - (Stamina + Parma Magica)

Outcome:

- *Unconscious*: Opponent casts single spell at loser (same Technique + Form as certamen).
- *Concede*: Opponent casts single spell at loser (but loser still conscious and benefits from Parma Magica).
- *Loss of Concentration*: If circumstance calls for Concentration check and one participant fails, they've lost. (Not unusual for opponent to refuse the victory and continue the certamen as a point of honor.)

Spell Mastery

Mastery Ability: Every spell has corresponding Mastery Ability.

- Add to Casting Score
- Subtract from # of botch dice
- Always cast with stress die, but if relaxed never roll botch dice.

Mastered Spell Special Abilities: 1 per level.

- *Fast Casting*: Can use fast casting with formulaic spell.
- *Magic Resistance*: x2 vs. mastered/similar spells
- *Multiple Casting*: See below.
- *Penetration*: Add Mastery to Penetration Ability.
- *Quiet Casting*: Reduce penalty for quiet casting by 5.
- *Quiet Casting (x2)*: No penalty for casting silently.
- *Still Casting*: No penalty for casting without gestures.

Multiple Casting: Simultaneously cast spell # of times = Mastery ability.

- Roll separately for each casting.
- *Aiming Roll*: -1 per target

Form Bonus

Form score / 5 (round up)

- **Animal**: Soak vs. animal attack, resist vs. animal poisons
- **Aquam**: Soak vs. water jets, resist vs. drowning/thirst
- **Auram**: Soak vs. weather, resist vs. suffocation
- **Corpus**: Soak vs. unarmed human, resist vs. disease (not aging)
- **Herbam**: Soak vs. wooden weapons, resist vs. herbal poisons, starvation
- **Ignem**: Soak vs. fire and cold
- **Imaginem**: Resist vs. confusion, deafening, nausea caused by senses
- **Mentem**: Resist vs. mundane persuasion, deception, temptation
- **Terram**: Soak vs. metal/stone weapons, resist vs. mineral poisons
- **Vim**: Resist vs. Twilight (but not comprehend), soak vs. total damage inflicted by your own spellcasting (but not your spells)

Hermetic Magic – Designing Spells

Spell Level: Use guidelines of each Technique + Form.

- Spell Level < 5: +1 magnitude = +1 level
- *Non-Ritual Spell:* Maximum level 50.
- *Ritual Spell:* Minimum level 20.

Spell Magnitude: Level / 5

Base Spell Characteristics: +1 magnitude per step increase in each characteristic.

- *Range:* Personal
- *Duration:* Momentary
- *Target:* Individual
- *Intellego Senses:* Taste (grants one magical sense)

Base Sizes: Per Target. x10 maximum size (mass) = +1 magnitude

- *Intellego Spells:* Not affected by Target size.

Requisites:

- *Allows for Spell Effect:* +0 magnitudes
- *Enhances Spell Effect:* +1 magnitude per requisite
- *Cosmetic Effect:* No requisite.

Miscellaneous Guidelines:

- *Creo Target:* Target is always thing created. Can't use Room to create room of things.
- *Intellego Senses:* Must overcome MR of creature sensed.
- *Magical Wards (Rego):* Thing protected. Ward listed with base range Touch, base duration Ring, base target Circle (so it wards vs. creatures with Might ≤ its level).

Limits

- **Limit of the Divine:** Cannot affect divine power, transubstantiated bread/wine. Agents of the divine (angels, saints) have resistance, but not immunity.
- **Limits of Essential Nature:** Magic which violates the essential nature of a thing must be maintained.

Cesser Limits

Theoretically either a flaw in Hermetic Theory or derived from the Limit of the Divine / Limit of Essential Nature.

- **Limit of Aging:** Cannot halt of reverse aging. Cannot remove Decrepitude. (Essential Nature?)
- **Limit of Arcane Connections:** Cannot affect unsensed target without arcane connection. (Flaw in Hermetic Theory?)
- **Limit of Creation:** Cannot create anything permanently without raw vis. (Divine? Essential Nature? Flaw in Hermetic Theory?)
- **Limit of Energy:** Cannot restore one's own physical energy (Fatigue Levels or Confidence). (Flaw in Hermetic Theory?)
- **Limit of the Infernal:** Intellego magic useless vs. infernal (reveals only what demon wants you to believe). (Flaw in Hermetic Theory? Divine? Essential Nature, as deception is nature of demons?)
- **Limit of the Lunar Sphere:** Cannot affect lunar sphere or anything beyond. (Divine?)
- **Limit of the Soul:** Cannot create immortal soul. Animals do not have souls. (Divine? Flaw in Hermetic Theory?)
- **Limit of Time:** Cannot alter passage of time. Cannot affect past or directly affect future (including scrying). (Divine?)
- **Limit of True Feeling:** Some human love/friendship/faith cannot be affected. (Indicated by Virtue/Flaw.) (Divine? Essential Nature?)
- **Limit of Vis:** Cannot change art to which raw vis is attuned. (Essential Nature?)
- **Limit of Warping:** Cannot affect changes due to Warping. (Divine? Essential Nature?)

Range	Duration	Target	Base Target Size	Intellego Sense
Personal	Momentary	Individual/Circle	By Form	Taste
Touch/Eye	Concentration/Diameter	Part	Same as Individual	Touch
Voice	Sun/Ring	Group/Room	10 Individuals / Enough for 100 Individuals	Smell
Sight	Moon	Structure	10 base Rooms	Hearing
Arcane Connection	Year ¹	Boundary ¹	100 paces in diameter	Vision

¹ Requires ritual spell.

Warping & Twilight

Warping

Warping Score: Ability increased with Warping Points (which act as XP).

- Can increase from Divine, Faerie, Infernal, or Magic sources. (All warping is cumulative, not distinguished by source.)
- Mundane creatures/things also affected. If whole environment (like covenant) affected, GM can track holistically (not individual items/characters).

Powerful Mystical Effect: Spell of magnitude 6+ = +1 warping point

- Do not gain warping from powerful effects created by yourself.
- *Spell Designed for Target:* Designed as formulaic spell. Has normal effect generally, but does not warp caster or designated target.
- *Continuous Powerful Mystical Effect:* +1 warping point per season

Continuous Mystical Effect: 1 warping point per season

- *Momentary Duration:* Does not count as continuous effect.
- *Active < 1/2 Time:* Does not count as continuous effect.

Mystical Botch: Gain 1 warping point per 0 on botch dice.

Warping Mundane Characters:

- *Warping 1:* Gain Minor Flaw.
- *Warping 3:* Gain Minor Flaw.
- *Warping 5:* Gain Mystical Virtue attuned to primary realm of warping. Stop gaining points from living in attuned realm.
- *Warping 6+:* Gain Major Flaw for each new Warping score.

Living in Strong Auras:

Aura	Always Within	1/2 Time Within	Frequent Visits
6	1/year	None	None
7	1/year	1/2 years	None
8	2/year	1/year	None
9	1/season	2/year	1/year
10	1/month	1/season	2/year

Wizard's Twilight

Triggering Twilight: 2+ Warping Points (WP) from single event, roll to avoid twilight.

- May choose not to resist Twilight.

Avoiding Twilight: Stamina + Concentration + Vim Form Bonus + Stress Die vs. Warping Score + WP gained + Enigmatic Wisdom + Aura + Stress Die (no botch)

- *Success:* Spend 2 minutes bringing magic under control.
- *Failure:* Enter Wizard's Twilight.

Comprehending Twilight: Intelligence + Enigmatic Wisdom + Stress Die vs. Warping Score + Stress Die

- *Botch Dice:* 1 +1 per WP gained
- *Comprehension Botch:* +1 step in time in twilight + bad effect
- *Twilight Botch:* Total 0, no other effect

Twilight Time: Intelligence + Stress Die vs. Warping Score + Stress Die

- Adjust # of steps = difference

Warping Score	Base Time in Twilight
0	Mere moments
1	Diameter (2 minutes)
2	2 Hours
3	Sun
4	Day (24 hours)
5	Moon
6	Season
7	Year
8	7 Years
9	7 + Stress Die Years
10+	Eternal: Final Twilight

Effects of Comprehended Twilight: Twilight Scar (minor neutral or beneficial magical effect) + GM chosen effect

- *Increased Knowledge:* 2 XP per WP (Art, Magic Theory, or Enigmatic Wisdom)
- *New Mystical Virtue:* Minor (7-10 WP) or Major (11+ WP)
- *New Spell:* New formulaic spell with magnitude = # warping points gained

Effects of Uncomprehended Twilight: Twilight Scar (minor, magical, and annoying) + GM chosen effect

- *Lost Knowledge:* -2 XP per WP (Art, Magic Theory, or Enigmatic Wisdom)
- *New Mystical Flaw:* Minor (7-10 WP) or Major (11+ WP)
- *Lost Spells:* Lose knowledge of spells with total magnitude = # of WP

Laboratory

Laboratory Basics

Lab Total: Technique + Form + Int + Magic Theory + Aura Modifier

- Any activity requiring Lab Total requires a lab, otherwise it doesn't.

Vis Limit: (Magic Theory x 2) pawns per season.

Similar Spell Bonus: +1 per magnitude of highest level similar spell

- Same effect at different Range, Duration, and/or Target
- Closely related effect at same Range, Duration, and Target

Multiple Lab Activities: Perform multiple projects of same type in same season by adding levels of all projects & applying Lab Total to total levels.

- Arcane Experimentation applies to Lab Total once; extraordinary results apply to all projects in that season.

Laboratory Assistants: Add assistant's Int + Magic Theory to Lab Total.

- Assistant's Virtues also apply.
- *Maximum # of Assistants:* Leadership Score (min. 1 + Familiar)

Missed Time in Laboratory:

- < 10 Days: No penalty.
- 11+ Days: Penalty of 10 + 2 per day over 10.
- 20+ Days: Cannot perform lab work.

Arcane Experiments:

- Add simple die to Lab Total.
- Roll stress die on *Extraordinary Results Table* (ArM5, p. 109).
- **Risk Modifier:** Add +1 to +3 to both rolls & # of botch dice.
- **Experimentation – Spells:** If spell created is flawed, next attempt to create spell adds Magic Theory as bonus.
- **Experimentation – Enchanted Items:** If instilling fails, you lose vis.
- **Experimentation – Investigating Item:** Extraordinary results apply to item. (If item's MR exceeds Lab Total, item resists any such damage.)

Creating Laboratory

Creating Laboratory: Requires Magic Theory 3.

- 1st Season: Basic laboratory (-3 to Lab Total).
- 2nd Season: Standard laboratory (no penalty).

Personalized Laboratory Rules: *Covenants*, p. 109-124

Laboratory Projects

Spells

Inventing Spell (1 Season): Accumulate points = (Lab Total + Similar Spell Bonus - Spell Level). When points = spell level, spell is invented.

Learning Spells – From Teacher (1 Season):

- *Max. Total Levels* = Teacher's highest applicable Lab Total
- *Max. Spell Levels of Technique + Form* = Teacher's Lab Total in Technique + Form
- *Highest Spell Level* = Student's Lab Total in Technique + Form

Miscellaneous Projects

Investigating Enchanted Item (1 Season): Intellego Vim Lab Total + Stress Die vs. Effect Level

- Discover powers in item from lowest effect level to highest.
- On success, can immediately reroll in same season for next power.

Fixing Arcane Connection (1 Season): Arcane Connection + 1 pawn Vim vis = permanent Arcane Connection

Vim Vis Extraction (1 Season): Extract 1/10th Creo Vim Lab Total of Vim vis. (Requires magical aura.)

Vis Transfer (1 Day): Move vis from one physical form to another.

- *Maximum*: See *Vis Limits Table*.
- Item opened for enchantment cannot contain raw vis.

Longevity Ritual

Create Longevity Ritual (1 Season): Creates focus (potion, bath, magical fire, etc.) customized to specific individual.

- Individual must be present for entire season.
- Effect lasts until target suffers an aging crisis.
- **Longevity Ritual**: +1 per 5 points of Creo Corpus Lab Total (round up)
- **Vis Cost**: 1 pawn per 5 years. Creo, Corpus, Vim or type strongly associated with magical talent.
- **Additional Vis**: +1 Lab Total per pawn

Replacement Ritual (Minor Task): With original Longevity Ritual's Lab Text, create new ritual by spending vis.

Creating Ritual for Others: Must have Creo Lab Total 30.

Creating Ritual for Mundane: +1 per 10 points of Creo Corpus Lab Total (round up)

Warping Effect: +1 warping point per year (as continual mystical effect)

Vis Limits Tables

Material	Base Points	Size	Example	Multiplier
cloth, glass	1	tiny	ring, bracelet, pendant, any gem	x1
wood, leather	2	small	wand, dagger, belt, cap	x2
bone, soft stone	3	medium	sword, tunic, boots, skull	x3
hard stone	4	large	staff, shield, cloak, skeleton	x4
base metal	5	huge	boat, wagon, human body, small room	x5
silver	6			
gold	10			
semi-precious gem	12			
precious gem	15			
priceless gem	20			

Laboratory - Enchanted Items

Items

Charged Item (1 Season): Create enchanted item(s) with one effect.

- **# of Charges** = (Lab Total - Effect Level) / 5 (round up)
- **Multiple Items**: Charges can be split between any number of identical objects

Lesser Enchantment (1 Season): Create enchanted item with one effect.

- **Lab Total** = 2x adjusted effect level
- **Vis Cost**: 1 pawn per 10 effect levels (round up)
- **Capacity**: Vis limit of item

Invested Item: Enchanted item that can contain multiple effects.

- **Prepare Item** (1 Season): Spend vis = vis limit of item.
- **Instilling Effect** (1 Season): Accumulate points = (Lab Total + Shape/Material Bonus + 1 per effect in item with same Technique and/or Form + Similar Spell Bonus - Effect Level). When points = effect level, item has been invested.
- **Vis Cost Per Effect**: 1 pawn per 10 effect levels (round up)
- **Capacity**: 2x vis limit of item
- **Component Items**: Enchant one part of an item (e.g., ruby on staff). Vis limit calculated per component. Bonuses calculated per Shape of whole item & Material of specific part. (Any effect using Shape bonus is lost if item separated.)
- **Compound Items**: Enchant multiple parts of one item. Maximum components = Magic Theory. Vis limit = total of all components OR highest value component. Bonuses calculated per Shape of whole item & Material of part used for that effect.

Attune Talisman (1 Season): Attune invested item that no other magus has independently worked on as a talisman.

- **Invested Talisman**: Capacity = magus' highest Technique + Form; can be opened a bit at a time. +5 Lab Total when instilling effects into talisman. No other magus can instill effects into a talisman.
- **Magic Attunement**: Choose one from *Shapes & Material Bonuses Table* each time talisman is prepared/instilled. Bonus applies to spellcasting (not MR or lab work) when touching talisman.
- **Talisman is Part of You**: Personal range spells can affect talisman. You are considered to be touching anything the talisman is touching.
- **Arcane Connection**: Talisman is arcane connection to owner.
- **Magic Resistance**: When touching talisman, it has owner's MR. When not touching talisman, it has owner's Form bonus to MR.
- Maximum of 1 talisman per magus (unless previous talisman completely destroyed).
- Cannot attune talisman for someone else.

Effects

Effect: As per spell (although effect is not a spell & creator does not need to know a comparable spell). Cannot mimic effects of ritual spell. (*Exception*: If the spell is only a ritual due to level.)

- **Level**: As per spell.
- **Effect Frequency**: See table.
- **Trigger**: Physical action (command word, stance, motion, etc.)
- **Base Penetration**: 0
- **Range**: Measured from item, not user.
- **User**: Resolves concentration and aiming as required.
- **Item Use Initiative**: Quickness + Stress Die

Effect Modifications:

- **Penetration**: +2 Penetration per +1 effect level
- **Item Concentration**: +5 effect level. Item maintains concentration until sunset/sunrise.
- **Effect Use**: +3 effect level. Item used only by specific people.
- **Effect Expiry**: After first use, countdown to effect no longer working. Multiply accumulated instilling points (1 year = x10, 7 years = x5, 70 years = x2).
- **Environmental Trigger**: +3 effect level. Triggered by environmental effect.
- **Linked Trigger**: +3 triggered effect level. Triggered by secondary effect. If linked trigger is resisted, item will not work (user can choose not to resist).
- **Linked Trigger - Mental Command**: Level 30 effect (base level 15 + 1 magnitude for Touch +1 magnitude for Concentration + 5 levels for item concentration).
- **Constant Effect**: +14 effect level. (Priced per Duration: Sun, two uses per day, environmental trigger (sunrise or sunset).)

Effect Frequency	Modifier
1 use per day	0
2 uses per day	+1
3 uses per day	+2
6 uses per day	+3
12 uses per day	+4
24 uses per day	+5
50 uses per day	+6
Unlimited	+10

Shape & Material Bonuses: ArM5, p. 110.

Texts & Books

Laboratory Texts

Use Lab Text (1 Season): Use lab texts to create effects with same Technique + Form and total level < Lab Total.

- Effect must be identical to lab text (including receptacle).
- Talisman laboratory texts cannot be used for talismans belonging to different magus.
- Familiar-related laboratory texts are specific to that magus-familiar bond.

Creating Lab Text: Automatically created with successful lab project.

- Instilling multiple effects into an object creates separate lab texts for each effect.

Write Lab Text (1 Season): Latin x 20 levels

- Required for others to use your notes without translation.

Translating Lab Text (1 Season): Accumulate points = Lab Total. When points = effect level, you can use other magus' text.

Writing Books

Writing Summa (1 season): Accumulate points = Communication + Language. When points = summa level (Arts) or summa level x 5 (Abilities), book is complete.

- **Level / Gain Limit:** Determined by author, up to ½ Art/Ability Score.
- **Quality:** Communication +6

Writing Tractatus (1 season):

- **Quality:** Communication +6
- Can only write # of tractatus = ½ score in Ability or 1/5th score in Art (rounded up).

Copying Books:

- **Copy Carefully:** 1 tractatus per season or 6 + Profession (Scribe) points towards summa.
- **Copy Quickly:** 3x faster than careful copying. Source Quality is -1.

Corrupted Copies: If lacking prerequisites, copy is worthless due to errors.

- Must be able to read/write language (min. score 3).
- Must have at least 1 in Realm Lore or Ability for text about Supernatural Ability.
- Must have at least 1 in Magic Theory for text about Hermetic Arts / Parma Magica.

Familiars & Apprentices

Familiars

Finding Familiar: Must be magical creature with Magic Might score.

Initial Bond (1 season): Familiar Bonding Total \geq Familiar Bonding Level to create Three Cords.

- *Familiar Bonding Total:* Technique + Form + Intelligence + Magic Theory + Aura Modifier
- *Familiar Bonding Level:* Familiar's Magic Might + 25 + (5 x size)
- *Familiar Bonding Cost:* 1 vis per 5 levels (round up), must match Technique & Form
- Technique/Form must be appropriate to creature. (Animal and Vim always appropriate.)

Three Cords: Spend Familiar Bonding Total as XP to purchase each cord as an Ability (see *Advancement Table*, ArM5, p. 31). +5 maximum.

- **Golden Cord:** Connect magical abilities. Subtract from botch dice when using magic (min. 1 botch die).
- **Silver Cord:** Connect minds. Add to rolls for Personality traits, natural resistance vs. magic, natural mental influence. If mind affected by magic, familiar can free master on 9+ roll on Silver Cord + Stress Die (attempt 1/day; on botch, familiar's mind is overcome).
- **Bronze Cord:** Connect bodies. Add to Soak totals, healing rolls, withstanding deprivation, aging. (Does not help vs. Fatigue.)
- Can be seen with Second Sight.
- Does not inflict warping points.

Improve Bond (1 Season): Use improved Familiar Bonding Total to increase Cord Abilities.

- Must be same Technique/Form as original Bonding Total.
- Pay difference in vis.

Empowering Bond (1 season): Invest effect in familiar as enchanted item.

- Each power instilled in bond causes magus & familiar to take on minor characteristic of each other.
- No limit to number of powers that can be invested.
- Lab Total +5 if matching Technique/Form of Familiar bond (+10 if both).
- Limited to effects which target maga, familiar, or both.
- Verditius Mysteries do not add to Lab Total.
- **Sample Powers:** ArM5, p. 105

Apprentices

Order of Hermes Requirements:

- Must spend 1 season per year training apprentice.
- Must extend Parma Magica to cover apprentice during training (to negate Gift penalty).

Opening the Arts (1 season): Apprentice gains 0 in all Hermetic Arts.

- **Supernatural Abilities:** If apprentice has Supernatural Ability, their Supernatural Level is highest of 10 for Minor, 30 for Major, or 5 x Ability Score.
 - Intellego Vim Lab Total < Supernatural Level: Cannot open the arts.
 - Intellego Vim Lab Total = Supernatural Level: Supernatural Ability lost.
 - Intellego Vim Lab Total = 2 x Supernatural Level: Can preserve ability or convert to Hermetic Virtue of equal level.
 - *Multiple Abilities:* Total them all together. Can save some and lose others.
- If Master has Art < 5, Apprentice has Deficiency in Art.
- You may teach Magic Theory before Opening the Arts, but not Arts or spells.

Advancement

Advancement Total: Source Quality + Bonus from Virtues - Penalty from Flaws = XP gained

- *Gain Limit:* Student may not gain XP if source level \leq student's level.
- *Source Limit:* Cannot gain XP from more than 1 source per season.
- *Distractions:* Reduce XP gained by $1/3^{\text{rd}}$ for each month lost in season.

Adventure: Split between any Abilities/Arts used in adventure. Maximum 5 XP to a single Ability/Art.

- *Source Quality:* 5-10 (determined by GM)

Exposure (Minor Task): Split between any two Abilities/Arts consistently used in season.

- *Source Quality:* 2

Study Books (1 Season): Cannot study books you wrote yourself.

- *Summa:* Can be studied multiple times (using Summa Source Quality and Level = Gain Limit).
- *Tractatus:* Can be studied only once (using Tractatus Source Quality); has no Gain Limit.
- Can only study Supernatural Abilities you already have.

Study Vis (1 Season): Requires 1 pawn per 5 levels magus has in that Art (round up).

- *Source Quality:* Stress Die + Aura Bonus
- *Botch Dice:* +1 per pawn (counts as mystical botch for warping)
- Vis is consumed by study.

Practice (1 Season): Can be split between multiple things, but Source Quality = lowest possible. Cannot be used to improve Arts.

- *Source Quality:* 4
- *Language in Native Community:* Source Quality 8 (if language $<$ 5)
- *Area Lore by Traveling Area:* Source Quality 5-7
- *Practice w/Expert Feedback:* Source Quality 5

Practice for Spell Mastery: Source Quality 5

Training (1 Season): One-on-one training. Cannot be used to improve Arts.

- *Source Quality:* Master's Ability Score + 3
- *Gain Limit:* Master's Ability Score
- Master gains Exposure XP.
- Master may work at earning a living in same season IF job uses Ability.

Teaching (1 Season): Instructed by teacher.

- *Source Quality:* Teacher's Communication + Teaching +3 + Bonus
- *Gain Limit:* Teacher's Art/Ability Score
- *Maximum Students:* Teaching Ability \times 5 (min. 1)
- *Single Student:* +6 bonus to Source Quality
- *Two Students:* +3 bonus to Source Quality
- *Hermetic Arts:* Can only be taught one-on-one.
- Teacher gains Exposure XP, but must take season action to teach.

Learning Supernatural Ability:

- *Source Quality:* Normal Source Quality - Total Score in Supernatural Abilities - Total Score of Hermetic Arts (min. 15 if any)
- *Initial Teaching:* Must be via Training or Teaching and must gain at least 1 in first season.

Aging

Aging: Roll on *Aging Table* each Winter starting at age 35.

- *Under 35:* Roll if under influence of Longevity Ritual, but treat results of 10+ as 9.

Aging Points: If Aging Points in Characteristic = absolute value of Characteristic, -1 Characteristic & all aging points in Characteristic are lost.

Decrepitude Score: All Aging Points are XP for advancing Decrepitude.

- *Decrepitude 4:* Any stressful activities require Crisis roll.
- *Decrepitude 5:* Bedridden and will die within a few months. (Cannot be saved by mortal intervention.)

Aging Total: Stress Die (no botch) + age/10 (round up) - Living Conditions Modifier - Longevity Ritual Modifier

Aging Crisis (1 Season): Simple Die + age/10 (round up) + Decrepitude Score

- *Medical Attention:* Int + Medicine vs. EF 6 = add attendant's Medicine to survival roll. (Botch = -3 to survival roll)
- *Creo Corpus Magic:* Performed as Momentary ritual, automatically succeed on survival roll.
- Virtues that affect aging rolls do not affect survival rolls.

Longevity Ritual:

- Renders user sterile.
- Cannot die as result of aging crisis, but ritual is no longer effective and must be performed again.

Aging Rolls Table

Aging Roll	Result
2 or less	No apparent aging
3+	Apparent age +1 year
10-12	+1 aging point (any characteristic)
13	Gain sufficient Aging Points (in any characteristics) to reach next level of Decrepitude + Crisis
14	+1 aging point in Quickness
15	+1 aging point in Stamina
16	+1 aging point in Perception
17	+1 aging point in Presence
18	+1 aging point in Strength & Stamina
19	+1 aging point in Dexterity & Quickness
20	+1 aging point in Communication and Presence
21	+1 aging point in Intelligence and Perception
22+	Gain sufficient aging points (in any characteristics) to reach next level in Decrepitude + Crisis

Aging Crisis Table

Crisis Roll	Result
8 or less	Bedridden for 1 week.
9-14	Bedridden for 1 month.
15	Minor illness. Stamina roll of 3+ or CrCo20 to survive.
16	Serious illness. Stamina roll of 6+ or CrCo25 to survive.
17	Major illness. Stamina roll of 9+ or CrCo30 to survive.
18	Critical illness. Stamina roll of 12+ or CrCo35 to survive.
19+	Terminal illness. CrCo40 required to survive.

Living Conditions

Living Conditions	Modifier
Wealthy, or healthy location	+2
Typical Summer or Autumn covenant (magus)	+2
Typical Summer or Autumn covenant (mundane)	+1
Typical Spring or Winter covenant (magus)	+1
Average peasant	0
Poor, or unhealthy location, typical town	-2

Combat

(1 round = 6 seconds)

Initiative: Quickness + Weapon Initiative Modifier - Encumbrance + Stress Die

- *Delay:* To respond to a later action in the round.
- *Tie:* Reroll to break tie.
- *Magic Initiative:* Quickness + Stress Die
- *Enchanted Item Use:* Quickness + Stress Die

Movement: Move up to ½ movement

- *Sprinting:* GM may require Athletics check.

Speed	Paces per Round
Walking	9 + Quickness
Hustling	15 + Quickness + Enc
Sprinting	30 + Quickness + Athletics + Enc - Wound - Fatigue
Horse (safe gallop)	50 + Ride

Attack:

- **Attack Total:** Dexterity + Combat Ability + Weapon Attack Modifier + Stress Die
- **Defense Total:** Quickness + Combat Ability + Weapon Defense Modifier + Shield Defense Modifier + Stress Die
- **Attack Advantage:** Attack Total - Defense Total (must be positive to deal damage)
- **Damage Total:** Stamina + Weapon Damage Modifier + Attack Advantage - Soak Total

Missile Attack:

- *Defense vs. Missile:* Cannot use Weapon Defense Modifier.
- *Range Increment:* -3 penalty per increment beyond the first.

Wound: Amount of damage dealt determines wound severity (see *Damage Table*).

Disengage: Roll Defense Total. Anyone who has attacked in last round can generate opposing Attack Total.

- *Repeated Disengagement:* +3 cumulative bonus for each additional disengagement attempt (if not attack attempted between them).

Defenders: Those defended cannot be injured unless defenders botch or are incapacitated.

- Defenders can take combat actions normally.
- *# of Defended:* Cannot exceed # of defenders.

Damage Table

Size	Light	Medium	Heavy	Incapacitating	Dead
≤ -4	1	2	3	4	5+
-3	1-2	3-4	5-6	7-8	9+
-2	1-3	4-6	7-9	10-12	13+
-1	1-4	5-8	9-12	13-16	17+
0	1-5	6-10	11-15	16-20	21+
+1	1-6	7-12	13-18	19-25	25+
+2	1-7	8-14	15-21	22-28	29+
+3	1-8	9-16	17-24	25-32	33+

Groups

Group: 1-6 characters with Attack/Defense Totals within 5 points of each other.

- *Group vs. Group:* Blows spread evenly across group; vanguard takes at least as many blows as other members.

Vanguard: Designate 1 character as vanguard. Group rolls attack/defense per vanguard.

Leader: If group has trained to fight together (1 season improving combat skills together), designate 1 as leader.

- Can be same as vanguard
- *Maximum Group Size* = Leader's Leadership Score
- *Group Bonus:* Sum of group's Combat Abilities (max. 3 x Leader's Leadership) to either Attack or Defense (choose which each round).

Forming Group: Requires 1 round while out of combat.

- *Loss of Vanguard or Leader:* Group splits into individuals.
- *Changing Vanguard/Leader:* Can't without reforming the group.

Splitting Groups: Melee attack normally, if Attack Advantage ≥ 0 split group instead of inflicting damage.

- Can split evenly into # of groups = # of attacking groups.
- New groups can spend 1 round to assign new leaders/vanguards (even in combat).

Combat - Advanced

Exertion: Expend Fatigue Level to add bonus equal to Combat Ability to one Attack or all Defense rolls for 1 round.

- *Group Exertion:* All must spend Fatigue. Bonus equal to Vanguard's Combat Ability.

Mounted Combat: Add Ride score (max. +3) to Attack/Defense totals.

Scuffle: Attack normally. Instead of Wound, apply Fatigue.

- *Scuffling with Lethal Weapon:* -3 to Attack Total, do not add weapon's Damage Bonus

Scuffle Effects

Wound Level	Effect
Light	1 Fatigue Level
Medium	2 Fatigue Levels
Heavy	2 Fatigue Levels + Light Wound
Incapacitating	3 Fatigue Levels + Light Wound
Dead	5 Fatigue Levels + Medium Wound

Grappling: Attack normally with Brawl. Attack Advantage = Grapple Strength

- *Escaping Grapple:* Attack normally with any melee Combat Ability, then Grapple Strength - Attack Advantage. If Grapple Strength = 0, escape and inflict Light Wound.
- *Strengthen Grapple:* Attack normally with Brawl, then Grapple Strength + Attack Advantage.
- Must have free hands.
- Failed attacks do not change Grapple Strength.

Special Effects: Attack normally (usually Brawl), but must achieve certain Attack Advantage.

- *Trip:* 3 Advantage
- *Grab Worn Item:* 6 Advantage
- *Disarm:* 9 Advantage
- *Take Weapon:* 12 Advantage

Armor

Material	Partial Load	Partial Protection	Full Load	Full Protection	Cost
Quilted/Fur	2	1	n/a	n/a	Inexpensive
Heavy Leather	3	2	n/a	b/a	Inexpensive
Metal Reinf Leather	2	2	4	4	Standard
Leather Scale	3	3	5	5	Standard
Metal Scale	4	4	7	7	Standard
Chain Mail	6	4	9	6	Expensive

- **Protection:** Add to Soak.
- **Load:** Partial or Full. Add to Encumbrance.
- **Cost:** General indication of expense.

Fatigue & Wounds

Fatigue

Brief Strenuous Actions: Stamina - Encumbrance + Stress Die vs. EF 6

- *Failure* = Fatigue Level

Short-Term Fatigue: Default. Recover 1 level at a time.

Long-Term Fatigue: Lost from long-term activities. Recover one level of long-term fatigue from good night's rest.

Fatigue Level	Penalty	Short-Term Recovery
Winded	0	2 minutes
Weary	-1	10 minutes
Tired	-3	30 minutes
Dazed	-5	60 minutes
Unconscious	n/a	2 hours + 1 hour per additional Fatigue Level

Non-Combat Damage

Debilitation (Poison/Disease): Stamina vs. EF.

- *Failure:* Suffer Wound with level determined by source.

Deprivation: Stamina vs. EF 3, +1 per time period.

- *Failure:* Lose Fatigue Level. After losing consciousness, next failure inflicts Light Wound. Then increase Wound severity per failed check.
- *Air:* 30 seconds (short-term)
- *Water:* 1 day (long-term)
- *Food:* 3 days (long-term)

Injuries: Stress Die + Source Damage Bonus

- *Heat & Corrosion:* Per round. Damage Bonus x2 if covering limb; x3 if half body; x4 if full immersion.
- *Falling Damage:* Damage Bonus x2 for hard surface; ½ for soft.

Heat/Corrosion	Intensity	Impact	Damage
Wood Fire	+5	Falling	+1 per 2 feet
Boiling Water	+3	Jug dropped from 2 nd floor	+6
Boiling Oil	+6	Inside collapsing house	+15
Molten Lead	+9	Mature tree falls on you	+18
Molten Iron	+12	Inside collapsing stone building	+21
Ice	+1		
Lye	+3		
Quicklime	+6		
Vitriol	+9		

Wounds

Wound Penalty: Applies to all rolls and totals (except Recovery Rolls).

Activities While Injured:

- *Wound Penalty -1 or -2:* Cannot undertake strenuous activity, including casting spells costing Fatigue.
- *Wound Penalty -3 or -5:* If at this level for 1 month+ in season, lab work and craft work impossible; Study Total halved. Can walk slowly with frequent rests; long distance travel at ½ normal rate.
- *Wound Penalty 6+:* Can talk and eat. Move short distances with assistance.

Recovery Roll: Stamina + Medic's Chiurgy/Medicine Score + Magical Aid + Stress Die

- *Interval:* Make recovery roll for each wound.
- *Medical Attention:* Chiurgy for combat wounds; Medicine for diseases/poison.
- *Recovery Roll ≥ Improvement EF:* Wound decreases by one level.
- *Recovery Roll ≥ Stable EF:* +3 cumulative bonus to next recovery roll.
- *Recovery Roll < Stable EF:* Wound increases by one level.

Incapacitation:

- *Recovery Roll:* Sunrise & Sunset
- *Recovery Roll < 1:* Character dies.
- *Recovery Roll 9+:* All incapacitating wounds = heavy wounds.
- *Recovery Roll 1-8:* -1 cumulative penalty to next recovery roll.

Wounds Table

Wound Level	Penalty Per Wound	Interval	Stable EF	Improvement EF
Light	-1	1 week	4	10
Medium	-3	1 month	6	12
Heavy	-5	1 season	9	15
Incapacitated	No Actions	Special		

Miscellaneous

Realms

Auras:

- Add to Casting Score
- Add to Lab Total.
- Add to Supernatural Abilities (usually Magic).
- Add to Magic Resistance.
- Add to non-spellcasting Penetration.

Entering Regio: Ritual or succeed on Regio Sight Roll.

- *Regio Sight Roll*: Perception + Appropriate Ability + Stress Die
- *Ease Factor*: 5 + (2 x difference between current level aura & sought level aura)

Tainted Vis: Vis from non-Magic auras.

- *Faerie Vis*: Generally safe.
- *Divine Vis*: Safe, but some consider sacrilegious.
- *Infernal Vis*: x2 botch dice for spellcasting; roll on experimental results chart for enchanted items.

Realm Interaction Table

	<u>Magic Power</u>	<u>Divine Power</u>	<u>Faerie Power</u>	<u>Infernal Power</u>
Magic Aura	+ aura	no effect	+ ½ aura	- aura
Divine Aura	- (3 x aura)	+ aura	- (4 x aura)	- (5 x aura)
Faerie Aura	+ ½ aura	no effect	+ aura	- aura
Infernal Aura	- aura	no effect	- (2 x aura)	+ aura

Creatures

Creature Magic Resistance: Might Score

Creature Power Penetration: Might Score - (5 x Might Point cost of power) + Penetration Bonus

Creature Power Level for Dispelling: Might Score

Creature Powers: Spend cost from Might Pool.

Size Examples

<u>Size</u>	<u>Example</u>
-10	Mouse
-8	Rat
-5	Rabbit
-3	Baby, cat
-2	Child, medium dog, sheep
-1	Adolescent human, large dog, wolf
+1	Big human, pony
+2	Horse
+3	Aurochs
+4	Elephant
+7	Small dragon