

Appendix II

Formulae Review

Chapter Six: Covenants

ART SUMMA COST:
Level + Quality

ART SUMMA LEVEL LIMIT: 20

ART SUMMA QUALITY LIMIT:
11 + (20 – Level), or 22, whichever is lower

ABILITY SUMMA COST:
Quality + 3 x Level

ABILITY SUMMA LEVEL LIMIT: 8

ABILITY SUMMA QUALITY LIMIT:
11 + 3 x (8 – level), or 22,
whichever is lower

TRACTATUS COST: Quality

TRACTATUS QUALITY LIMIT: 11

LAB TEXT COST:
1 Build Point per five levels

VIS SOURCES COST:
5 Build Points per pawn of vis per year

VIS STOCKS COST:
1 Build Point per 5 pawns of vis

ENCHANTED ITEM COST:
2 Build Points per five levels of effect

TEACHER COST:
Communication + Teaching +
Highest Ability Score

SCORE LIMITS:
By age (see page 31)

SPECIALIST COST:
Highest Ability Score

SCORE LIMIT:
By age (see page 31)

Chapter Seven: Hermetic Magic

FORM BONUS:
Form score/5 (rounded up)

CASTING SCORE:
Technique + Form + Stamina
+ Aura Modifier

FORMULAIC CASTING TOTAL:
Casting Score + Die Roll

RITUAL CASTING TOTAL:
Casting Score + Artes Liberales
+ Philosophiae + Die Roll

FATIGUING SPONTANEOUS MAGIC
CASTING TOTAL:
(Casting Score + Stress Die)/2

NON-FATIGUING SPONTANEOUS MAGIC
CASTING TOTAL:
Casting Score/5

PENETRATION TOTAL:
Casting Total + Penetration Bonus – Spell Level

CONCENTRATION ROLL:
Stamina + Concentration + Stress Die

LIMIT ON VIS USE IN SPELLCASTING:
The maga's score in the Art of the vis

VIS BOOST TO CASTING SCORE:
+2 casting score per pawn

VIS BOTCH DICE:
+1 botch die per pawn of vis used

FAST CASTING SPEED:
Quickness + Finesse + Stress Die

FAST CAST PENALTY:
–10 to Casting Score

FAST CAST BOTCH DICE:
+2 botch dice

DETERMINING FORM OF MAGICAL EFFECT:
Perception + Awareness
vs. 15 – effect magnitude

CEREMONIAL CASTING BONUS:
Add Artes Liberales and Philosophiae
to Casting Score

AIMING ROLL:
Perception + Finesse + Die

MASTERY ABILITY:
Adds to casting score
and subtracts from number of botch dice

TARGETING:
Penalty of one for every
separate target, including the first

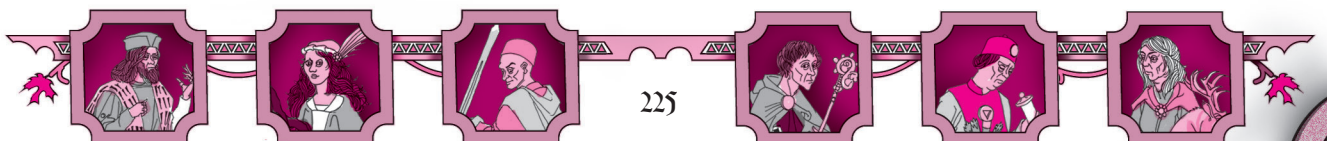
TWILIGHT AVOIDANCE:
Stamina + Concentration + Vim Form Bonus
+ stress die vs. Warping Score
+ Number of Warping Points gained
+ Enigmatic Wisdom + local aura
+ stress die (no botch)

TWILIGHT COMPREHENSION:
Intelligence + Enigmatic Wisdom + stress die
vs. Warping Score + stress die

BOTCH DICE:
1 + 1 per Warping Point gained
to trigger the Twilight

TWILIGHT TIME:
Intelligence + stress die
vs. Warping Score + stress die

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Chapter Seven: Hermetic Magic Continued

INITIATIVE TOTAL:
Quickness + Finesse + Stress Die

ATTACK TOTAL:
Presence + Technique or Form + Stress Die

DEFENSE TOTAL:
Perception + Form or Technique
+ Stress Die

ATTACK ADVANTAGE:
Attack Total – Defense Total
(if Attack Total is higher)

WEAKENING TOTAL:
Intelligence + Penetration
+ Attack Advantage

RESISTANCE TOTAL:
Stamina + Parma Magica

Chapter Eight: Laboratory

LAB TOTAL:
Technique + Form + Intelligence
+ Magic Theory + Aura Modifier

VIS EXTRACTION:
One tenth (round up) of Creo Vim
Lab Total pawns of Vim vis

VIS LIMIT:
Magic Theory x 2 pawns per season

MAXIMUM TOTAL LEVELS:
Teacher's highest applicable Lab Total

MAXIMUM LEVELS IN ONE
TECHNIQUE AND FORM:
Teacher's Lab Total in that Technique and Form

HIGHEST LEVEL OF AN INDIVIDUAL SPELL:
Student's Lab Total in the Technique and
Form of the Spell

SIMILAR SPELL BONUS:
Magnitude of highest-level
similar spell known

LONGEVITY RITUAL:
+1 bonus for every five points
or fraction of Creo Corpus Lab Total

LONGEVITY RITUAL VIS COST:
1 pawn for every five years of age
(rounded up)

WRITING LABORATORY TEXTS:
Latin x 20 levels per season

COPYING LABORATORY TEXTS:
Profession: Scribe x 60 levels per season

FAMILIAR BONDING LAB TOTAL:
Any Technique + any Form + Intelligence
+ Magic Theory + Aura Modifier

FAMILIAR BONDING LEVEL:
Familiar's Magic Might + 25 + (5 x Size)

FAMILIAR BONDING COST:
1 pawn of vis per five levels or fraction.
Vis must match Technique or Form

Chapter Nine: Spells

SPELL MAGNITUDE:
Level/5 (rounded up)

SPELL GUIDELINES:
Range: Personal;
Duration: Momentary;
Target: Individual

INTELLEGO SPELLS:
Not affected by Target size

BASE INDIVIDUAL:
Determined by Form

BASE PART:
Same as Individual

BASE GROUP:
Mass of ten standard Individuals

BASE ROOM:
Large enough for 100 standard Individuals

BASE STRUCTURE:
Ten base Rooms

BASE BOUNDARY:
An area 100 paces in diameter

INCREASING SIZE:
Multiply size by ten for each magnitude
added to the spell.

REQUISITE NECESSARY FOR SPELL'S EFFECT:
+0 magnitudes

REQUISITE ENHANCES SPELL'S EFFECT:
+1 magnitude or more

ADDED EFFECT IS PURELY COSMETIC:
No requisite

Chapter Ten: Long-Term Events

INCREASE AN ABILITY BY ONE:
(Ability + 1) x 5 experience points

INCREASE AN ART BY ONE:
Art + 1 experience points

ADVANCEMENT TOTAL:
Source Quality + Bonus from Virtues –
Penalty from Flaws

EXPOSURE SOURCE QUALITY: Two

ADVENTURE SOURCE QUALITY: 5–10

PRACTICE SOURCE QUALITY:
3–8, usually 4

TRAINING SOURCE QUALITY:
Master's score in Ability being taught + 3

TRAINING GAIN LIMIT:
Master's score in Ability being taught

TEACHING SOURCE QUALITY:
Teacher's Communication
+ Teaching + 3 + bonus

TEACHING GAIN LIMIT:
The teacher's score in the Art or Ability

SUMMAE: SOURCE
Quality and Level

SUMMA STUDY LIMIT:
Summa Level

TRACTATUS: SOURCE
Quality

VIS SOURCE QUALITY:
Stress Die + Aura Bonus

SUMMA SOURCE QUALITY:
Author's Communication + 6 + bonus

SUMMA GAIN LIMIT: Level of summa

TRACTATUS SOURCE QUALITY:
Author's Communication + 6

COPYING CAREFULLY:
1 tractatus per season, or 6 + Profession
(Scribe) points towards a summa.

COPYING QUICKLY:
Three times as fast as careful copying, copy
Source Quality is 1 lower than copied book.

SUPERNATURAL ABILITY SOURCE QUALITY:
Normal Source Quality – Total Score in
Supernatural Abilities

AGING TOTAL:
Stress die (no botch) + age/10 (round up)
– Living Conditions modifier
– Longevity Ritual modifier

CRISIS TOTAL:
Simple die + age/10 (round up)
+ Decreptitude Points

Chapter Eleven: Obstacles

INITIATIVE TOTAL:
Quickness + Weapon Initiative Modifier
– Encumbrance + Stress Die

ATTACK TOTAL:
Dexterity + Combat Ability
+ Weapon Attack Modifier + Stress Die

DEFENSE TOTAL:
Quickness + Combat Ability
+ Weapon Defense Modifier + Stress Die

DAMAGE TOTAL:
Strength + Weapon Damage Modifier
+ Attack Advantage

SOAK TOTAL:
Stamina + Armor Soak Bonus

ATTACK ADVANTAGE:
Attacker's Attack Total
– Defender's Defense Total

RECOVERY TOTAL:
Stamina + Medic's Chirurgy or Medicine score
+ Magical Aid + Stress Die

NON-COMBAT DAMAGE TOTAL:
Damage Bonus + Stress Die

NON-COMBAT SOAK TOTAL:
Soak Total + Stress Die.

Chapter Twelve: Realms

CREATURE MAGIC RESISTANCE:
Might Score

CREATURE PENETRATION:
Might Score – (5 x Might Points spent
on power) + Penetration Bonus

CHARACTER PENETRATION:
Effect Roll – Ease Factor
+ Penetration Bonus

REGIO SIGHT ROLL:
Perception + Appropriate Ability
+ Stress Die

EASE FACTOR:
5 + (2 x difference between current level's
aura and sought level's aura)

Chapter Thirteen: Bestiary

CREATURE MAGIC RESISTANCE:
Might Score

CREATURE POWER PENETRATION:
Might Score – (5 x Might Point cost of
the power) + Penetration Bonus

CREATURE POWER LEVEL FOR DISPELLING:
Creature's Might Score

