

Ars Magica to GURPS

by Thomas Barnes c. 1998
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General Assumptions

This conversion has been done with the general assumption that every point of Flaws or Virtues works out to about 5 GURPS character points, and each level of Magical Art works out to about 1/2 a character point. In some cases things have been changed or ignored to make the conversion work better.

Mages

Mages should be designed on 150 to 200 character points, with up to 100 points in disadvantages, excluding the advantages common to every mage (See the Mage template). At least 75 points should be dedicated to buying levels of the various Magical Forms and Techniques, and a further 75 points should be spent on spells and magical skills. If the mage takes more than 50 points of disadvantages, the extra -50 points should be spent on magical disadvantages or more mundane disadvantages which are somehow linked to the Order of Hermes or the practice of magic. Disadvantages required of mages of a certain house must be included in the extra 50 points of disadvantages.

Redcaps

Redcap characters should be built on 150-200 character points with no more than 60 points of disadvantages, exclusive of the advantages and disadvantages associated with being a Redcap. Of those points, at least 75 points should be spent on various skills, including magical skills such as Thaumaturgy or Occultism.

Apprentices

Apprentices should be built on 50-200 points depending on their age and training. They should have no more than 60 points of disadvantages, exclusive of the advantages and disadvantages associated with being an Apprentice. Of these points, at least 75% should be spent on magic powers and advantages or skills related to magic. Apprentices automatically have the **No Sigil** disadvantage and most will also have a **Duty** to their master. The cost of this Duty varies from character to character. Other disadvantages such as **Youth**, **Impulsiveness**, or **Gullible** are highly appropriate.

Required Mage Advantages, Disadvantages, and Skills

Mages have the advantages of **Literacy** (10 points), **Hermetic Magery** (35 points), **Arcane Background** (5 points), **Parma Magica** (Variable), **Certamen** (Variable), **Status (Order)** (Variable), **Covenant** (Variable), **Patron** (Variable), and **Ally Group** (Variable) advantages. They have the disadvantages of **Disturbing** (-10 points), **Frightens Animals** (-10 points), **Duty** (to Order) (-5 points), **Code of Honor (Hermetic Code)** (-5 points) and **Magic Affected by Auras** (-15 points, -6 to spell skills).

Magi must also take the skills Occultism, Savoir-Faire (Hermetic Order), and Latin at IQ level or above.

Since Research (Magic) and Thaumaturgy are crucial for learning spells and other magical activities, starting mages must have these skills at IQ-3 or better. However, since both skills require the expenditure of large amounts of Vis to improve to high levels, the GM should restrict the maximum level of Thaumaturgy or Research (Magic) a starting mage can have to no more than IQ level.

House Requirements

In addition to the generic Mage requirements, the various Houses have their own special requirements:

Bjorner - Required Advantages: **Shapeshifting** (Variable), **Will Over Form** (Variable), **Hidden Form** (2 points). Required Disadvantages: **Reputation** (-1 "Non-Roman Order", Mages of other Houses. All the Time) (-5 points), **No Familiar** (-10 points).

Bonisagus - Required Advantages: **Reputation** (+1, "Founding Order", Mages of other Houses, All the Time) (5 points), Required Disadvantage: **Sense of Duty** (Order -10 points). Total Cost: -5 points.

Criamon - Required Skill: Enigmatic Wisdom at IQ level or above. Required Disadvantage: Distinctive Looks (Facial Tattoos) (-1 point).

Diedne - This house has been entirely eliminated. If any of its members exist, they would either have a **Secret** ("Revelation will Result in Death -20 points) or an **Enemy** (Hermetic Order, Powerful Organization, All the Time) (-60 points). Diedne mages would most likely have the disadvantage: **No Formulaic Magic** (-15 points) and the advantages: **Quick Caster** (15 points) and **Student of Faerie** (10 points).

Ex Miscellanea - Required Disadvantage: **Reputation** (-1, "Disorganized Hedge Wizards, Mages of Other Houses, All the Time). Three independent traditions within Ex Miscellanea are given below:

Spirit Master - Required Advantage: **Magical Aptitude** with Spirits (includes magical beasts, faeries, elementals, demons and other magical creatures).

Witch - **Cyclic Magery** (Moon Aspected Hermetic Magery) (-17 points from the cost of Hermetic Magery), **Slow Magery** (with Spontaneous spells only) (-5 points). Required skill: Alchemy at IQ (specializing in potions).

Beast Mage - Required Advantage: 12 levels (30 points) of the Animal **Magical Form.**, 15 points in the (or applied towards) the **Familiar** advantage.

Flambeau - Required Advantage: At least 12 levels (30 points) in either the Perdo **Magical Technique** or the Ignem **Magical Form.** Required Disadvantages: **OPH: Competitive** (-5 points), **Reputation** (-2, "Destructive and Dangerous Lunatics", Mages of other Houses, All the Time) (-10 points).

Jerbiton - Requirements: Either **Status 1** (5 points) or better or one Artistic, Craft or Musical skill at IQ or DX level. Required Disadvantage: **Reputation** (-1, "Too Tied Up in Mundane Affairs", Mages of other Houses) (-5 points)

Mercere - Required Advantage: **Redcap** (20 points)

Merinita - Required Advantage: **Student of Faerie** (10 points), Required Disadvantage: **Reputation** (-1, "Too Involved with Faeries", Mages of Other Houses, All the Time.) (-5 points).

Quaesitor - Required Advantage: **Quaesitor** (5 points).

Tremere - Required Skill: Tremere Chess (M/E) at IQ-2, Required Advantage: At least 3 levels of **Certamen** (16 points). Required Disadvantages: **Duty** (House Tremere, 9-, -5 points), **Reputation** (-1, "Power Hungry", Mages of Other Houses, All the Time) (-5 points).

Tyталus - Required Skill: Debate at IQ. Required Disadvantages: **OPH: Competitor.** (-5 points), **Code of Honor** (Tyталus) - "Always fight back, Prove yourself no matter what the cost, Look for weakness and challenge it, Question Authority." (5 points), **Reputation** (-2, "Sneaky, Competitive and Possibly Diabolically Tainted", Mages of other Houses, All the Time) (-10 points).

Verditius - Required Skills: Alchemy at IQ, Thaumaturgy at IQ-2, Bargain at IQ or Merchant at IQ-2. Required Advantage: At least 3 levels of **Alchemical Magic** (16 points). Required Disadvantage: **Spells Require Focus** (-10 points)

Mage Specific Advantages and Disadvantages

Hermetic Mage **35 points** **Mystic/Mental** **Fantastic**

Similar to the Magery ability in GURPS Basic set, this advantage allows a character to cast Hermetic magic and buy Magical spells and skills. Unlike Magery, this advantage doesn't give a bonus to learn or cast spells. It does, however, grant the Second Sight advantage which is included in the first level of the Magery advantage. This advantage does not include the Arcane Background advantage.

A mage can buy additional levels of ordinary Magery on top of this, for 10 points per level. Source: Self, Ars Magica

Patron - Most mages will have the Covenant as a patron. While the Patron is not an actual person or organization, a powerful Covenant does provide patron-like resources.

Ally Group - Most mages will have the collective Companions and Grogs of the Covenant as an Ally Group.

Disturbing **-10 points** **Mystic** **Fantastic**

Something about you rubs people the wrong way, even if you are otherwise friendly and courteous. Everyone reacts to you at -2 and you are at -2 to all social skills with people who do not also have this disadvantage. Your interactions with other people who have the Disturbing advantage are not penalized.

In an Ars Magica Campaign, this disadvantage only extends to people who have the Mundane disadvantage. You are at no penalty to interact with other mages or other people who are aware of your nature, such as Companions, Grogs, non-Hermetic mages or supernatural creatures. Source: Self, Ars Magica

Affected by Magic Auras **-5 points/level** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery.

Your magic is strongly affected by "aspected" magic auras, such as those generated by holy places, faerie forests, and so on. For each level of this disadvantage, you are at -2 to skill when using magic spells or magic skills such as Alchemy.

Limitation: Independent Magic. Your magic is less affected by some types of aspected mana. For each reduction to your skill penalty in the presence of one sort of mana reduce the cost of the disadvantage by 1 point, to a minimum of -1 point (and a minimum of -1 to skill) per level. Common Aura types are Holy, Infernal, Faerie, and Reason.

Enhancement: Susceptibility. Your magic is more affected by some types of auras than by others. For each additional -2 to spells and magical abilities in a specific sort of magical aura add -1 to the cost of the disadvantage. You may take this enhancement twice per base level and once per type of "aura" commonly found in the campaign up to a total of -10 points per level (For example, if you are at an additional -2 to skill when in "unholy" places and "faerie" places, then you can get an additional -2 points to the base cost of this disadvantage.)

Enhancement: Faerie Nature. Your magic is strongly linked to faerie. This means that you are much more profoundly affected by "holy" and "unholy" auras than normal mages. You get an additional -2 to skill in areas with holy or unholy auras. -2 points per level. Source: Self, Ars Magica

Duty - You have a duty to your Covenant. Generally, duties are relatively light and occasional. -5 points.

Code of Honor (Order of Hermes) - This is a -10 point Code of Honor.

Covenant - See Base

Companions and Grog

Companions should be bought on 50 to 100 points and Grog should be built on 0 to 45 character points, not including advantages common to all Companions and Grog (See the Companions and Grog Template).

These folks have a **Patron** (Variable) in the form of the Covenant they serve, and possibly an **Ally Group** (Variable) in the form of the other Companions and Grog. They have a **Duty** (Variable) to the Covenant, and possibly a **Sense of Duty** as well. They are not affected by the Disturbing presence of mages and have at least a passing familiarity with the supernatural, so they have an Unusual Background (**Covenant Folk** 5 points). Many have the **Broad-Minded** (-1 point) quirk, and accept foreigners and other strange folks more readily than others. Some folks, especially Grog are **Superstitious** (-5 points), but just as many are not. Companions and Grog who have been around mages for any length of time will have the skills Savoir-Faire (Hermetic Order) and Latin at IQ-2 or better.

Covenant Folk

5 points

Social

Fantastic

You have lived in a covenant for long enough to be familiar with the ways of mages. You have some passing knowledge of magic and the supernatural, though not enough to allow you to buy spells or arcane skills. You are also not Disturbed by Hermetic mages and react to them normally. Source: Self, Ars Magica

Patron - The Covenant is a Patron, which gives some resources and aid.

Broad-Minded - You are more tolerant of foreigners and strangers than normal folks.

Duty - You have a Duty to the Covenant

Mundanes

Ordinary people in the Ars Magica game automatically have the Mundane Background (-10 points). Most commoners have the Superstitious(-5 points) and Chauvinistic (-1 point) disadvantages. Better educated folk are not Superstitious, but are still Chauvinistic. They should be built on -15 to 50 points with the odd 100 point hero character.

Superstitious

-5 points

Mental

Realistic

You believe the world is full of supernatural threats and you take elaborate precautions to keep them at bay. If a black cat crosses your path, you cross yourself and take to your bed hoping that no evil will befall you that day. If you find a four leaf clover it's a sign of good luck. If you find a ring of

mushrooms, it's proof that the faeries danced there last night, better put an iron nail in your pocket to ward against them!

You react at -1 to anything or anyone who looks like they might be magical or supernatural, and you react at -3 to anything which is overtly supernatural. In addition, you strictly observe all sort of folk rituals which help keep supern atural threats at bay. In some circumstances, your precautions might be well founded, but just as often they're misplaced faith or a waste of time. It's up to the GM to decide. In any case, your superstitions limit your options, affect your judgement, and allow you to be duped by clever charlatans. Source: Self, Ars Magica

Attributes

To convert Ars Magica attributes to GURPS, add or subtract the AM attribute from a base score to find the GURPS attribute. Some Attributes don't convert directly. Instead, apply every level of the attribute to 10 (or -10) character points which can be used to buy the appropriate sorts of advantages or disadvantages.

Intelligence - Intelligence + 10 = IQ

Strength - Strength + 10 = ST

Stamina - Stamina + 10 = HT

Quickness - Quickness + 10 = DX

Dexterity - For every -1 of Dexterity, assign -5 points of disadvantages which affect Manual Dexterity or overall grace, such as Missing Fingers, Poor Grip or Clumsy. For every 1 point of Dexterity add 5 points of advantages which affect fine manipulation such as Improved Manual Dexterity or add 5 points to skills which require fine manipulation, such as Jeweler, Lockpicking, Musical Instrument, or the like.

Communication - For every negative rating of Communication assign -5 points in GURPS disadvantages which affect Reputation or speech such as Bad Reputation, Social Stigma, Mute, Stuttering, or Disturbing Voice. For every 2 points of positive Communication assign 5 points of advantages such as Reputation or Voice.

Presence - For every negative rating of Presence assign -5 points of GURPS disadvantages which modify reaction rolls, such as Poor Appearance, Disturbing, Odious Personal Habits, etc. For every positive rating of Presence assign 5 points of GURPS advantages which modify reaction rolls, such as Attractive Appearance or Charisma.

Perception - For each point of negative Perception assign -5 points of disadvantages which affect perceptions, such as Poor Vision, Hard of Hearing or Oblivious. For every +1 of Perception assign 5 points of advantages such as Alertness or Keen Vision.

Virtues and Flaws

Each point of virtues (or negative point of Flaws) translates into approximately 5 character points in the GURPS system. If an advantage doesn't directly translate to a GURPS advantage, apply the points to buy similar advantages or the appropriate sorts of skills.

Rank (Hermetic)

Variable

Social

Fantastic

Though the Order of Hermes is loosely organized, there are "social classes" within it. These "classes" carry little more than titular power, but since they are generally given to powerful mages, a mage with Rank commands very real respect. The "ranks" are as follows:

Archmage (20 points) - An archmage is a mage who has trained an apprentice who is now a magus, who has created a new spell of at least the seventh magnitude (requiring 31+ levels in at least one Technique or Form), who is known within the order (at least +1 or -1 Reputation), and most importantly, has defeated 7 other Archmages. In addition to their political rank, Archmages also have Reputations of at least +2 within the Order, as powerful wizards. A mage who defeats an archmage for the seventh time (since no archmage can be defeated more than seven times) is still considered an archmage, but has a Bad Reputation (-1 "Usurper", All Mages, All the Time). Archmagi exercise their political power by holding informal, secret meetings where they discuss issues of importance to themselves and the order. Everyone within the Order reacts to an Archmage at +3 in addition to any Reputations he might have. 15 points.

Praecus (15 points) - A Praecus is a powerful, senior mage who heads a Tribunal. Due to his status he is in a position to enforce his political will. Everyone within the Order reacts to a Praecus at +2.

Primus (10 points) - A Primus is the most powerful, or the most senior, member of a Covenant. Other people in the Covenant look to him for leadership and advice and mages from outside the Covenant treat him with a bit more respect than they might otherwise. Everyone within the Order reacts to a Primus at +1, and people within his own Covenant react to him at +2.

(This rank assumes that the Covenant is reasonably powerful. If the Covenant is quite weak, either because all its members have fallen into Twilight or because it is a young, fledgling Covenant, then the Primus of that Covenant doesn't get this bonus outside of his own house).

Mage (5 points)- You are a mage within the Order of Hermes. You can vote at tribunals and you have a say in the running of your Covenant, but you have no special power beyond that. Grogs, Companions, and Apprentices of your own Covenant react to you at +1.

Grog, Companion or Apprentice (0 points) - You are a non-mage within the Order of Hermes. Though your mundane status may vary, and you might be highly trusted and valued, as far as the Order is concerned, you're at the bottom of the heap. Note that in some large convents, it is possible for non-mage characters to have Military or Administrative rank that carries weight within that convent, however, most convents aren't large enough or organized enough to merit Military Ranks much above +3 (Captain) or Administrative Ranks above +2. Source: Self, Ars Magica

Adept Student - New Advantage

Adept Student **5 points** **Mystic** **Fantastic**

Prerequisite: Hermetic Magery

You get +2 to your effective IQ when you attempt to learn new spells or when you attempt to create new spells via research. Source: Self, Ars Magica

Age Quickly - See Short Lifespan

Alchemy - See Alchemy skill

Alertness - See Alertness

Ambidextrous - See Ambidextrous

Animal Companion - New Advantage

Animal Ken - See Animal Empathy

Aptitude - See Knack

Aptitude With Elements - See Magical Affinity advantage.

Arcane Background **10 points** **Mental** **Fantastic**

You know about the Order of Hermes and have some knowledge as to its makeup, customs, and politics. You can take the History (Hermetic), Hermetic Knowledge, Thaumaturgy, Politics (Hermetic), and Law (Hermetic) skills, even if you don't know magic. You also react to mages normally, ignoring any penalties for the Disturbing disadvantage. You cannot take the Mundane disadvantage or the Covenant Folk advantage with this advantage. Source: Self, Ars Magica

Arthritis - New Advantage: Arthritis

Athletics - Choose 10 points of appropriate advantages such as Enhanced Move, Athletic Ability, etc.

Automatic Magic **Variable** **Mystic** **Fantastic**

For some reason, you magically influence the area around you in some tangible way. Examples of existing Disadvantages which produce the effects of Automatic Magic are **Frightens Animals**, **No Reflection**, **No Shadow**, **Personal Curse** and **Taint of Corruption**. However, unlike these disadvantages, Automatic Magic can be much more idiosyncratic. For example, a mage strongly associated with destructive magic might gradually cause items around him to crack and decay, or a powerful nature spirit could cause plants to grow leaves and blossom. The GM should determine how obvious and inconvenient the magical effect is and determine a cost based on existing disadvantages. For example, if the mage destroyed items over a period of days, that might be a -5 disadvantage. If he destroyed things in minutes, that would be a -20 or -30 point disadvantage! Source: Self, Ars Magica.

Bad Reputation - Bad Reputation

Baptized **2 points** **Social/Mystic** **Realistic**

You have been baptized or otherwise confirmed as a member of a major monotheistic faith (Judaism, Christianity, or Islam). This gives you +1 to resistance rolls to resist or avoid demonic influences and makes your body unsuitable for some unholy rituals. In a world where magic is very rare and/or demons aren't a tangible threat, this advantage is worth no points. Source: Self.

Vis **1 point each** **Social** **Fantastic**

You have possession of 1 or more pawns of Vis which you can use to power spells or which you can use as currency with the mages of the Order of Hermes.
Source: Self, Ars Magica

Beneficial Side Effect - If the side effect emulates the effect of an advantage, purchase that advantage with the limitation "Only while using Magic powers" (-50%). If the side effect gives some other positive effect, the GM should just apply an Enhancement (usually +10% to +30%) to all the relevant skills or he should use the Beneficial Side Effect advantage.

Beneficial Side Effect **1 to 5 points** **Mystic** **Fantastic**

Your magic or psi powers always produce some sort of minor, beneficial side effect which can't be described as a limited form of another advantage or as an Enhancement to your powers. The GM should assign a cost from 1 to 5 points depending on how useful the effect is. For example, if your magic dispels foul odors then that might be a 2 point advantage. If you psi makes everyone feel relaxed and cheerful, that might be a 1 point advantage.

If the side effect emulates the effect of an advantage, purchase that advantage with the limitation "Only while using Magic powers" (-50%). If the side effect gives some added enhancement to the powers themselves, the GM should just apply an Enhancement (usually +10% to +30%) to all the relevant skills.
Source: Self, Ars Magica

Berserk - See the Battle Frenzy advantage.

Black Sheep - Bad Reputation, Disowned

Blackmail - See Patron (Involuntary)

Blind - See Blind

Bonus with Familiar - Add 10 points to the value of the Familiar advantage.

Book Learner - New Advantage

Book Learner **5 points** **Mental** **Fantastic**

Prerequisite: Hermetic Mage

You get +2 to effective IQ when attempting to learn new spells by reading magic texts. Furthermore, you learn magic spells and magic lore from books as if you had a teacher, rather than at half speed for self-taught skills. Source: Self, Ars Magica

Books - New Advantage: Occult Library

Business - Choose levels of Status, Wealth, and Duty for a maximum of 15 points

Busybody - New Advantage.

Busybody **5 points** **Mental/Social** **Semi-Realistic**

You always know the latest local rumors and gossip. Furthermore, you get +2 to Fast-Talk, Interrogation, Savior-Faire, or Conversation when you are trying to ferret out a new piece of gossip. If you can win a Contest of skill vs. the subject's Will, you can get them to tell you "ordinary" secrets. Major secrets (like those covered by the Secret disadvantage) will never be voluntarily revealed except on a critical success. Source: Self, Ars Magica

Carefree - See the **Cheerful** advantage.

Cheerful **5 points** **Mental** **Realistic**

You have a sunny and optimistic personality. Not only does this make you easy to like (+1 reactions from most people) but it also gives you +4 to Will to resist the effects of grief, sorrow or despair. You cannot take this advantage and the Depression disadvantage or any other disadvantage which would tend to run contrary to it, such as Berserk, Callous, or Intolerance. Source: Self, Ars Magica

Cautious Sorcery - New Advantage

Cautious Sorcery **5 points** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery

You almost never critically fail when casting magical skills or spells. If you roll a Critical Failure on a magic spell or while using the Alchemy skill you may reroll the dice against your unmodified skill. Only if the second die roll is also a failure (either ordinary or critical) do you actually suffer a critical failure. Otherwise, the failure is normal. Source: Self, Ars Magica

Chaotic Magery - New Disadvantage

Chaotic Magic **-25 points** **Mystic** **Fantastic**

Prerequisite: Hermetic Magery

Your magic is extremely wild. When you cast a spontaneous magic spell, if you make your die roll by three or more or on any critical success, the spell works but the effects are beyond your control. Also, you have the **Wild Magic** and **Loose Magic** disadvantages for no extra points, though your failures tend toward the strange rather than the harmful. Source: Self, Ars Magica

Charisma - See Charisma.

Charm - See the Charm, Charisma, and Attractive Appearance advantages.

Charmed Life - New Advantage

Charmed Life **15 points** **Mystic** **Fantastic**

You might not be particularly lucky, but you are never troubled by severely bad luck. Whenever you roll a critical failure on any normal skill (magic spells, super powers or psi abilities don't count) you may reroll the dice. Only if the second die roll is also a failure (ordinary or CF) is the skill roll really a Critical Failure, otherwise it is a normal failure. This advantage can be taken with the Warded Skills advantage, but their effects are largely complementary. Source: Self, Ars Magica

Circus Upbringing - This is a 5 point Unusual Background.

Clear Thinker - New Advantage

Clear Thinker **5 points** **Mental** **Semi-Realistic**

You might not be particularly bright, but you're hard to confuse or fool. You get +3 to IQ or skill to detect lies, resist Fast-Talk, avoid being Mentally Stunned, or to otherwise resist all forms of confusion or subterfuge. However, this advantage gives you no protection against magical or psionically produced Confusion or duplicity. You cannot take the Confused or Gullible disadvantages with this disadvantage.

Clergy - Clerical Investment, Duty, Legal Immunity Source: Self, Ars Magica

Climb - Choose any one of the following advantages - Double Jointed, Super Climb (2 levels) or just add 5 points of skill to the Climbing skill.

Clumsy - See Klutz

Common Fear - See Phobia

Common Sense - Common Sense

Compulsion - See Compulsion.

Hateful - See Odious Personal Habit: Hateful.

OPH: Hateful **-10 points** **Mental** **Realistic**

You are an angry and hate-filled person. You are always finding things and people to dislike and you might even lash out at them from sheer spitefulness. Whenever something or someone irritates you, you must roll vs. Will to avoid taking a deep, irrational hatred towards it. People react to you at -1, -3 if they're the object of your scorn. Source: Self, Ars Magica

Love - See Compulsion: Romance

Confidence - New Advantage

Confidence **10 points plus 5 points per level** **Mental** **Semi-Realistic**

You have such faith in your skills that you can actually will yourself to do well at them, even in a crisis. For 10 points, you can increase your effective skill or attribute score by +4 for one skill or attribute roll (super powers, magic spells, and psi abilities don't count) per session. Each additional level allows one additional use of the advantage per session, up to a maximum of 5 usages total. Source: Self, Ars Magica

Continuous Spontaneous Magic - New Advantage

Continuous Spontaneous Magic **20 points** **Mystic** **Fantastic**

Prerequisite: Hermetic Magery

You can cast powerful Spontaneous magic spells by "building" them over several rounds. For each extra point of Fatigue you spend, you may delay your spell by up to 3 rounds. For each round you wait and expend another Fatigue point, a multiplier is applied to your spell casting roll - 50% for 1 round, 75% for 2 rounds, 100% for three rounds. Source: Self, Ars Magica

Contortions - See Double Jointed

Criminal Brand - See Social Stigma: Outlaw

Curse of Venus - New Disadvantage

Cursed - See the Curse or Personal Curse disadvantages.

Cyclic Magic - Hermetic Magery can be taken in Limited form using the same limitation costs as normal Magery.

Dark Secret - See Secret

Decrepit - Use the Age or Susceptibility to Disease disadvantage or just reduce HT.

Deep Sleeper - New Disadvantage: Hard to Wake.

Hard to Wake **-5 points** **Mental/Physical** **Realistic**

Once you're sleep, you're virtually impossible to rouse. You can sleep through all but the loudest noises and you will only waken up if shaken repeatedly or otherwise physically shocked. You automatically fail Perception rolls to detect sounds or smells around you. Even if you are jarred into wakefulness, you wake up slowly; you're at -2 to IQ and DX rolls for half an hour after you wake. Unless you have a reason not to, you're likely to go back to bed until you've gotten enough sleep. You cannot take this disadvantage and the Light Sleeper disadvantage nor can you take the Danger Sense or Catsleep advantages. You can take the Deep Sleeper advantage and this disadvantage - they cancel each other out! Source: Self, Ars Magica

Deft Art - New Advantage

Deft Art **5 points** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery.

You suffer half the normal skill penalties when you cast spells in unusual circumstances or when you try to cast spells without using necessary words, gestures or material components. Source: Self, Ars Magica

Deleterious Circumstances - Apply the Accessibility Limitation to all relevant magical abilities.

Delusion - See Delusions

Demon Plagued - New Disadvantage

Demon Plagued **-20 or -40 points** **Mystic** **Fantastic**

The forces of Hell want your soul and one or more demons constantly tempt you towards evil. Whenever you have to make an ethical decision, the GM rolls to see if your demons are present. On a roll of 11 or less, they are there to torment you, and you are at an additional -2 to Will to resist any "negative" mental disadvantages (such as Gluttony, Laziness, Jealousy, Bad Temper, Lecherousness, Greed, or Overconfidence). Likewise, you are at +2 to Will to resist any "positive" mental disadvantages, such as Charitable, Sense of Duty, Compulsion (Love), or Code of Honor. Even if your moral decision wouldn't normally require a Will roll, if you fail a Will roll you lie, cheat, or otherwise behave in a dishonorable or "evil" fashion (or at least fail to act in a "good" fashion).

For double the cost, a whole team of demons haunts you. They are always present and their influence is very powerful, you are at -4/+4 to Will rolls to resist disadvantages and you are at -2 to Will rolls to resist bad behavior.

Your demon-tainted aura is visible to anyone with the Second Sight, Spirit Sense or Detect Holy advantages, as well as to anyone who uses the Aura spell. Unfortunately, the demons are well-entrenched and are very difficult to exorcise. Roll the physical characteristics of each demon on the Demon Generation charge adding +3 to all die rolls (+6 to IQ and HT rolls). If you have the less costly version of this disadvantage, there is only one demon present. If you have the more costly version, there are 3 of them!

This disadvantage is incompatible with the Blessed or True Faith advantages, and might be incompatible with the Clerical Investment or Power Investment advantages. Source: Self, Ars Magica

Demon Tainted - See the Demon Plagued disadvantage.

Dependence on Props **-5, -10, -20 points** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery.

No matter how skilled you are with your spells, you will always need material components in order to cast them well.

Each spell requires different components and the cost of the components (for each casting of each spell) is always \$5 times the base cost to cast the spell. The monetary cost can reflect either the expense of obtaining rare material or else the difficulty and inconvenience of gathering or preparing them. For each missing component, you are at -3 to effective skill to cast the spell.

Enhancement: For double cost your components are expensive - \$25 x base cost. -20 points.

Limitation: For half cost your components are cheap, reusable, and/or easily obtainable - \$1 x base cost. -5 points. Source: Self, Ars Magica

Dependent - See Dependent

Destiny - See Destiny

Diabolic Upbringing - Treat this flaw as the Secret (-10 points) and Phobia (Demons and Diabolism) (-5/-10 points) disadvantages.

Direction Sense - See Direction Sense.

Discredited Lineage - See the Bad Reputation and Monitored disadvantages.

Disfigured - See Unattractive Appearance.

Disgusted by Magic - New Disadvantage

Disgusted by Magic **-15 points** **Mental** **Semi-Realistic**

Prerequisite: Hermetic Magery or Magery.

You are physically or emotionally revolted by the process of casting spells. After you cast a spell you must undergo a brief (about 1 minute) but non-magical ritual of "purification" which might be inconvenient to carry out (e.g. praying, washing your hands, gargling with vinegar, retching). Until you do this you are at -3 to skill or IQ to cast any further spells. Source: Self, Ars Magica

Disjointed Magic **-10 points** **Mystic** **Fantastic**

Prerequisite: Hermetic Magery.

You cannot use previously learned magical knowledge to help you with the creation or learning of new magic. You gain no benefit from knowing a spell which is similar to the one you are learning or inventing and you gain no bonuses to enchantment based on the Techniques and Forms of powers already enchanted into the item. Source: Self, Ars Magica

Divination - See Divination Talent

Dodge - See Enhanced Dodge

Dousing - New Advantage.

Dousing **15 points** **Mystic** **Fantastic**

You have the innate talent of being able to find large quantities of natural material which are hidden underground or underwater. In order to use this ability, you need a large forked stick (which you must grasp in both hands) or a plumb-bob on a line. When you hold your "dousing rod" in front of you and walk slowly (or sail over water slowly in a boat) in an area within 100 yards of the desired material, if you make your IQ roll you will gradually, mystically be drawn to the material you seek and until you stop directly over the correct location to dig (or search). You are at +1 to skill if there is over 100 lb. of material present, +2 if there is over 500 lb. present, -1 if there is less than 50 lb. present, -2 if there is less than 20 lb. present, and -4 if there is less than 10 lb. present. If you have a sample of the material you wish to find you are at +2 to skill. If the material was man-made or significantly altered by man you are at -2 to skill. You can also "douse" for buried or drowned bodies at -4 to skill.

If you are using the Psionics rules, treat this as the Seeker Sense skill with Power 3 and Skill 10. Source: Self, Ars Magica

Driving Goal - See Compulsion or Obsession.

Dutybound - See Duty or Sense of Duty.

Educated - Just apply points gained from this Virtue to skills or apply it as an Unusual Background.

Elementalist - New Advantage

Elementalist **30 points** **Mystic** **Fantastic**

Prerequisite: Hermetic Magery

You get +1 to skill with Aquam, Ignem, Terram, and Auram spells, and start with all of those skills at IQ level. However, your score with Vim is halved, and you cannot cast Ritual spells. Source: Self, Ars Magica

Empathy - See Empathy

Enchanting Music - New Advantage

Enchanting Music **10 points** **Mystic** **Fantastic**

Your music (either sung or played) has the potential to exert a supernatural effect on your listeners. You buy and use can use the Entrallment skills - Persuade, Sway Emotions, Suggest and Captivate. Source: Self, Ars Magica

Enchanter **30 points + 15 points/level** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery

You are preternaturally skilled at creating magic items. The first level allows you to add +1 to your effective skill (beyond any levels of Magery you might have) to the alchemy skill or any magic skill roll to enchant an object or make an alchemical elixir. In addition, the total number of mana points and the time required to enchant the item is reduced by 10%. Each additional level gives +1 to skill and reduces enchantment costs and times by 10%, up to 30%. Source: Self.

Can't Enchant **-5 points** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery

You cannot enchant magic items or use enchantments to make spells permanent nor can you ever use the Alchemy skill to produce permanent objects (such as elixirs).

For Hermetic Mages this disadvantage is much more serious. They cannot make any spell permanent, nor can they produce longevity potions, bind Familiars or create Talismans or Invested items. -25 points. Source: Self.

Enduring Constitution - See High Pain Threshold and Fit.

Enduring Magic - New Advantage

Enduring Magic **10 points** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery.

Your spells last twice as long as normal, unless you wish them to dissipate more quickly. The time required until you must pay maintenance costs on a spell is also doubled. Source: Self, Ars Magica

Enemies - Enemy

Enfeebled - New Advantage

Enfeebled **-25 points** **Physical** **Realistic**

You find it impossible to exert yourself for more than a few seconds. Rapid movement or exertion of any kind quickly leaves you gasping for breath. All your fatigue costs are tripled and you recover Fatigue at 1/5 the normal rate. In addition all fatigue costs for spell casting or psi use are doubled!

A character with the Enfeebled disadvantage cannot have a basic HT above 10 and cannot take the Immunity to Disease, Immunity to Poison or Rapid healing advantages. This is a more extreme version of Very Unfit and is only suitable for serious invalids. Source: Self, Ars Magica

Entrancement - New Advantage: Hypnosis.

Evil Eye - See the Ugly Appearance and Bad Reputation disadvantages.

Exceptional Talent - Exceptional Talents are listed as Advantages.

Expenses - See the Debt disadvantage.

Extra Arts - Add the points from this Virtue to new magical skills.

Extra Spells - Add the points from this Virtue to new magic skills.

Faerie Blood - This is a combination of the Longevity (5 points), Faerie Affinity (10 points), and 3 levels of Magic Tolerance (15 points) for a total of 30 points. Additionally, you can have Sidhe blood (Attractive Appearance, + 1 DX, -1HT), Satyr blood (Inhuman feature -cloven feet, Lecherousness) or Goblin blood (Unattractive, Night Vision) but these packages have to be purchased separately.

Faerie Enmity - Faerie Enmity

Faerie Eyes - See the Dark Sight advantage, possibly with the Inhuman Feature disadvantage (inhuman eyes).

Faerie Friend - See Ally or Patron

Faerie Magic - New Advantage

Faerie Magic **5 points/level** **Mystic** **Fantastic**

You can use Faerie Magic. Additionally, each level gives you +1 to Magic Tolerance to resist magic cast by Faeries and +1 to skill rolls when dealing with Faerie magic or when casting spells against faeries. Source: Self, Ars Magica

Faerie Sight - New Advantage.

Faerie Sight **5 points** **Mystic** **Fantastic**

This advantage is like the Second Sight advantage, except that you are attuned to Faerie magic. You can see faeries, even those which are invisible to mortals (though you can't see faeries who are invisible to other faeries). In addition, you can detect the recent presence of faeries, faerie magic, faerie-made items, and faerie-haunted places just by making an IQ roll. Source: Self, Ars Magica

Faerie Upbringing - New Advantage

Faerie Upbringing **15 points** **Mystic** **Fantastic**

You were raised as a changeling, and though you are mortal you know the ways of the Good Folk as well as any faerie. You automatically know "common knowledge" about Arcadia and the faerie world, since you are, effectively, a "native". You automatically have Area Knowledge (Faerie Realms) and Faerie Lore at IQ level. In addition you can buy (but don't necessarily know) skills such as Politics (Faerie), Savior-Faire (Faerie) and Law (Faerie). If the Fae folk speak a different tongue than mortals, you speak that language as your native tongue. This advantage also includes the Faerie Sight advantage.

You cannot take both the Familiarity with Faerie advantage and this advantage, nor can you take the Mundane Background disadvantage and this advantage. Source: Self, Ars Magica

Failed Apprentice - Treat this as the Arcane Background and Patron (Covenant) advantages. You might also have a positive Reputation within the order depending on the circumstances surrounding your failure.

Familiarity with Faerie - New Advantage

Familiarity with Faerie **5 points** **Mental** **Fantastic**

You are experienced with Faerie and the faerie world either due to personal experience or long study. You can buy the skills Area Knowledge (Faerie Realms), Faerie Lore, Politics (Faerie), Savior-Faire (Faerie) and Law (Faerie). If the Fae folk speak a different tongue than mortals, you can learn that language as well. If you have the Faerie Upbringing advantage, then you do not need this advantage as well. You cannot take this advantage and the Mundane Background disadvantage. Source: Self, Ars Magica

Student of Faerie - See Familiarity with Faerie.

Famous - See Good Reputation

Fast Caster - New Advantage.

Fast Caster **15 points** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery.

Your spells take half as long to cast as normal, to a minimum of 1 second. The time for Ceremonial casting is not halved. Also, if you have this advantage, any spell you cast is assumed to go off before spells cast by other mages in the same round. (If both mages have this advantage, the effect is cancelled). Source: Self, Ars Magica

Fast Learner - New Advantage.

Fast Learner **5, 10, 15 points** **Mental** **Semi-Realistic**

You learn skills and spells faster than most people. If you learn skills 10% faster the advantage is worth 5 points. If you learn skills 25% faster than normal, it's worth 10 points. If you learn skills 50% faster than normal, that's worth 15 points. You must still pay the character point cost for any skill increases, but you spend less time studying.

Limitation: Only One Category. You can only learn one type of skills faster. (i.e. only magic spells, only physical skills, only normal mental skills) -25% Source: Self, Ars Magica

Favor - See Favor Owed disadvantage.

Favor Owed Variable Social Realistic

You owe someone a major favor which honor, custom, law or circumstances require you to repay. At some point during the campaign the person to whom you owe the favor will "call it in". The GM can either decide when this will be depending on the campaign circumstances, or he can roll dice. On a roll of 8 the NPC asks you to perform some task. It will always be inconvenient or costly for you to fulfill your obligation and it might very well be hazardous, but it will not occupy too much of your time.

You may reject requests for Favors which you feel are unreasonable or which you cannot honor immediately. However, in that case you owe your benefactor another Favor identical to the one you already owe him!

The cost of the favor depends on the difficulty and danger associated with the task.

Danger or Inconvenience	Cost
Extremely Hazardous	3 point
Hazardous or Very Expensive (25% of yearly income)	2 point
Time Consuming or Expensive (10% of yearly income)	1 point

Essentially, this is a 1-shot Duty disadvantage. Source: Self, Ars Magica

Feral Upbringing - New Disadvantage

Feral Upbringing -40 points Mental Semi-Realistic

You were raised from infancy by wild animals or grew up alone completely isolated from other humans and you have only recently been introduced to civilization. You have tremendous trouble learning language (as the -5 point version of the Mute disadvantage) and can only communicate in grunts and howls. You behave like a wild animal (Bestial disadvantage, -10 points) and you have no understanding of human culture (-25 points) so you don't have defaults for most skills. You will most likely be illiterate as well, though you must buy this disadvantage separately.

Realistically most "feral" children are mentally retarded and should not have an IQ better than 9. Cinematic upbringing confers no disadvantages and is a commonly-used explanation for super advantages such as Speak With Animals, Beast Kin, or Plant Kin. Source: Self, Ars Magica

Finesse - See Magic Finesse advantage

Magic Finesse 1 point per level Mystic Fantastic

Prerequisite: Magery or Hermetic Magery.

Your "fine manipulation" with spells is much higher than your skill level would indicate. For every level of this advantage, you get +1 to your effective skill or DX when you are trying to perform fine manipulation with a spell. Source: Self, Ars Magica

Parma Magica - New Advantage

Flawed Parma - See Parma Magica advantage

Flawless Magic - New Advantage

Flawless Magic	25 points	Mystic	Fantastic
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Prerequisite: Hermetic Magery

You automatically master formulaic spells when you learn them. All your basic spells are Mastered. Source: Self, Ars Magica

Folk Ken - See the Psychology skill or the Empathy advantage.

Foreigner - See Social Stigma

Fragile Constitution - See Slow Healing and/or Susceptibility to Disease or just reduce HT.

Free Expression - See Imaginative

Free Study - New Advantage

Free Study	5 points	Mental	Semi-Realistic
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You learn well on your own. You do not suffer the usual penalty for self-taught skills. However, you do not learn magic or skills any faster from books than you would from a teacher. Source: Self, Ars Magica

Fury - See Berserk, Bad Temper

Gang Leader - See Ally group.

Gang Member - See Ally Group or Patron.

Gangling - See Skinny

Gentle Gift - Buy off the Disturbing and Frightens Animals disadvantages.

Ghostly Warder - New Advantage

Ghostly Warder	20 points	Mystic	Fantastic
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The ghost of someone who cares deeply for you looks after you even after death. They are always near you (and can be detected by anyone with Spirit Sense or the appropriate magic spell) and hear and see everything you do, say or encounter. Though it cannot affect the Waking World, it can offer advice and it can act as a spy.

For about an hour each day, it can rove up to 1 mile from your location to gather information. However, since the spirit world is fraught with peril, it might not gain anything useful. Roll 3d. On a roll of 11 or less it returns with useful information (the quality of the information depends on the die roll). On a failed roll, it loses touch with the Mortal Lands and returns with nothing. On a critical failure, it is lost forever (you get no points if your Warder vanishes).

The ghost should be built on 50 character points exclusive of any disadvantages for its ghostly form. At least half of this total should be in the form of mental skills. Source: Self, Ars Magica

Giant Blood - This is just a combination of +1 Size (if using GURPS Gulliver), +4 ST, +1 HT and +2 HP. The character can also buy Exceptional ST

Good Characteristic - Just buy up the appropriate Attribute.

Gossip - New Advantage

Gossip	5 points	Mental	Realistic
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You love to hear gossip and you have a regular network of informal social contacts who keep you up to date on all the "public" political and social goings on, even in far off corners of the world. (In order to get "private" or "secret" information on demand you must buy Contacts.)

The main benefit of this interaction is that you can roll vs. IQ+2 to remember something about anyone you have ever heard of, even if you've never met them before. If person has a positive or negative Reputation, a level of Rank, levels of positive Status, or levels of positive or negative Appearance, Charisma, or Anti-Charisma apply these as a bonus to your IQ. The GM can also apply bonuses or penalties based on how far away the person normally lives from you. A gossip is likely to know more about low status people who live next door to him than he is to know about high status people who live in another country.

On a normal success you recall some minor, appropriate fact about them - their home town, their family, their profession etc. along with any public reputation, status, or rank. The better the roll, the more information you remember. On a critical success you recall some particularly juicy or pertinent personal fact about them. On an ordinary failure you can't recall anything at all about them. On a critical failure, you mistake them for someone else or recall incorrect information. Source: Self, Ars Magica

Greater Leadership - See Rank

Guardian Angel - New Advantage

Guardian Angel 25 points Mystic Fantastic

You have a Guardian Angel who guides and protects you. Though the angel might be very powerful indeed, it will never physically manifest itself.

Whenever you are in a situation where you might go against the tenets or ethics of your religion, the angel will remind you of the True Path. In addition, it will have at least 50 points in appropriate mental skills which it will share with you if you ask it question. However, since you must speak aloud for the angel to hear you this might not always be convenient.

Since, faith depends on free will, the angel will not assist you with Will rolls to resist mental disadvantages, though it does give +1 to Will and Magic Resistance to resist demons and the effects of Infernal Powers. If you succumb to temptation, especially if you voluntarily ignore the angel's advice, it may leave you for a time, or perhaps forever. In any case, the Angel will always express disapproval (however slight) if you fail to follow the Right Way. Source: Self, Ars Magica

Guile - See Subterfuge and Thief/Spy skills.

Hardy Convalescence - See Rapid Healing

Haunted - New Disadvantage

Haunted 25 points Mystic Fantastic

You are tormented by the spirit of an angry ghost. The ghost is always with you (in fact, it has no power when it is more than 10 yards from you), but only you can see or hear it.

It regularly insults and berates you. Treat this as the Voices (-5 points) disadvantage. In addition, it has many minor powers it can use to make your life difficult. It can move or hide small items, it can produce "chills" in other people which makes them feel ill-at-ease (this gives you the same effect as if you had a level of Anti-Charisma, it can move small objects so that they fall on you or trip you, it can make eerie noises and it can distract you. However, since the ghost can only use one effect per hour its powers are not utterly devastating.

You may temporarily banish the ghost by screaming at it or doing something equally anti-social, but this will drive away mortals as well. The constant haunting will eventually wear you down. Each week that you are haunted, you must make a Will roll to avoid doing some small thing for the ghost just so it will shut up. On a critical failure, you perform a larger task. When you comply with the ghost's wishes, it will cease haunting you for a week though it will never go away. If you aid the ghost in its Final Purpose, it might go away, but the ghost's purpose will never be immediately revealed, nor will it be easy to complete.

Exorcism is very unlikely to work against your ghost, since it is very powerful and quite strong Willed. It will have an effective HT and IQ of at least 18. Source: Self, Ars Magica

Healer - See Healing.

Heart Beast - See Shapeshifting.

Hedge Wizard - Treat this as a Bad Reputation (-3 reaction, Order of Hermes, small group of people, commonly encountered).

Heir - See Heir

Herbalism - See the Herbalist and Herbary skills.

Hermetic Prestige - This is a Positive Reputation within the Order of Hermes (Small Group, Commonly Encountered). It is required of all mages of House Bonimagus.

Hex - New Advantage

Hidden Shape - New Advantage

Hidden Shape 2 points Mystic Fantastic

Prerequisite: Shapeshifting.

No magic or psionic ability will reveal your alternate form(s) unless you choose to reveal it. However, this advantage does not protect you from magical scrying while you are in your alternate form nor does it keep people from learning your alternate forms by seeing you shapeshift. Source: Self, Ars Magica

Higher Purpose - See Higher Purpose

Highly Skilled - Just buy up the relevant skills.

Hired Sword - This is just the Mundane Background disadvantage. It is commonly linked to the absence of any Duty or Sense of Duty towards the Covenant.

Hunchback - See Hunchback

Immortal - See Unaging

Immunity - See Immunity to Poison and Immunity to Disease.

Incompatible Arts - New Disadvantage

Incompatible Arts	-1- point/level	Mystic	Fantastic
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Prerequisite: Hermetic Magery

You can't learn certain combinations of Techniques and Forms. Subtract -1 for each combination you cannot master up to -10 points. Source: Self, Ars Magica

Incomprehensible - New Disadvantage

Incomprehensible	-10 points	Mental	Semi-Realistic
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You are utterly capable of can't talking or writing about any technical subject in a comprehensible way. You can make small talk or talk about technical subjects in a general way, but when you try to seriously communicate you just can't make yourself understood.

When you attempt to talk or write about a technical subject, your effective IQ or skill is reduced by -6. Furthermore, anyone who listens to you or reads your writings must roll vs. IQ-4 to figure out what you mean, otherwise they are completely confused and can get no benefit from your effort. (Alternately, your audience can make a roll vs. the appropriate skill -4. Novices will be baffled by your ravings, experts will be able to puzzle out what you mean without much difficulty.)

Finally, it takes you twice as long to explain yourself (or for someone to read your work) and you write about technical subjects at half the normal speed. If someone is trying to reconstruct an invention or magic spell based on your writings, they have to spend 50% more time than normal to create it, since your notes are so hard to understand.

You can never buy the Teaching skill and are automatically Incompetent in it. Also, while you can write for pleasure, you can never apply the Writing skill to technical material. And, finally, though you can use the Research skill, you can never present your findings in any coherent way.

The GM can ban or pro-rate this disadvantage if he feels that a character is unlikely to suffer any ill-effect from this disadvantage. For example, an illiterate warrior in a low-tech society is not likely to be affected by this disadvantage. For that matter, a normal person in a high-tech society can get along just fine even if he can't explain why the fingly on the whatzit is gummed up. On the other hand, inventors, engineers, professors, spies, and wizards who all live by their ability to speak and write clearly on technical matters will be crippled by this advantage.

Enhancement: In any campaign where technical speech and writing is crucial (i.e. Lensmen, Wizards, etc.) the cost of this disadvantage is doubled, as long as the character has at least 25% of his total character points dedicated to academic, scientific, magic or technical skills. +100%

Limitation: Limited. You are only incomprehensible when you speak about one skill. -1 point. Source: Self, Ars Magica

Increased Understanding	1 points/level	Mental/Mystic	Fantastic
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Prerequisite: Hermetic Mage.

Normally mages can only write half their level with an art in a book. However, due to past experience with the Twilight (or perhaps some supernatural gift) you can transcend these limits. For each level of this advantage which you take you may increase the number of levels you may write about in one Form (such as Aquam) or Technique (such as Intellego). For each additional Form or Technique you Understand, you must take an additional level of this advantage.

The first level allows you to write up to 3/4 (75%) of your levels, the second up to 4/5 (80%), the third up to 5/6 (87%) and the fourth level allows you to write down all your levels. You may take no more than 4 levels in any one Form or Technique.

Generally, this advantage is a beneficial side effect of The Twilight. It is suggested that characters who take this advantage also take one or more Twilight Points as a disadvantage. Source: Self, Ars Magica

Indentured Servant - See Faithful Servant

Independent Magic - See Affected by Magic Auras disadvantage.

Indulgences - New Advantage.

Indulgences	1 point	Social/Mystic	Realistic
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You have been given (or sold) five partial indulgences (forgiveness for one sin) by the Pope. You may either sell them, give them out as payment (or rewards) or keep them so that you have forgiveness for your own sins.

If you sell them, you get \$20 to \$50 per indulgence. If you keep the Indulgence, you are automatically forgiven for one major moral lapse (such as a failed Will roll to resist a mental disadvantage, or some other moral failing). In most cases this will have no effect, but in the spiritual world your soul is shriven of the sin. This lessens your time in Purgatory and might make you a less attractive target for demons. It is up to the GM to determine what spiritual effects, if any indulgences have on the character. Source: Self, Ars Magica

Infamous - See Bad Reputation

Infamous Family - See Bad Reputation

Infamous Master - See Bad Reputation

Inspirational - New Advantage

Inspirational	10 points/level	Mystic	Fantastic
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There is something about you that comforts and encourages your friends and followers. As long as you are within 10 hexes, people who are friendly towards you get +1 per level to Morale rolls and Fright Checks up to 4 levels. In addition, you get +1 reaction bonus (and bonus to social skill rolls) as if you had the Charisma advantage.

You may take Charisma and Inspirational, but your total personal reaction and skill bonus can never exceed +4 from any source. Source: Self, Ars Magica

Intuition - See Intuition

Inventive Genius - New Advantage

Inventive Genius	15 points	Mental	Fantastic
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You are fabulously inventive. You get +2 bonus on skills requiring creativity or invention (including many Artistic skills, as well as Electronics or Engineer), as well as any roll for new inventions or Gadgeteering. Source : Self, Ars Magica

Isolated from the Order - You don't have the Arcane Background advantage. In addition, you may not have the Latin skill or the Certamen advantage. You may have the Parma Magica and Literacy advantages. Finally, you are seen as a Hedge Wizard and have a Bad Reputation.

Jack of all Trades - See Jack of all Trades

Judged Unfairly - See Bad Reputation

Keen Vision - See Keen Vision.

Knack - See Limitation: Accessibility. In order to improve skills using the Accessibility Limitation, calculate the number of character points it takes to buy up the skill to the "enhanced" level as compared to the "normal" level, and then apply the Accessibility limitation to that number.

Knight - See Status, this advantage also includes Comfortable Wealth, and a -5 point Duty. No skills combat skills are required, but they can be very handy with this advantage.

Lack of Concentration - New Disadvantage

Lack of Concentration	-10 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

You cannot perform ritual magic, though you can lend mana to rituals led by other people. This seriously limits your ability to cast powerful spells and means that you can never Enchant items using ritual magic. You can also never earn the Meditation or Breath Control skills.

(Ars Magica mages can create magic items in the laboratory but they cannot cast permanent magic spells since that requires ritual magic.) Source: Self, Ars Magica

Clumsy Magic	-10 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

You have a difficult time getting your spell to where you want them to go. You can never learn the Magic Jet, Magic Breath, or Spell-Throwing skills, and you must roll vs. DX to even get a normal spell to strike the right target (unless you are touching the target). Source: Self, Ars Magica

Lack of Control - New Disadvantage

Lack of Control	-10 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

After casting a spell, you must make a successful Will-4 roll to begin casting another spell. If you do not, all skill rolls for the second spell are at -6. In addition the penalty for each "on" spell counts double whether you make your Will roll or not. Source: Self, Ars Magica

Lame - See One Leg

Large - See Gigantism, also add +1 ST and +1 HT.

Latent Magical Ability - New Advantage

Latent Magical Ability	Variable	Mystic	Fantastic
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You have the potential to be a mage, if your Gift is ever properly trained and exercised. Mages and people with Second Sight can sense this, as well as the degree to which your Potential has been developed.

In game terms this advantage lets you may buy "part" of the Magery or Hermetic Magery advantages before play begins. The points invested in Latent Magical Ability have no effect, except to mark you as someone with Potential. However, any character points invested in Latent Magical Ability can be applied towards buying one or more levels of Magery or the Hermetic Magery advantage. Once you gain at least one level of Magery, this advantage is converted into Magery and vanishes. Source: Self, Ars Magica

Leadership - See Rank

Learn from Mistakes - New Advantage

Learn from Mistakes **5 points** **Mental** **Realistic**

You get +1 to skill rolls in situations similar to previous situations where you previously, inadvertently had a critical failure.

You also get 1 extra character point from any game session where you inadvertently made at least one major mistake as long as you realize that you made a mistake and took steps to correct it (or at least tried to figure out what went wrong).

The GM should be strict about circumstances so this advantage is not abused. For example, the GM shouldn't give +1 the character to all weapon skills just because the player rolled a critical failure. However, if the character had a critical failure while using sword and shield against an orc armed with a flail then he would definitely get +1 to skill rolls if he ever encountered those circumstances again. The GM might also rule that he gets +1 vs. all orcs as long as he's fighting with sword and shield. Source: Self, Ars Magica

Leprosy - See Leprosy

Life-Linked Magic - New Disadvantage.

Life-Linked Magic **-5 points** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery.

Your magic is strongly linked to your life force. When you die all spells that you have cast immediately wink out of existence, even if they are otherwise permanent. Also, any magic items you may have enchanted lose their power. The se effects last even if you are Resurrected or Reincarnated. Though you might be beyond caring, your friends and allies might be greatly inconvenienced by this, and they might take precautions to keep you from endangering yourself.

Life-Linked Spontaneous Magic - New Advantage

Life-Linked Spontaneous Magic **15 points** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery.

You can temporarily gain large amounts of magical power at the expense of long-term Fatigue. For every level of long-term fatigue you accept, you get a temporary bonus of 5 mana points which you can use to power Spontaneous spells. However, the fatigue cannot be regained by normal rest, only by sleep, and you can only "heal" one point of fatigue lost in this way per day.

If you use HT rather than Fatigue to power spells, then you can get 10 extra mana points, but the lost HT doesn't come back for a month, and on a failed HT roll it is permanently lost! Source: Self, Ars Magica

Light Sleeper - See Catsleep.

Light Touch - See Manual Dexterity.

Lightening Reflexes - See Combat Reflexes.

Lithe - Add +2 DX but subtract -1 HT.

Living Magic - new Advantage.

Living Magic	10 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery.

You can use the life force of other creatures to power your spells, as if you knew the Sacrifice spell. For each point of HT you draw from a victim you get 1 point of mana, up to their full HT x 2 (when they go to - HT and automatic ally die.) Source: Self, Ars Magica

Long-Winded - See Fit or Very Fit

Loose Magic - New Disadvantage.

Loose Magic	-10 points	Mystic	Fantastic
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Prerequisite: Hermetic Magery.

You can never Master formulaic spells. You must always make a die roll to successfully cast them, and you can never have them at a skill level above 15. Source: Self, Ars Magica

Lost Love - See Depression or Apathy.

Luck - See Luck

Magic Addiction - New Disadvantage

Magic Addiction	-15 points	Mental	Fantastic
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Prerequisite: Magery or Hermetic Magery.

You must roll vs. Will to avoid casting spells once you've cast the first spell. The second (and any subsequent) spells can be any spell you like, but you must cast them. You just get a rush from the release of magical energy. If you're not careful, you'll cast spells until you pass out. Once you reach 0 Fatigue, you get a roll vs. Will+4 to avoid spending HT to cast spells. Source: Self, Ars Magica

Magic Deficiency - See Limitation: Accessibility. In order to improve skills or magical advantages using the Accessibility Limitation, calculate the number of character points it takes to buy down the skill to the "reduced" level as compared to the "normal" level, and then apply the Accessibility limitation to that number.

Magic Item - See Magic Item.

Magic Resistance - See Magic Tolerance advantage.

Magic Tolerance	5 points/level	Mystic	Fantastic
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For every level of this advantage you get +1 to resist hostile magic. However, this advantage does not interfere with your own magic or with "friendly" magic cast by others. You can raise or lower your "shield" at will. Source: Self, Ars Magica

Magic Restriction - New Advantage

Magic Restriction	-5 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery.

You must perform some small, additional ritual (i.e. such as turning around or tugging your ear) or else you must have some very common material (i.e. a fist full of dirt, a bit of cloth) or else your spells don't work. In the first case, the extra ritual adds 1 second to the casting time of all your spells except for Ritual spells and Enchantments. In the second case, you can't cast spells unless required material is present. Source: Self, Ars Magica

Magic Sensitivity - See Second Sight

Magic Susceptibility - See Magic Susceptibility.

Magical Affinity - See Limitation: Accessibility. In order to improve skills or magical advantages using the Accessibility Limitation, calculate the number of character points it takes to buy up the skill or advantage to the "enhanced" level as compared to the "normal" level, and then apply the Accessibility limitation to that number.

Magical Air - New Disadvantage

Magical Air	-5 points	Social	Realistic
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You look and act like a person with magical power - a mage, witch or priest. People will automatically assume you have magical power, even if you don't. They react to you at -1 (unless you are a priest, monk, nun, or holy hermit) and you could very well attract unwanted attention from mages. Source: Self, Ars Magica

Magical Animal Companion - See Ally

Mastered Knowledge - Buy up the relevant skill to at least skill level 18 and buy the appropriate Good Reputation.

Mastered Knowledge - See Warded Skill

Mastered Skill - See Warded Skill

Mastered Spell - New Advantage

Mastered Spell	1 point each	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery, spell skill 18+

You have mastered a spell so that you don't have to roll vs. skill to see if it works. You still have to roll dice to see if it is a critical success or failure, but even then the spell only fails on a roll of natural 18. Then you roll vs. Will. If you make your Will roll, the failure is an ordinary failure. Only if you fail your will roll does a real critical failure occur.

In order to Master a spell, you must know it at a base skill of 18 or better. Source: Self, Ars Magica

Mastered Talent - See Warded skill.

Meddler - See Odious Personal Habit: Meddler

OPH: Meddler	-10 points	Mental	Realistic
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You spend much of your time interfering with other people's lives trying to arrange them as you see fit. People react to you at -2 and you spend a lot of your time aggravating people to no good effect. Source: Self, Ars Magica

Mentor - See Patron

Method Caster - New Advantage.

Method Caster	5 points/level	Mystic	Fantastic
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Prerequisite: Hermetic Magery.

You get +1 per level to any spell which you cast with Formulaic Magic Source: Self, Ars Magica

Midget/Dwarf - See Dwarfism

Mimicry - See Mimicry

Minor Discomfort from Iron - See Iron Intolerance.

Missing Ear - See Poor Hearing

Missing Eye - See One Eye

Missing Foot - See Lamé

Missing Hand - See One Hand

Mute - See Mute

Necessary Condition - See Magic Restriction

Need Not Drink - See Doesn't Drink.

Need Not Eat - See Doesn't Eat

Need Not Sleep - See Doesn't Sleep

Night Reader - Add 10 points to extra magical skills or spells.

No Familiar - New Disadvantage

No Familiar	-5 points	Mystic	Fantastic
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Prerequisite: Hermetic Magery.

You can never have a familiar, this will limit your power over the long run.. Source: Self, Ars Magica

No Natural Resistance - Treat this as one or more levels of the Magic Susceptibility disadvantage with the Limitation: Accessibility (certain types of magic only).

No Sigil - New Disadvantage

No Sigil	-10 points	Social	Fantastic
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Prerequisite: Hermetic Magery

You are still considered an apprentice. You do not get a vote in Covenant meetings and you do not have an independent voice in Order politics. You have a Duty (included in the cost of the disadvantage) to the mage who holds your sigil and you must do as he wishes you to do. You also cannot take apprentices. You must defeat the holder of your sigil in

Certamen to get it back (or gain it). Source: Self, Ars Magica

Non-Spontaneous - New Disadvantage

Non-Spontaneous	-15 points	Mystic	Fantastic
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Prerequisite: Hermetic Magery

Your magic is strongly tied to formulas and rituals, so you cannot improvise Spontaneous Magic spells. If you also choose an Affinity for Formulaic spells, the cost of that advantage is reduced by a further -10%. Source: Self, Ars Magica

Noncombatant - See Pacifism, Incompetence, and Phobia (Weapons)

Oath of Fealty - See Duty

Obese - See Overweight or Fat

Obligation - See Duty

Obsessed - See Obsession or Odious Personal Habit.

Offensive to Animals - See Frightens Animals

Old - See Age disadvantage.

Orphan - See Loner and Selfish

Over-Confident - See Overconfident

Painful Magic - New Disadvantage

Painful Magic	-10 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery.

You have to make a Will roll at -1 per point of fatigue invested in the spell in order to cast a spell. Also, you must make a Will roll to avoid crying out afterwards. In addition, any Fatigue loss you have taken due to spell casting is applied as a penalty to all physical skills, including Move and Dodge. Source: Self, Ars Magica

Passion - New Advantage

Passion	5 points/level	Mental	Fantastic
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You have some trait that is so strong it actually provides you with moral support. You must base your Passion one mental disadvantage worth at least -5 points which represents some strong personality trait - Compulsion: Love or Hatred, Vow, Obsession, Greed, Jealousy, Lecherousness, Intolerance, Code of Honor, Glory Hound, Berserk, Charitable, or Anti-Authoritarian for example.

Then once per game session, when you are required to make a skill or attribute roll which directly relates to the goal of the adventure and which can be described in terms of your mental disadvantage, you get +1 to one skill or attribute rolls per level of Passion. Depending on the circumstances, the bonus could apply to a single die roll or a single combat or even to multiple die rolls relating to one simple task.

For example, a fighter who was Jealous of another warrior's success would get a bonus to ST, DX or one weapon skill in one battle until he had slain more foes than his opponent. If he heard that his lady love was cheating on him,

the Jealous fighter would get a bonus to HT or Riding skill rolls to quickly ride back home to her. However, he would not get a bonus to skill rolls in a random gambling contest just because he was jealous of a stranger's skill or wealth. Also, in the previous example, if he stopped riding and did something else which related to the adventure then he wouldn't get bonuses to HT or Riding skill for the rest of the journey for the rest of the game session. Source: Self, Ars Magica

Patron - See Patron

Penetration - See Magic Penetration

Magic Penetration	3 points/level	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

You get an effective +1 to skill when you are trying to overcome the target's Magic Resistance or Magic Tolerance. Each level of this advantage cancels one level of Magic Resistance or Magic Tolerance against your spells only. It has no effect against normal Resistance rolls. Source: Self, Ars Magica

Perfect Balance - See Perfect Balance.

Personal Hatred - Treat this as an Obsession (to Hurt or Destroy the hated thing) or an Intolerance.

Personal Magic - New Disadvantage

Personal Magic Fantastic

Prerequisite: Magery or Hermetic Magery

Your magic is very personal. You are at -3 to IQ or skill to affect anyone other than yourself or your familiar with your magic. This also applies to Alchemy projects or Enchantments which deal with anything other than yourself and your familiar.

Personal Vis Source - New Advantage.

Personal Vis Source	5 points/level	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

Your body naturally generates raw magical energy ("Vis"). For each level you produce one "paw" of Vis per season, for a total of 4 pawns per year. This Vis is either part of your body or can only be created under specific circumstances by the touch of your body. Depending on the exact form this Vis source could be embarrassing or dangerous to gather. It might also attract the unfavorable attention of other mages who want to take your Vis from you. Source: Self, Ars Magica

Piercing Gaze - New Advantage

Piercing Gaze	10 points	Physical	Fantastic
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When you look at someone, it appears as if you can see right into their soul. This makes people who have guilty consciences uneasy and interferes with their skills. When you look at someone, they must roll vs. Will or else they are at -2 to all attempts to lie to you or use subterfuge against you (like with the Fast-Talk, Acting or Sex Appeal skills.). You also get +2 to all Intimidation rolls and +1 to all Interrogation rolls just because of your looks. Source: Self, Ars Magica

Poor - See Wealth

Poor Eyesight - See Poor Vision

Poor Formulaic Magic - New Disadvantage

Poor Formulaic Magic -5 points/level Mystic Fantastic

Prerequisite: Hermetic Magery

You are at -1 to skill per level to cast formulaic spells. Source: Self, Ars Magica

Poor Hearing - See Poor Hearing or Hard of Hearing

Poor Memory - See Bad Memory

Poor Reader - New Disadvantage

Poor Reader -5 points Mental Fantastic

You either never learned to read very well or you just dislike reading. You are at -6 to effective IQ when you attempt to learn skills or spells from books. Also, you learn from books at half the normal rate. If you attempt to cast a spell from a book, you are at -4 to IQ, which increases your chance of a Critical Failure.

If you have the Dyslexia, Illiteracy or Semi-Literacy disadvantage you cannot also take this disadvantage. Source: Self, Ars Magica

Premonitions - See Danger Sense

Prestigious Family - See Status and Reputation.

Pretend - See Acting skill

Protection - See Legal Immunity and Patron

Pure Magic - New Disadvantage

Pure Magic -30 points Mystic Fantastic

Prerequisite: Hermetic Magery

You cannot cast or learn spells with any sort of Prerequisites. Only one technique and one form can be used per spell. Source: Self, Ars Magica

Purifying Touch 20 points Mystic Fantastic

You can cure disease. In order to do this, you must touch the afflicted person and make a Will roll at a penalty based on the severity of the disease. Minor illnesses are at no penalty to heal, serious, acute diseases (i.e. measles, flu) are at -1 to -4 to Will, Serious, chronic diseases (i.e. malaria) are at -3 to -6 to Will, and terminal diseases (i.e. bubonic plague, AIDS) are at -6 to -10. Only one curing attempt per person is allowed per day.

Limitation: Only Certain Types. If your touch can only heal one sort of disease -50%, if it can just heal a few types of disease, or diseases which affect just one body part (i.e. the skin, the brain) -25%.

Limitation: One Attempt. You only get one attempt to heal a person of a specific disease. If you fail your Will you cannot cure that particular illness. -25%. Source: Self, Ars Magica

Quaesitor - New Advantage

Quaesitor	5 points	Social	Fantastic
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Prerequisite: Hermetic Magery

You are a member of House Quaesitor or else you are a member of another house within the Order of Hermes who is acting as a Quaesitor. Though technically, Quaesitors have no right to judge their status is such that they often serve as judges and arbitrators. All Quaesitores have the following advantages and disadvantages:

Reputation (Fair Judge) - All mages within the Order expect that you will rule fairly when you are asked to hear a case. They react to you at +2 in all matters relating to interpreting and enforcing the Code of Hermes.

Legal Enforcement Powers (5 points) - You have very limited powers to make "arrests" within the Order of Hermes. In practice you merely announce the will of the Tribunal and are dependent upon the collective will of a Covenant or the Order to enforce your judgements.

Law (Order of Hermes) - You automatically have this skill at IQ +2 level.

Code of Honor (Quaesitor) (-5 points) - You are bound by a Code of Honor which must be taken in addition to the Hermetic Code of Honor. The tenets of the Quaesitor's Code are: Learn the truth, Judge Fairly, Do not involve yourself in Order politics and Do nothing which will compromise (or appear to compromise) your neutrality. Source: Self, Ars Magica

Quiet Magic - New Advantage

Quiet Magic	5 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

You can cast your spells with a few whispered words no matter what your skill level is. Also, you can cast your spells silently, no matter what your skill level is at only -2 to effective skill. Source: Self, Ars Magica

Read Lips - See Read Lips skill

Reckless - See the Foolhardy Advantage

Foolhardy	5 points	Mental	Realistic
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You don't notice that situations are dangerous. You must make an IQ roll to realize when you are in danger. However, until you make an IQ roll, you don't need to make Fright Checks or Morale checks. In some cases this can be very handy. Source: Self, Ars Magica

Reclusive - See Reclusive

Recruit - See Combat Paralysis and Cowardice.

Redcap - New Advantage

Redcap	25 points	Social	Fantastic
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You are a "Redcap" a member of House Mercere. Unlike the other mages of the Hermetic Order, most Redcaps cannot cast spells though a few can. You can either take the Hermetic Magery advantage or you can just take the Arcane Background advantage. If you do not take the Hermetic Magery advantage you cannot cast spells nor can you

Prerequisite: Magery or Hermetic Magery

You cannot use Vis to power your spells. You also cannot extend the duration or range of your spells, cast ritual magic or create permanent effects (such as enchantments). You can use Vis in the laboratory and you can create magic items through magical research or alchemy. Source: Self, Ars Magica

Scan - See Alertness and Keen Senses

Search - See Alertness and Keen Senses

Seasonal Magery	5 points for the first level, 3 for subsequent levels	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

Your magery is strongly linked to one season. When you cast spells in the season your magery is linked to you get +1 per level to all spells, Alchemy rolls, and IQ rolls to use Mage Sight. Seasons immediately before and after "your" season are at no penalty, and magic in the season "opposed" to your season is at -1 to skill per level. For example, a mage who is "Winter Aspected" would get a bonus to spells in winter. He would be at no penalty to skill in Spring and Autumn, and he would be at a penalty to skills in Summer. Source: Self

Second Sight - See Spirit Sense

Secret Hiding Place - See Base

Self-Confident - See Confidence

Sense Hidden - See Hidden Objects.

Sense Holy and Unholy - New Advantage Sense Holy.

Sense Holy	5 points	Mystic	Fantastic
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You can detect things and places that are strongly linked to a religion or a god just by making an IQ roll. You get an IQ roll to sense holy objects or places once when you get within 3 hexes of them (or when you enter a holy place) and again when you touch them. Your IQ roll is at a bonus if an item or place is very strongly linked to a religion or god or if it is very powerful. If you make your IQ roll, you will know to which god or religion the object is dedicated and its general power level. On a critical success you get further information about the item's power, use, or history.

This ability can also be used to detect things which are Unholy to your religion. In this case, the skill works normally, except that once you realize that a place or object is unholy you find further contact with it to be repugnant. You must make a Will roll to voluntarily stay in an Unholy area or to handle an Unholy object. You can do so if it is necessary to your safety or survival, but you won't be happy about it. Source: Self, Ars Magica

Sense of Doom - See Apathy and Depression

Sensitive - New Disadvantage: Easily Irritated

Easily Irritated	-1 to -10 points	Mental	Realistic
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You find some innocuous type of object or behavior to be utterly offensive. At the very least you will be quietly upset at worst you will fly into a blind rage. This isn't a Phobia, since you don't fear the object, it's more similar to Intolerance directed towards a behavior or class of objects. You must roll vs. Will or else you will speak out against the behavior or demand that it cease. If you cannot have your way, you will leave. If you have the Bad Temper or Berserk disadvantages, you might react violently.

The cost of the disadvantage depends on how common the obnoxious thing is:

Frequency	Cost
Common (e.g. Conversation, Frivolous Behavior)	10 points
Uncommon (e.g. Music, Licentious Behavior)	5 points
Rare (e.g. Potted Plants, Theater Performances)	2 points
Very Rare (e.g. Fantastic Beasts, Magic spells)	1 point

Source: Self, Ars Magica

Sharp Ears - See Keen Hearing

Sheltered Upbringing - See Uneducated, Disadvantaged Background, Naive

Short Attention Span - See Short Attention Span

Short-Lived Magic - New Disadvantage

Short-Lived Magic	-10 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

The duration of all your spells is halved, as is the interval at which you must pay maintenance on them. Permanent spells only last 1 year (though you can maintain them by casting them again). Source: Self, Ars Magica

Side Effect - See Beneficial Side Effect

Silent Magic - New Advantage

Silent Magic	10 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

You can always cast your spells silently at no penalty to skill, no matter what your skill with them. Source: Self, Ars Magica

Simple Minded - New Disadvantage

Simple Minded	-10 points	Mental	Realistic
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You can only concentrate on one task at a time. If you wish to remember additional things to do other than the one you're currently doing, you must roll vs. IQ (-1 per additional task beyond 2) or forget one or the other of the tasks. On a critical failure, you forget them all! You can't have an IQ above 12. Source: Self, Ars Magica

Slow Caster - New Disadvantage

Slow Caster	-15 points	Mystic	Fantastic
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Prerequisite: Magery or Hermetic Magery

You cast spells much more slowly than other mages. Double the time required to cast spells (except for Ritual spells). No matter how well you know a spell, you cannot cast it in less than 2 seconds. You are completely incapable of learning Blocking spells. Source: Self, Ars Magica

Small Frame - Subtract -1 from ST

Social Contacts - See Contacts, Universal Contacts and Claim to Hospitality

Social Handicap - See Odious Personal Habits, Unworldly, Gullible, and similar disadvantages.

Soft-Hearted - See Charitable and Merciful. Pacifism is also appropriate.

Special Circumstances - See the Magical Affinity advantage.

Spell Mastery 25 points Mystic Fantastic

Prerequisite: Magery or Hermetic Magery

All your spells are automatically Mastered, once you are capable of doing so. Once a spell skill is improved to skill 18 or better, it is automatically Mastered, as per the Mastered Spell advantage. Source: Self, Ars Magica

Stingy Master - Subtract 20 points from magic spells and magical abilities.

Stocky - Add +1 to ST

Strong Faerie Nature - See Affected by Magical Auras

Strong Personality - See Passion

Strong Writer - New Advantage

Strong Writer 5 points Mystic Fantastic

Prerequisite: Magery or Hermetic Magery

You write about magic more clearly and effectively than other mages. The speed at which you can write on magical subjects (or copy magic spells) is increased by 25%. Anyone who reads your writings gets a +1 to effective IQ or skill to understand (but not to use) them. Source: Self, Ars Magica

Student - See Researcher

Researcher 5 points Social Realistic

You have access to excellent teachers, advisors and libraries far beyond the resources available to your peers. This allows you to learn and do research more efficiently. You get +1 to your effective Research skill and you research things in 75% of the time that it would normally take. If you attempt to learn from books, you learn at 3/4 speed, rather than half speed. (If you also have the Book Learner advantage, add +10% to the speed at which you learn). In addition, if you can make an IQ roll, you can find a teacher for any skill that the GM will allow you to learn. (However, getting the teacher to teach you might be an entirely different matter!)

Ars Magica mages get 1 extra research point per season to apply to skills. Source: Self, Ars Magica

Student of Faerie - New Advantage Familiarity with Faerie.

Study Requirement - New Disadvantage

Study Requirement **-5 points** **Mental** **Fantastic**

Prerequisite: Magery or Hermetic Magery.

You must actually be in the presence of the thing you wish to study or control in order to learn spells related to it. For example, if you wanted to learn water spells, you might have to study next to a waterfall. The more powerful the spell, the larger the quantity of the substance you need. For example, if you wanted to learn a high-level Knowledge (or Mentam) spell, then you might have to study in a huge library or if you wanted to learn a high-level Water (or Aquam) spell, then you would have to study in the middle of the ocean! Source: Self, Ars Magica

Subterfuge - See the Fast-Talk and Acting skills.

Subtle Magic - New Advantage.

Subtle Magic **5 points** **Mystic** **Fantastic**

Prerequisite: Magery or Hermetic Magery

Your spell don't require gestures, no matter how unskilled you are with a spell. Source: Self, Ars Magica

Superior Characteristic - Just buy up attributes.

Susceptible to Faerie Power - See Affected by Magical Auras.

Susceptible to Infernal Power - See Affected by Magical Auras.

Susceptible to Rational Power - See Affected by Magical Auras.

Susceptibility to Divine Power - See Affected by Magical Auras.

Susceptibility to Divine Power - See Affected by Magical Auras (for skill penalties), See Dread, Allergic Susceptibility, and Vulnerability (for vulnerability and sensitivity to holy items), Magic has the Accessibility limitation on it (Won't work on holy people or on consecrated ground).

Tainted with Evil - See Taint of Evil Disadvantage

Taint of Evil **- 10 points** **Mystic/Social** **Fantastic**

You or your family is tainted with the suspicion of deep, supernatural evil. You can never earn a positive reputation for anything you do. Most people react to you at -2 and even other folk with supernatural powers react to you at -1. Source: Self, Ars Magica

Talents - See advantages

Temporal Influence - See Rank, Status, or Influence

Terrors - See Phobias

The Blatant Gift - See Blatant Gift Disadvantage

Blatant Gift **-30 points** **Mystic/Social** **Fantastic**

Prerequisite: Hermetic Magic

This is a more powerful form of the Disturbing and Frightens Animals disadvantages. Anyone who is not a mage (or who does not have the Arcane Background advantage) reacts to you at -4. Normal animals react to you at -6. This disadvantage includes and replaces the Disturbing and Frightens Animals disadvantages. Source: Self, Ars Magica

Tormenting Master - See Enemy

Tough - See Toughness

Trainer - New Advantage

Trainer	2 points	Social	Realistic
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You have no trouble finding teachers for any skill you wish to learn (and which the GM will allow). However, just because you know where to find a teacher doesn't mean that it will be easy to get him to teach you! (This is a limited form of the Researcher advantage). Source: Self, Ars Magica

True Faith - See True Faith, Blessed, Very Blessed

True Friend - See Ally.

True Reason - New Advantage

True Reason	5 points +1 point/level	Mental	Fantastic
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Prerequisite: Hermetic Magery.

You can gain and use Reason points. The first level of this advantage gives you 1 reason point. Each subsequent level gives you an additional point. Each Reason point may be used to improve mental skills, IQ or Will when trying to resist the supernatural or when trying to use logic and science to reveal the true nature of the world. In addition, each point of Reason gives you +2 to Will and/or Magic Resistance to resist magic.

You may not have any advantage or disadvantage which would tend to contradict your "faith" in the power of science and pure reason, such as Confidence, True Faith, any magical spells, skills or abilities, or the Superstitious disadvantage. Source: Self, Ars Magica

Twilight - New Disadvantage

Vulnerable to Twilight	-2 per level	Mental/Mystic	Fantastic
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Prerequisite: Hermetic Magery.

You are more vulnerable than other mages to "passing on". Your Will is lowered by -1 per level whenever you are attempting to resist or shake off the effects of Twilight or mental disadvantages caused by Twilight. In addition for each level of this disadvantage, any Critical Failure you roll is modified towards "Twilight" by +1 or -1 per level.

You can have no more than 20 points of this disadvantage, and anything over 6 or 7 levels indicates a mage who is seriously affected by the Twilight. A mage with 10 or more levels of this disadvantage is hanging on to sanity by Will alone and likely to be profoundly deranged. Source: Self, Ars Magica

Twilight Points - New Disadvantage

Twilight Points	-1/2 point each	Mystic	Fantastic
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Prerequisite: Hermetic Magery.

You have experienced the Twilight in the past, and the experience has brought you closer to the Final Twilight. For every level of this disadvantage that you have, you have 1 Twilight Point, up to a total of 23 levels maximum. Anything over 10 levels indicates a mage who is severely affected by Twilight. Source: Self.

Uncommon Fear - See Phobia

Unimaginative Learner - See the Unimaginative Mage Disadvantage

Unimaginative Mage	-5 points	Mental	Fantastic
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Prerequisite: Hermetic Magery or Magery.

You are at -4 to effective skill or IQ when you try to invent new spells or magic items. You cannot take both this disadvantage and the Hidebound or Dull disadvantages. Source: Self, Ars Magica

Unpredictable Magic - New Disadvantage

Unpredictable Magic	-15 points	Mystic	Fantastic
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Prerequisite: Hermetic Magery or Magery.

Your magic is wildly unpredictable and always produces side effects. In addition to any normal die rolls you make when casting spells, you must roll 3d to determine the side effects of your magic. A roll of 3 indicates a powerful, beneficial side effect. A roll of 18 indicates a powerful negative effect, similar to that of a critical failure. A roll of 9-11 indicates a fairly minor, neutral side effect. Hermetic mages with this disadvantage cannot master formulaic spells. Source: Self, Ars Magica

Unstructured Caster - New Disadvantage

Unstructured Caster	-15 points	Mystic	Fantastic
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Prerequisite: Hermetic Magery.

You cannot perform formulaic magic and you can perform ritual spells only if you use Vis. You can cast spontaneous spells normally. Source: Self, Ars Magica

Unworldly	-15 points	Mental	Realistic
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You don't understand mundane concerns like money or politics and you don't entirely comprehend the cynical and corrupt aspects of human nature. It is common among ivory-tower academics, wizards, holy innocents, noble savages, and saints.

You are at -4 to any skill or IQ roll which deals with "worldly" affairs and you can never learn any skill that deals with money, politics, or the baser side of human nature (such as Streetwise or Intimidation). In addition, your trusting nature gives you -4 to IQ or Detect Lies when people are trying to swindle or trick you. ("There were several large gentlemen with big knives who came by and asked for the money in the Poor Box. I gave it to them because they said they were from the Pope and that He told them to use the money to found an orphanage . . .")

In addition, the GM can further restrict your skills if he feels that they would be "cynical" or "worldly". You can learn the Sex Appeal and Erotic Art skills, but your sexuality will be joyous and "innocent" rather than cynical and calculated and you can learn weapon skills, but you will never think to use them in a "cynical" way. You can also learn and use Professional skills, but they will generally seem meaningless to you since they're mostly just used to make money.

This disadvantage is incompatible with any mental disadvantage which the GM rules is "antisocial" such as

Bloodlust, Greed, Lecherousness, Jealousy, Intolerance, or Addictions. It is highly compatible with "Positive" disadvantages such as Charitable, Sense of Duty or Generosity.

Venus's Blessing 5 points Social/Mystic Semi-Realistic

Irregardless of appearance, you always seem to get along well with members of the sex that you are sexually attracted to (of your own, or similar, species). Treat this as two levels of the Charisma advantage (10 points) with the -50% limitation "Members of opposite sex of own species." Source: Self, Ars Magica

Verditius Magic - See Alchemical Magic

Alchemical Magic 10 points +3/level Mystic Fantastic

Prerequisite: Magery or Hermetic Magery (House Verditius Only)

You are exceptionally skilled at Alchemy and making magic items. For every level of this advantage you get +1 to IQ or skill roll to identify or make a magic item or alchemical compound. In addition, if you roll a Critical Failure while enchanting a magic item or creating an alchemical compound, you may reroll the dice against your normal skill (unmodified by Verditius Magic). Only if you fail this second die roll is the result really a critical failure. Otherwise it is a normal failure.

Versatile Sleeper - See Deep Sleeper

Very Knowledgeable - Add 10 points to skills.

Vis Obligation - This is a Debt worth -10 points.

Visions - See Autotrance, Divination Talent and Racial Memory

Visual Memory - New Advantage

Visual Memory 5 points Mental Semi-Realistic

You have an uncanny memory for remembering visual scenes. You get +4 to IQ to remember specific physical locations and +2 to IQ to remember specific details of those locations. Source: Self, Ars Magica

Vow - See Vow

Vulnerability to Iron - See Vulnerability.

Warped Magic - New Disadvantage

Warped Magic -1 to -15 points Mystic Fantastic

Prerequisite: Hermetic Magery or Magery.

Your magic always produces some sort of irritating side effect. The cost of the disadvantage is based on how aggravating the problem is. The side effect "dims all lights in the room" might be worth -1 point. The side effect "destroys everything you are wearing" is worth -15 points.

This disadvantage can also be modeled by using the Side Effect limitation. However, if it is bought for a large number of magical spells and abilities, it would be worth too much overall, so it can be bought as a disadvantage for mages. If a mage just wants a few spells to have this effect, he should buy them with the Side Effect Limitation. Source: Self, Ars Magica

Ways of the Woods - See Nature's Ways.

Nature's Ways	5 points/level	Mental	Fantastic
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This is an example of the Group Skill Bonus. You are at +1 per level to IQ or skills that relate to one particular ecosystem, such as forests, prairies, deserts, oceans, etc. Additional levels can be used to "learn" additional ecosystems or else they can be used to improve your knowledge of a "known" ecosystem. You can have no more than 3 levels of this skill for any one ecosystem.

This advantage is compatible with the Green Thumb, Plant Kin, Animal Empathy and Beast Kin advantages. A character with Nature's Ways and one of these advantages is supernaturally skilled with wild plants and/or animals. Source: Self, Ars Magica

Weak Magic - Use the Accessibility Limitation.

Weak Parma - Buy the Parma Magica advantage with the Accessibility Limitation.

Weak Self-Confidence - See Lack of Confidence

Weak Writer - See Slow Writer Disadvantage

Slow Writer	-5 points	Mental	Fantastic
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Prerequisite: Hermetic Magery or Magery.

You write very slowly. This halves the rate at which you can write down magical information or transcribe magic spells. Source: Self, Ars Magica

Weak-Willed - See Weak Willed, Gullible.

Weakness - See Irrational Attraction advantage.

Irrational Attraction	-1 to -10 points	Mental	Realistic
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You completely forget yourself in the presence of some stimulus that you find enjoyable - good conversation, flattery, books, fine art, or whatever.

Whenever you encounter the thing you are attracted to, you must roll vs. Will or become completely absorbed by it for at least an hour. While distracted you are completely oblivious to anything going on around you (except for the thing you're focusing on). You are automatically surprised if combat erupts while you are distracted, and you are at -4 to IQ or skills to notice anything going on around you.

At the end of an hour, you may roll vs. Will again in order to break free. If someone tempts you with the desired object, you must roll vs. Will-2 to resist, even if you know you shouldn't give in.

The cost of the disadvantage depends on how common and how dangerous the attraction is. Most common, mundane attractions are worth -5 points. They are easily available but aren't particularly dangerous. Rarer, but much more dangerous things (e.g. volcanic eruptions, stampeding animals) are worth -10 points. Rare, harmless things (e.g. fine china, books of Icelandic Sagas) are just a quirk worth -1 point.

(This is, basically, a "generic" mental disadvantage template based on disadvantages such as Gluttony, Pyromania, or Greed). Source: Self, Ars Magica

Wealth - See Wealth

Weather Sense - See Meteorology skill.

Well-Known - See Reputation

Mythic Characteristic - Add 6 points to an attribute. If ST is bought up, the character can also buy Exceptional Strength.

Good Equipment - See Wealth or Patron

Superior Equipment - See Wealth or Patron

Poor Equipment - See Wealth (Struggling or Poverty)

Well-Traveled - See Unusual Background, Language Talent

Werewolf - See Shapeshifter

Wild Magic - New Disadvantage

Wild Magic	-15 points	Mystic	Fantastic
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Prerequisite: Hermetic Magery or Magery.

You have a hard time controlling your magic. Your spells automatically critically fail on any rolls of 15 or more and they can never be Mastered.

Hermetic Mages get -2 to their IQ or skill to learn Formulaic spells. Source: Self, Ars Magica

Will Over Form - New Advantage

Will Over Form	1 point per level	Mystic	Fantastic
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This is a form of limited magic resistance. For every level of this advantage you get +2 to your Resistance rolls against Magic to stay in, or regain your natural form. If you are Shapeshifted, you get +2 per level of this advantage to any resistance rolls to keep your human intellect while in animal form. Source: Self, Ars Magica

Withstand Magic - See Magic Resistance and Magic Tolerance.

Obvious Sigil - New Disadvantage

Obvious Sigil	-5 points	Mystic	Fantastic
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Prerequisite: Hermetic Magery.

Your "sigil" is overwhelmingly obvious in any spell you cast. Anyone (even non-mages) who makes an IQ roll will remember it, and mages will remember it automatically if they see it. Source: Self.

Mutable Sigil	15 points	Mystic	Fantastic
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Prerequisite: Hermetic Magery.

You can perfectly imitate another mage's Sigil! In order to "learn" a sigil, you must see the mage cast a spell and you must make an IQ roll to "see" and remember the sigil. Then, when you cast exactly that same spell, you can "forge" the other mage's sigil if you can make a Will roll.

If the GM allows it, you might be able to "forge" the sigil when you cast other spells, but your skill rolls will be at a penalty, possibly a severe one, depending on "how far removed" the spell you are casting is from the spell you saw being cast. As a general rule, this is -1 per difference in level of the spell, and -3 per different form or technique used. (So, if you saw a Level 15 Creo Herbam spell being cast, you would be at -8 to cast a Level 25 Perdo Corporem spell.)

While it isn't specifically mentioned, it is probably against the Peripheral Code of Hermes to forge another mage's sigil, so magi with this advantage should be wary. Source: Self.

Skills

Converting Existing Skills - Double the rating of each Ars Magica skill and add it to the base attribute which governs the GURPS skill to get the final skill level in GURPS terms. For example, a forester with Animal Handling 2 in Ars Magica would get $(2 \times 2 = 4) + \text{IQ}$ in GURPS terms. So, if she had IQ 11 (in GURPS), then she would have Animal Handling 15.

If the "raw" GURPS score is over 18, then the additional "levels" can be shifted to other related skills at the same rate. For example, a mage who has an Intelligence of 5 (GURPS IQ 15) and Animal Handling 5 would get Animal Handling 25 using the regular conversion formula $((5 \times 2 = 10) + 15 = 25)$. At the GM's option the player could add the levels of skill beyond 18 (7 levels) to related skills, such as Teamster, Riding, Veterinary or Falconry. So the mage could have Animal Handling 18, Falconry 18 (IQ 15 +3 levels), Veterinary 18 (IQ 15 +3), and Teamster 16 (IQ 15 +1).

New Skills

Enigmatic Wisdom **Mental/Very Hard** **Enigmas -5, Occult-10, Thaumaturgy-5**

**Prerequisite: Arcane Background or Hermetic
Magery Advantage**

This is the study of the true nature of the world and the universe. In addition to providing ineffable understanding of the cosmos, this skill can also be used to interpret mysterious and magical events, magical paradoxes and the like. Mundane riddles and the like are covered by the Enigmas advantage.

In addition this knowledge also allows the mage to better resist the Twilight. For every 3 levels of skill the mage gets +1 to his Will rolls to resist or recover from Twilight.

Finally, the magi of House Criamon deeply revere those who appreciate Enigmatic Wisdom. For every 3 points by which you make your Enigmatic Wisdom roll, you get +1 to reactions when you first meet a Criamon mage. Source: Self, Ars Magica

History (Hermetic) **Mental/Hard** **Hermetic Knowledge-5**

**Prerequisite: Latin, Arcane Background or Hermetic
Magery**

Prerequisite: Latin, Arcane Background or Hermetic Magery

This is the history of the Order of Hermes. A character with this knowledge will know how the order was founded, who the past members of the order were, past political struggles and so forth. Source: Self, Ars Magica

Law (Hermetic) **Mental/Hard** **Hermetic Knowledge-5**

**Prerequisite: Latin, Arcane Background or Hermetic
Magery.**

This is detailed knowledge of the Peripheral Code of Hermes and the ways of Tribunals. It is useful for justifying your actions (or condemning the actions of another) to your superiors or to the Tribunal. Source: Self, Ars Magica

Politics (Hermetic) Mental/Hard IQ-5, Hermetic Knowledge -5

Prerequisite: Covenant Folk, Arcane Background or Hermetic Magery.

This covers detailed knowledge of the current political structure of the Order of Hermes as well as the art of politicking within that Order. Source: Self, Ars Magica

Hermetic Lore Mental/Hard IQ-5

Prerequisite: Covenant Folk, Arcane Background or Hermetic Magery.

This skill covers knowledge of the current customs, rules, politics, organization and rivalries within the Order of Hermes. It also includes rumors and legends related to the Order. Source: Self, Ars Magica

Bargain Mental/Average IQ-5, Merchant, Diplomacy-3

This is the skill of haggling, find bargains, clipping coupons, and generally being a savvy shopper. It can be used in a contest of skills to haggle with a merchant. For every point by which you win the Contest of Skills you get a 5% reduction in the price compared to the usual price, up to a 75% reduction in price. On the other hand, for every point by which you fail the contest of skills, you pay 5% more than normal. If you lose the contest of skills, you must pay this price if you have cash in hand (or its equivalent). If you do not have cash in hand, then you get an unresisted second roll vs. Bargain skill to reconsider the offer unless you critically failed the first roll. The time it takes you to get your money gives you time to think rationally. Source: Self.

Church Lore Mental/Hard IQ-5, Theology-5, Politics-5

This skill covers knowledge of the current customs, rules, politics, organization and rivalries within the Roman Catholic Church (or some other religion of equal size and power). It also includes knowledge of popular rumors and legends related to church and knowledge of major centers of worship and famous or historic churches. Source: Self.

Faerie Lore Mental/Hard Occultism-5, Thaumaturgy-5

This is the study of the Good Folk. It includes some knowledge of their powers and weaknesses, and a sense of their needs and motivations. Source: Self

Converting Ars Magica Skills to GURPS

Acting - See Performance or Acting

Animal Handling - Animal Handling

Area Lore - See Area Knowledge

Bargain - New Skill

Boating - See Boating, Seaman, Shiphandling and Sailor

Brawl - See Brawling

Certamen - See the Certamen advantage

Chirurgy - See First Aid, Surgery, Physician and Veterinary

Church Knowledge - See Theology

Church Lore - New Skill

Concentration - See Meditation

Craft - See Artistic, Craft and Professional skills.

Debate - See Debate (New Skill) or Fast Talk

Diplomacy - See Diplomacy

Disguise - See Disguise

Drinking - See Carousing

Enigmatic Wisdom - New Skill

Etiquette - See Savior-Faire

Evaluate - See Appraisal (New Skill)

Faerie Lore - See Faerie Lore (New Skill)

Fantastic Beast Lore - See Naturalist, Occult

Forgery - See Forgery

Hermes History - See History (Hermetic)

Hermetic Knowledge - See Hermetic Lore

Hermetic Law - See Law (Hermetic)

Humanities - See Academic skills

Intimidation - See Intimidation

Intrigue - See Politics

Jongleur - See Juggling, Acting, Jester (New Skill) or Acrobatics

Leadership - See Leadership

Legend Lore - See Folklore (New Skill), Bardic Lore

Legerdemain - See Sleight of Hand, Filch or Pickpocket

Magic Theory - See Thaumaturgy

Medicine - See Physiology, Pharmacy, Physician or Surgery

Meditation - See Meditation or Breath Control

Occult Lore - See Occultism

Parma Magica - See the Parma Magica advantage

Pick Locks - See Lockpicking

Play - See Musical Instrument

Politics (Hermetic) - New Skill

Ride - See Riding

Scribe - See Calligraphy and Literacy advantage.

Sing - See Singing

Speak Language - See Language skills.

Stealth - See Stealth

Storytelling - See Bard, Bardic Lore

Survival - See Survival.

Swim - See Swimming

Track - See Tracking

Wagoneering - See Teamster or Packing

Weapon skills - See Combat/Weapon skills

Magic

Hermetic magic is purchased as a series of advantages, which are somewhat like Super Powers or Psionic Abilities. Hermetic mages must buy at least one level of Certamen and Parma Magica, as well as one Magical Form and Technique. Experienced Hermetic Mages will have hundreds of points in these advantages. Non-Hermetic mages may not have the Parma Magica ability, though they might be able to take the Certamen advantage, or master the various Hermetic Forms and Techniques. Details for creating non-hermetic mages are left to the GM.

Certamen	10 points + 3/level	Mystic	Fantastic
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Prerequisite: Hermetic Magery

You have the power to engage in magical duels. The first level allows you the knowledge you need to participate in the duels and gives you +1 to your skill with the chosen Form and Technique. Each additional level gives you an additional +1 to effective skill, up to 10 levels.

Parma Magica	25 points + 5 point/level	Mystic	Fantastic
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Prerequisite: Hermetic Magery

The "parma magica" or magic shield is the great, universal power that marks all Hermetic mages and which accounts for their dominance over other traditions of magic. The basic level creates a shield which gives +1 Magic Resistance (in addition to any normal Magic Resistance or Magic Tolerance the subject may have) to any hostile spell cast through it. Each additional level gives an additional +1.

The area of magic resistance extends out from the mage in a circle 15 yards in radius and can protect as many people as the mage has levels of Parma Magica by "splitting" the Parma between them. (For example, a mage with 6 levels of Parma could protect up to 3 people by giving each of them +2 Magic Resistance, or he could protect 2 of them with +1 Magic Resistance and 1 with +4 magic resistance.) The only conditions are that anyone who is to be protected must be present when the ritual is performed and must stay within 15 yards of the mage. If a protected person ventures beyond the 15 hex radius, their protection is cancelled until they return to the protective sphere.

This form of Magic Resistance does not interfere with friendly spells cast through the barrier, nor does it interfere with friendly spells cast on people protected by the shield.

This ritual takes about a minute to perform but lasts for a day or until dispelled. It can be recast at will as long as the mage is conscious and is free to speak and move.

Limitation: Flawed Parma Your magic shields are weak in some way. For every circumstance or type of magic against which your shield is weak, subtract -1 per level of reduction in Magic Resistance (down to a minimum of 0 Resistance). However, no matter how many Flaws you have in your shield, you may never buy the advantage down below 10 points for the base cost, or 2 points per level. Even a grossly flawed shield is a potent advantage.

Magical TechniquesFantastic

Prerequisite: Hermetic Magery.

You know one or more of the five "Techniques" of Hermetic Magery. In addition to letting you cast Hermetic Spells, every 10 levels of this ability gives you +1 to rolls to resist spells using that Technique. You may have up to 40 levels in any Technique.

The Techniques are:

Creo - This Technique governs the magic of creation, restoration and turning dream into reality. For every 10 levels you have in this Technique you get +1 to make physical objects using Artistic or Craft skills.

Intellego - This is the Technique used to cast spells which are concerned with discovering, detecting and observing. The mage learns how to look for, read and understand connections between things. For every 10 levels in this Technique the mage gets +1 to IQ to perceive mystical connections, and +1 on skills which seek to find connections between seemingly unrelated facts (such as mundane Research skills).

Muto - This is the art of transformation and mutation. It allows you to cast spells which change or alter things in "unnatural" ways. For every 10 levels in this ability you get +1 to IQ or Will to change your body.

Perdo - This is the art of destroying, decaying, weakening, or ending things. For every 10 levels in this Technique the mage gets +1 to IQ and skill rolls which deal with finding weaknesses (such as Tactics skill) or destroying objects by indirect means (such as Poisons or Traps skill).

Rego - This is the Technique which allows you to control and move things. For every 10 levels you have with this Technique you get +1 to ST, DX or Will to directly control or move physical objects (except for himself and weapons) or to resist being controlled or moved physically. For example, a mage with 10 levels in this skill would get +1 ST to push open a door or to resist being knocked down by a Slam, but he would not get the same bonus to Jumping skill or to Teamster skill. In the first case, he is trying to control his own body (rather than resisting someone else controlling his body). In the second case, the mage isn't physically pushing or moving the wagon, he's just controlling the horses.

Magical Forms

1 point per level

Mystic

Fantastic

Prerequisite: Hermetic Magery.

You know one or more of the ten "Forms" of Hermetic Magery. In addition to letting you cast Hermetic Spells, every 10 levels of this ability gives you +1 to resist spells using that Form or to attribute or skill rolls to resist or a void mundane danger based on that form.

The Forms are:

Animal - This art affects animals of all kinds, from fish, to birds to fantastic creatures. For every 10 points you have in this form you get +1 to reaction rolls from animals (or a level of negative reaction is ignored) up to a maximum bonus of +4 and +1 to HT rolls to resist animal poisons.

Aquam - Affects all manner of liquids. Studying Aquam can teach one flexibility and Strength. For every 10 levels you get +1 to attribute or skill rolls to resist the bad effects of water, such as Thermal Shock or Drowning and to resist the effects of Thirst or Dehydration.

Auram - Air, wind, and weather. For every 10 levels you get +1 to Attribute or skill rolls to resist wind, weather, lightning, choking or suffocation.

Corporem - Human and human-like bodies and healing, harming the human form. For every 10 levels you have in this form you get +1 to HT rolls to heal yourself or to resist or recover from disease or poison.

Herbam - The study of plants, trees, and wood. For every 10 levels you get +1 to skill rolls which deal with plants or wood (i.e. Herbalism, Carpentry) and +1 to resist or recover from plant-based poisons.

Ignem - Fire, heat and light. For every 10 levels you get +1 to skill or attribute rolls to resist fire, flames, smoke, or blinding light. You also get +1 per 10 levels to start fires by ordinary means.

Imagonem - The art of illusions and phantasms as well as perceptions and sensations. For every 10 levels you get +1 to attribute or skill rolls to see hidden things, to see people or things as they really are, and to perceive illusions or falsehoods, even those produced by non-magical means.

Mentem - Minds, thoughts, and spirits as well as memory, thought, and emotions. This art comes as close as Hermetic magic can to affecting souls. For every 10 levels you get +1 to attribute or skill rolls to remember things, resist Mental Stun or reductions in IQ from various hazards, or to think rationally. This last ability benefits mundane skills where rational thought would be a benefit (such as Mathematics or Politics) but it has no effect on the mage's mental disadvantages.

Terram - Solids, especially earth and stone. For every 10 levels in this advantage, the mage gets +1 to Attribute or skill rolls to resist or shape earth. Specifically, the mage gets a bonus with the Sculptor, Blacksmith, Jeweler and Professional Skill (Potter) skills to make functional tools (though they might not be pretty). He also gets +1 per 10 levels to avoid taking damage from movements of the earth such as cave-ins, avalanches, mudslides, or earthquakes. (Lava is covered by the Ignem Form.) He also halves damage from falling for every 10 levels he has. (So a mage with Terram 10 would take half damage, a mage with Terram 20 would take 1/4 damage, a mage with Terram 30 would take 1/8 damage, and a mage with Terram 40 would take 1/16 damage from falls.)

Vim - Magic and Demons. This art manipulates the power of magic itself and also concerns demons since they innately magical creatures. There is no bonus for high levels of this skill.

Using Magic

Mages in Ars Magica use 3 different types of spells - Formulaic spells which are learned by rote and which can be cast relatively quickly and reliably, Spontaneous spells which can be improvised on the spot, and Ritual spells which can be used to produce permanent or powerful magical effects.

Formulaic Spells

Formulaic spells are very similar to normal GURPS spells. They are learned as skills, cost Fatigue to cast, and require words and gestures. However, unlike normal GURPS spells, their prerequisites are based on the mage's level with the appropriate Magical Form and Technique, increased skill doesn't make spells quicker or easier to cast, and skill doesn't allow a mage to give up using gestures or spoken words. However, Formulaic spells can be Mastered. Once a spell is Mastered it can be cast automatically without rolling dice or the mage can attempt to cast them more quickly or more than once. Individual Formulaic spells are listed below.

In order to cast a Formulaic spell, the mage must have invested at least 1 point to learn it as a skill. He then rolls 3d against his skill level. The mage's Encumbrance level is subtracted from his effective skill, as are any of the other die roll modifiers listed below:

Gestures

Bold Gestures	+1
Normal Gestures	0
Subtle Gestures	-3
No Gestures	-5

Speech

Booming Voice	+1
Normal Voice	0
Whisper	-3
Silent	-5

If the mage makes his skill roll, the spell is cast successfully. For every 3 points by which he makes his roll, the base Fatigue cost of the spell is reduced by 1, to a minimum of 0. A failed roll means the spell didn't go off. As a consolation, the mage doesn't have to pay the base Fatigue cost, unless he missed his roll by 3 points or more. Finally, unless the mage is casting the spell in stressful conditions (in combat, in an emergency) critical failures are treated as normal failures.

The levels of the various Formulaic spells are given in Ars Magica. Suitable spells from GURPS Magic or GURPS Grimoire can be adapted as Formulaic spells (and vice-versa). It is up to the GM to determine what the spell level of a new Formulaic spell is and what its corequisites (if any) are.

Converting Existing GURPS Spells to Formulaic Magic

Spells from GURPS Magic and GURPS Grimoire can be used as Formulaic spell in GURPS Ars Magica. In most cases, the conversion will not be perfect and it is up to the GM to preserve the "flavor" of the GURPS spell when cast as a Hermetic formulaic spell.

Colleges: The GURPS colleges don't quite correspond to Ars Magica Forms and Techniques. Ultimately, it is up to the GM to decide which Forms and Techniques apply to any given GURPS spell. The following table is given as a very rough guide.

Ars Magica Form	GURPS Magic College
Animal	Animal, Body Control, Food
Aquam	Water
Auram	Air, Gate, Technology (Electricity Subcollege)
Corporem	Body Control, Healing, Necromancy
Herbam	Plants, Food
Ignem	Fire, Light and Darkness
Imagonem	Illusion and Creation, Mind Control, Knowledge, Communication and Empathy, Protection and Warning
Mentem	Mind Control, Communication and Empathy, Protection and Warning, Technology
Terram	Earth, Making and Breaking, Gate, Technology (Machine and Radiation Subcollege)
Vim	Metaspells, Enchantment, Technology (Energy Subcollege)

Level: A spell requires 3 levels of power in the appropriate Form(s) or Techniques for every base point of mana required to cast the spell beyond the first point, and for every prerequisite spell required. Add 10 levels for each level of Magery required to cast the spell. Add 10 more levels if the spell is listed as being "Very Hard". The levels are evenly split between the Form and the Technique the GM decides to assign to the spell.

Alternately, the GM can set levels of power based on the spell's usefulness and/or power in relationship to existing Ars Magica spells.

Co-requisites: Some GURPS spells are likely to have co-requisites. If a spell is crosslisted to another college, or requires prerequisite spells from outside the college, it is likely to have corequisites in GURPS Ars Magica. In this case, assign the levels required by for prerequisite spells from other colleges as levels required in corequisite Forms in Ars Magica, rather than splitting their costs between Form and Technique. It is up to the GM to assign corequisite levels for Techniques. If a spell has a corequisite Technique, the GM should assign levels in the corequisite (generally 1/3 to 1/4 the total number of levels required) before dividing the levels between the primary Form and Technique. In no case should corequisite Form or Technique levels exceed the number of primary Form or Technique levels required to cast a spell.

Prerequisites: GURPS Magic spells cast as formulaic spells do not require other spells as prerequisites.

Other Limitations: GMs should remember that no Ars Magica spell can affect the soul or have permanent, direct, effects without the expenditure of Vis. This will greatly limit the effectiveness and usefulness of GURPS Healing and Enchantment spells.

Spontaneous Spells

Spontaneous spells are improvised by the mage and are very similar to the Rune Magic or Improvised Magic systems presented in GURPS Magic. However, unlike these systems, the power of a Spontaneous spell is limited by the mage's power with the Form and Technique he wishes to use. In other respects they are similar to Formulaic spells, except that they can never be Mastered. Spontaneous spells can mimic the effects of Formulaic spells the mage has not yet learned.

In order to cast a Spontaneous spell, the mage player first describes the effect he wants. The GM then determines what Forms and Techniques are appropriate and sets a power level for the spell. This can either be arbitrarily decided based on the guidelines given below, or the level can be based on existing spells.

Once these things have been determined, the mage then announces how many points of Fatigue he will put into the spell and he rolls $3d + \text{Form Level} + \text{Technique Level} + \text{Thaumaturgy skill} - \text{Encumbrance Level}$. This total is then modified by the amount of Fatigue spent. If the mage spent no Fatigue his total score is divided by 5, if 2 Fatigue points are spent, the score is divided by $1/4$, if 4 Fatigue are spent, the score is divided by $1/3$, if 6 Fatigue are spent the score is divided by $1/2$, if 8 Fatigue are spent the score is divided by $2/3$ and if 10 Fatigue are spent, the score is divided by $3/4$.

If you equal or exceed the level of the spell, the spell is cast successfully. For every 5 points by which you exceed the level, you keep 2 points of Fatigue which you would have otherwise donated to the spell, though you will always spend a minimum of 2 points of Fatigue if you donated any Fatigue at all.

If you miss the level of the spell, but rolled under your Thaumaturgy skill, you get a reduced effect version of the spell you were trying to cast at the level of your total score. If you miss the level of the spell, but roll over your Thaumaturgy skill, the spell fizzles. If you critically fail your die roll (roll over 16), your spell critically fails. In all cases, any Fatigue invested in the spell is lost.

Correspondences - You may use your knowledge of any Formulaic spells using both the same Form and Technique as a spell you are trying to improvise to help your improvisation. In order to do this, you must Concentrate for a minute. At the end of this time you must roll vs. your Thaumaturgy skill at +1 per 5 levels of the appropriate Form and Technique. You get an additional +1 for each additional Formulaic spell you know in the appropriate Form and Technique. If you make your die roll, multiply the amount by which you made your die roll and add it to your effective total when you cast the spell. If you fail your roll, there is no effect unless you critically fail your roll. Then you subtract $1d \times 2$ points from your total. In order for correspondences to be useful, you must immediately begin casting the spell after you determine any correspondences and/or Similar spells.

Similar Spells - You can improvise a spell which is Similar to a Formulaic spell you have already learned. In order to be similar, a spell must use the same Form and Technique and can only vary in one detail (such as range, duration, amount of damage done, etc.). In order to improvise, you must Concentrate for a minute and you must make a successful (unmodified) Thaumaturgy roll. If you make this roll, you may add $1/5$ the level of the most powerful Similar spell you know to your effective score when you cast the spell. In order for these insights to be useful, you must immediately begin casting the spell after you determine any correspondences and/or Similar spells.

Ritual Spells

Formulaic and Spontaneous spells cannot last longer than a month, cannot be used to see into the past or future, and cannot be used to affect anything the mage cannot see when he initially casts the spell. Ritual spells can transcend these limits but they require Raw Vis of the same Form and/or Technique as the spell to be cast.

Ritual spells are cast in the same way as Formulaic spells, except that they take 15 minutes per 5 levels of the spell to cast and they require 1 pawn of Vis per 5 spell levels. The Vis must match either (or both) the Form and the Technique used.

Ritual spells are cast like Formulaic spells, except that the mage must make a roll vs. his Meditation skill. The amount by which he made or failed his roll is added or subtracted from his die roll modifier. Ritual spells automatically cost at least 2 points of Fatigue. If the die roll was missed by 1-3 points, the mage loses 4 Fatigue, but the spell still works. If the die roll is missed by 4 or more, the spell fails and any Vis used is lost.

The Range and Duration of Ritual spells can be extended. However, it takes an extra 15 minutes and 1 extra pawn of Vis per doubling of Range or Duration.

Requisites

Some spells require other Requisite Forms or Techniques beyond the first mentioned. If a spell is listed as having a Requisite Form or Technique, the mage uses the Form or Technique in which he has the lower score when he attempts to cast the spell. When he attempts to learn the spell, he uses the higher of the two arts. If the GM rules that they apply, he can assign Requisites to Spontaneous spells as well.

Targeting

In order to Target a target, the mage uses his Spell Throwing (spell) (or DX - 2) skill and adds any levels of Finesse he has.

Magic Resistance

All creatures have "Natural Resistance" to magic. Mages and magical creatures also have "Passive" Magic Resistance "on top of" their natural

resistance.

Natural Resistance is treated like a normal Resistance roll as described in GURPS Basic Set. "Passive" Magic Resistance is treated slightly different fashion than standard GURPS magic. In order to overcome Magic Resistance, the mage must win a contest of skill plus any levels of Penetration he might have vs. Natural Resistance plus any levels of Magic Resistance. If the mage was casting a Formulaic spell, he can add the amount by which he made his skill roll to the contest. If the mage was casting a Spontaneous spell, he can add the 1/5 the spell level he achieved to his die roll.

Spell-like powers use a simple roll of the attribute governing the power (usually IQ) vs. Natural Resistance plus Magic Resistance.

Magic Resistance is tested before Natural Resistance, so, if a target's Magic Resistance fails, his Natural Resistance still might save him.

If Passive Magic Resistance protects a character from a spell, the intended target gets a roll vs. IQ (plus +2 for Second Sight or the first level of Magery, and +1 for each level of Magery thereafter) to notice the attack.

Parma Magica

"Active" Magic resistance is granted by use of certain spells, knowledge of Hermetic Magical Arts and by the use of the Parma Magica advantage. It replaces "Passive" Magic Resistance. Treat attempts to breach Parma Magica (and similar spells) as a contest of Spell skill plus Spell level and any levels of the Penetration advantage the attacker might have vs. a roll of 3d plus the defender's Parma level multiplied by 5, +1 per 5 levels the defender has in the Form and/or Technique used in the attacking spell as well as any levels of Magic Resistance.

If the defender has no Parma (or their "shield" is down) their Parma score is treated as if it were 0. Parma Magica can be used to protect other people besides the mage, providing they were present when the Parma was invoked and the mage included them in the Parma "spell". However, the mage's effective Parma score is 3 levels lower than normal when he is using it to protect others.

Concentration

A mage must concentrate to cast most of his spells. In order to do this under stressful circumstances, the mage must roll vs. either his Will or Meditation skill minus any penalties for distractions or wounds. Failure to concentrate means that the mage can't cast spells that round.

Twilight

The magical powers that Mages wield eventually consume them. This process of "magical aging" is known as Twilight. Exactly what Twilight is unknown, but in any event it results in the wizard's spirit vanishing from this plane. Attempts to communicate with the spirit of a wizard who has undergone "Final Twilight" automatically fail, though mages don't automatically undergo Final Twilight when they die. Ghosts of mages have been known to undergo Final Twilight after their physical body is dead.

Every mage can accumulate up to 24 Twilight Points before he enters Final Twilight. Twilight points are gained as follows:

- +1 Every 5 levels of the Vim Art
- +1 Each Longevity Potion the mage has taken
- +1 Every year of magically enhanced physical or mental power
- +1 Every Critical Failure which resulted in the mage entering Twilight

When a wizard rolls a critical failure while trying to cast a spell or control powerful magical forces, the GM rolls 1d. On an odd number, the mage must roll vs. Will (20 maximum) or experience Twilight. The mage subtracts -2 from his roll for each level of Vulnerability to Twilight and -1 for each previous Twilight Point he has accumulated. He gets a bonus equal to 1/3 his Esoteric Knowledge skill. Bonuses from Confidence or Passion cannot be applied to this roll. Luck can be used to reroll one of the dice. Most importantly, the mage's effective Will score cannot exceed 20.

Also, whenever a mage fails an aging roll after he has begun taking Longevity Potions he must roll vs. Will or enter Twilight.

If the mage fails his roll, he enters Twilight and immediately gains 1d-1 (minimum 1) Twilight Points. In addition, the amount by which he failed his roll determines the amount of time he spends in Twilight.

Roll failed by:	Time spent in Twilight
1	1d minutes
2	2d minutes
3	3d minutes
4	1d x 5 minutes

5	1d x 10 minutes
6	1d hours
7	2d + 6 hours
8	4d +12 hours
9	1d6 days
10+	1d6+4 days

At the end of the initial time Period, the mage can make another Will roll (modified by the bonus for the Enigmatic Wisdom skill, plus bonuses from Confidence or Passion) to recover from Twilight. If not, he remains in Twilight for an additional time Period equal in duration to the initial Twilight period.

While the mage is in Twilight, he might be remain unconscious or he might seem to function normally depending on the GM's whim. It takes a roll vs. Psychology skill (plus a bonus for each level of Magery the diagnosing character has) or magic to determine that a mage is still in Twilight if he is "conscious". While the character is in Twilight, his actions are entirely controlled by the GM, and the character will remember nothing except (possibly) hazy and fleeting images of what went on around him.

If the mage enters Final Twilight (because his Twilight Points exceeded 24), he will immediately be stricken as if he missed his Will roll by 10 and at the end of this time his body will die or disappear. The exact details of the mage's final days are up to the GM and possibly the character.

Insight - If the mage manages to free himself from Twilight, he must roll vs. Will or Enigmatic Wisdom skill. If he makes this roll, he gets 1d6 x 5 character points to spend on advantages or powers relating to magic or the event that triggered the Twilight. Common advantages are increased magical powers, bonuses to use magic in certain situations or improved understanding of supernatural creatures or magical theory.

If the mage fails his roll, he gets 1d6 x 5 points in disadvantages relating to the event in the form of reduced powers or new mental, physical or social disadvantages. Common disadvantages are reduced powers, limitations to use magic in certain situations, Automatic Magic, Phobias, Delusions or Compulsions.

Use of Raw Vis

Vis can be used to power spells. In order to use Vis, it must be of the same sort as either the Form and/or Technique used to cast the spell and the mage must physically touch it. Vis used to power a spell must be announced in advance and is used when the spell is cast, no matter if the spell is successful or not. Each pawn of Vis adds 5 levels to your effective skill level when you are rolling dice to cast the spell. However, you can't use more than 1/5 your level in the Form or Technique of the Vis. (For example, if your Perdo level is 10, you can't expend more than 2 points of Vis to power a single spell.)

You can also use Vis to extend the Range or Duration of spell, and some spells require Vis to achieve certain levels of Range or Duration. You expend 1 pawn of Vis per 5 levels of the spell to get the improved range or duration. In some cases, the improved duration is listed as "permanent". This means that if you expend Vis, you can make the spell permanent.

Mastering Spells

Formulaic spells can be mastered so that you can cast them "automatically". When you master a spell, you get +3 to Will or Meditation rolls to Concentrate on the spell, and you automatically cast the spell correctly without having to roll dice unless you are using Vis to boost your effective skill level. However, if you choose to forgo "automatic casting" there are other tricks you can perform with a Mastered spell.

Multiple Casting - You can cast two or more "copies" of the same spell simultaneously once you have Mastered it but you must roll dice for success with each "copy" you cast. In addition, each multiple after the first is at -2 to effective skill and is at -2 to skill to target unless you are aiming at two targets which are in the same hex. If you are attempting to hit two or more widely dispersed targets, the GM can either disallow the attempt, assign a penalty to your Spell Throwing skill roll, or use the rules for Autofire Bursts.

Fast Casting - Mastered spells can also be cast "instantly" as Blocking spells or Counterspells. In order to get a Blocking spell off, the mage must win a Contest of DX (plus any levels of Finesse, minus any levels of Encumbrance) vs. his attacker, if he is attacked by multiple foes, he need only win a contest of DX vs. the assailant with the highest DX. If the mage wins the contest, he can cast the Mastered spell as a Spontaneous spell. The level required to defend against various attack forms is given below:

Hostile Magic	Half Penetration total
Single Known Attack	10
Up to 3 Known Attacks	15
Any number of Known Attacks	20
All Attacks	25

When defending against multiple mundane attacks with a single spell the spell must be of an appropriate Form and Technique to defend against all types of weapons and attacks. If the mage is defending against a mage, he can determine the form and technique a Hermetic mage will use against him if he can make a Vision (or Hearing) roll otherwise he must guess what magic his opponent will use.

If the mage is only partially successful, damage is still reduced based on how well the mage rolled and the GM's judgement.

Words and Gestures

All Hermetic spells assume that the mage is using relatively obvious gestures (similar to body language used in an animated conversation) and a normal speaking voice. In some cases, the mage may wish to be more subtle or, he can get a bonus to his skill rolls by being very loud and obvious (note, these modifiers are different from those for casting formulaic spells).

Voice	Modifier	Gestures	Modifier
Booming (+3 to Hearing)	+1	Vigorous (+3 to Vision)	+1
Firm (0 to Hearing)	0	Bold (0 to Vision)	0
Soft (-3 to Hearing)	-5	Subtle (-3 to Vision)	-2
Silent	-10	None	-5

Extra Care

Formulaic and Spontaneous spells can benefit from deep concentration and extra care. In order to put extra care into a spell, the mage must roll vs. Will or Meditation skill. The amount by which the roll was made can be applied as a bonus to spell skill, but adds 1 extra minute per 5 levels of spell to be cast.

Spell Foci

Spells can be made more accurate by the use of Spell Foci (also called "material components"). Each spell has its own foci and depending on the spell, the components might be destroyed when the spell is cast. If your spells require special foci to begin with, you can't get a bonus from using regular spell components.

Maintaining Spells

To cast another spell while concentrating on another, roll vs. Will or Meditation skill at -3 per "on" spell. If the second spell is the same as a spell you have already cast, this penalty is at -1 per previous casting of that spell. If you can successfully concentrate, you can cast the second spell at -1 to effective skill per spell already "on". On any Critical Failure, you lose control of all maintained spells, depending on the spell and the circumstances, they might simply end or they might backfire on you!

Casting from Books

A mage can cast a formulaic spell that he doesn't know as long as he has a readable copy of it. To cast a spell from a text you must spend 3 seconds per 5 levels of the spell and make a roll vs. your skill with the appropriate Form or Technique which governs the spell (use whichever of the two is lower) at -2 to skill.

If you make your die roll by 3 or more points you cast the spell with half normal Fatigue, otherwise you spend the normal amount of fatigue to cast the spell. If you go unconscious due to Fatigue the spell automatically fails.

Ritual spells can be cast from texts but they take much longer to cast. It takes 30 minutes for every 5 levels of the spell and you must expend Raw Vis, just as if you were casting a ritual spell from memory.

Certamen

Certamen is formalized, non-lethal magical combat between mages. It is one of the marks of a Hermetic mage and only Hermetic mages can take or use the Certamen advantage. In Certamen, both mages cooperate to bring magical energies into being and then compete to control those energies. The object of Certamen is to drain Fatigue from your opponent by using those magical forces against him until he falls unconscious.

To keep a semblance of unity, the Order has strict rules governing how and when contest of Certamen can be performed. You may challenge any other mage once, but once a challenge has been made, the Hermetic Code prohibits you from challenging that person again, unless they challenge you in the meantime. Thus, you cannot hound an unwilling opponent with challenges.

Once a challenge has been made and accepted, you and your opponent must agree on the Form and Technique to be used for the duel. Generally, the challenger proposes the Technique and the defender proposes the Form, but other methods are possible as long as both wizards agree to the method. If the wizards cannot agree on the Form and Technique the contest cannot take place. Once the Technique and Form have been chosen, both mages concentrate for a moment and both enter trances, standing stationary while they attempt to control magical phantasms

which represent the magical forces involved. While they are concentrating on the Certamen, neither mage can defend against physical attack, cast spells, or perceive anything other than his opponent and the magical forces they are attempting to control.

The magical forces created and wielded during Certamen are visible to anyone with Magery, Hermetic Magery, or Second Sight, but cannot be influenced by anyone other than the dueling mages. To those without magical aptitude the magical forces are largely invisible unless the forms and techniques involved are extremely obvious (like *Creo Ignem*). To someone without Magery Certamen looks like two mages standing still except to gesture or grimace until one of them falls unconscious.

Certamen is treated as a Contest of Thaumaturgy skills plus +1 per 5 levels in the relevant Form and Technique, plus any levels of the Certamen advantage. A mage can also use Raw Vis of the appropriate Form. Each pawn of Vis gives the mage +5 to skill for 1 round and the mage can spend as many pawns as he has levels/5 in the Form he is using.

A mage's effective Fatigue level in Certamen is his current Fatigue score plus any levels of the Certamen advantage he might have.

The winner of the contest can either weaken his foe or apply the amount by which he won the contest as a bonus to the next round of Certamen. If the winner chooses to weaken his foe, he drains 1 Fatigue point for every 3 points by which he won the contest of skills. Drained Fatigue is lost

If the losing mage critically failed his roll, the winner doubles the amount of Fatigue he can drain or his bonus to skill. Otherwise, only the amount by which the winner beat the loser matters, irregardless of success or failure of the rolls.

Certamen continues until one mage's Fatigue score reaches zero. At that point he falls unconscious and the winner of the duel may cast one Spontaneous or Formulaic spell which bypasses the loser's Parma Magica entirely. (He still gets a normal resistance roll, however.)

Alternately, a mage can voluntarily end the contest at any time by breaking his trance and surrendering. In this case the winner cannot cast a spell which bypasses the loser's Parma and the loser does not fall unconscious, but he is still held to have lost the duel.

A duel can also end if one mage forces the other mage to break his trance for any reason. If the mage is distracted by an outside influence, he must roll vs. Will or Meditation skill to keep his concentration. Otherwise, he breaks his trance and the contest ends. If both mages agree to continue Certamen can be renewed, otherwise the mage who broke the trance is held to have lost the duel, just as if he broke the trance voluntarily.

Laboratory

Mages use their laboratory for many purposes and they spend most of their time working there when they are not occupied with other duties. For convenience, laboratory work is divided into seasons (4 seasons per year), but optionally the GM can use the GURPS Time Use sheets to more accurately reflect the mage's activities.

A mage must work for at least 4 hours for that day to "count" towards research totals. Minor interruptions do not interfere with the day's work, but serious interruptions (more than an hour or any combat or high stress situation) will keep the mage from working. It is assumed that a season is 13 weeks long, and that the mage works 6 days a week for 10 hours a day, so it takes 780 hours of work to equal a "season" of work.

Typically, a mage can attempt only one task per season and if it fails, the rest of the season is lost. It is possible that the GM will allow the mage to use the remainder of the season for other tasks, or that he will allow the rest of the season to count towards research totals for the next season. If the GM wants more detail, roll 2d+1 to determine the week where the failure occurs, if there is one place where a major failure could occur. After the failure, the mage must spend 1d-1 weeks (maximum 13 weeks total) figuring out what went wrong and mustering his efforts for another attempt (if any). Count each week as 60 hours of labor. For tasks where there is no immediate, obvious failure, the GM might be more lenient and merely require weekly skill rolls to accumulate hours towards completion of an ongoing research project. Alternately, the GM can use the Enchantment or Gadgeteering rules to simulate laboratory activities.

The Laboratory can be used to improve Magic Theory, Study the Arts, Write or Copy Books or spells, Learn Spells, Invent Spells or create Enchantments.

Magic Theory - The only way for a mage to improve his Thaumaturgy skill is to experiment. In order to do this, he must roll against his current Thaumaturgy skill. Each point of Vis used *subtracts* from the mage's effective skill. If the mage *fails* his skill roll, he gains a number of levels of Thaumaturgy skill equal to the number of pawns of Vis he used, up to 3 points maximum. The GM may, optionally, require the mage to also pay character points for the improvement.

Study the Magic Arts - If a mage attempts to learn magic from a book, the book must first exceed his skill level in the Form or Technique he is attempting to learn and the mage must have Vis to experiment with. Additionally, the Vis must be of the correct type for the art he is studying. When the mage has accumulated enough hours of research he may make a Will roll, plus one for every point of Vis spent. On a successful roll, the mage gains as many levels in the Art of Form he is studying as he had pawns of Vis to spend, up to 3 levels maximum.

If the book you are studying is in code, you must first win a contest of Cryptanalysis vs. the writer's Cryptography skill before you can read it and the book takes twice as long to read.

Write Magic Texts - In one season, a mage can write up to 3 levels of a form or technique per season up to half his skill level with that Form or Technique. If he has the Increased Understanding advantage his ability to write about magic is improved, and he may write on levels up to 3/4 or even his full level of skill. Alternately, a mage may write down up to 60 levels (counting both the Form and Technique) of Formulaic and Ritual spells per season.

A successful Research or Writing skill roll is required to effectively write down your thoughts, otherwise, your text is unclear and hard to

understand. People who attempt to learn magic from it learn at half the normal rate and are at -1 to Thaumaturgy skill to understand it. On a critical failure, your text is dangerously flawed or completely useless.

If you were trying to encrypt your writing, you must also make a successful Cryptography skill roll to see how well your code worked, and you must spend twice the normal amount of time to encode your document as you write it. You can encrypt 60 levels of spells per season. There is generally little point in this unless you wish to lay traps in your writings. If you wish to invent a spell that is a trap, you must invent it just like any other spell.

In addition, a successful Calligraphy roll is required to make your work tidy and easy to read. If you fail this roll, your work is crabbed and difficult to read, so that Thaumaturgy rolls to understand it are at -1 (-3 for a Critical Failure) and it takes twice as long to read (in addition to any penalties for bad writing and poor research). No Vis is required to write magical texts.

Copying Magical Texts - A mage can copy up to 3 levels of spells in a form or technique per season, with no limits to his skill level. However, just because a mage makes a faithful copy does not give him the ability to understand or use what he copied, he is still limited by his ability with Forms and Techniques. A successful Thaumaturgy roll is required in order to understand the work well enough to copy it, otherwise the mage doesn't understand what he is translating, so the text is badly garbled and is useless. On a critical failure, the text looks right, but actually contains serious and dangerous errors that not only make it useless but which might actually harm a future user of the work!

If the Thaumaturgy roll is successful, the mage must make a successful Calligraphy roll to copy it accurately and neatly. On a failed roll, his work is flawed and hard to read, making it less useful to future readers (either double the amount of time it takes to read the work or subtract 1d levels for the original work). On a critical failure it is utterly garbled and is useless or dangerously flawed.

If a mage copies ritual or formulaic spells from a text, he may copy up to 60 levels (of both Form and Technique for each spell) of spells per season. The mage must make a Thaumaturgy roll to understand the writing well enough to copy it, though he does not have to be able to actually cast the spell himself.

If the Thaumaturgy roll is successful, the mage must make a successful Calligraphy roll in order to accurately copy the spell, otherwise it is incorrectly transcribed and will not work.

Finally, if the document to be copied is encrypted, the mage must win a contest of Cryptanalysis vs. the original writer's Cryptography skill in order to crack the code. The mage may not copy the text until he has cracked the code.

If the copyist is working from another mage's lab notes or from a text that another mage deliberately made obscure (without actually encoding it or in addition to encoding it). He must also make a roll vs. his Latin skill (or the language of the text) and a Research roll in order to understand the text. If the spell is a non-Hermetic spell, it is much more difficult to identify and to translate into a useable (Hermetic) form. The details of this are left up to the GM's imagination, but generally the mage must make a Thaumaturgy roll to identify the spell as being a non-Hermetic spell, and then he must make one or more Research rolls to figure out what the spell does before he can even begin to translate it into a useable form.

If you are trying to translate a spell from one language to another, then you must also make a successful Language roll for the original language of the text, in order to translate it properly. Generally this isn't a problem, since most Hermetic spells are in Latin.

No Vis is required to copy magical texts.

Learning Spells - In order to learn a Ritual or Formulaic spell, the mage must roll vs. his Thaumaturgy skill, plus his levels with the Form and the Technique used to cast the spell, plus any Vis (of the correct Form for the spell, minus the level of the spell. If the mage makes his roll, he learns the spell as if he had put at least one character point into learning it, up to the number of character points he chooses to spend. (Minimum 1 point.) No Vis is required to learn spells.

Inventing Spells - In order to invent a spell, the sum of the mage's levels for the Form and Technique needed for the spell must exceed the spell's prerequisite level. If the mage is reinventing an existing spell that he has heard of, the GM can use the levels given in the Ars Magica book, otherwise he must arbitrarily determine the spell's level based on its power in comparison to other spells.

If the mage has sufficient skill to research the spell, he may roll against his Thaumaturgy skill. He gets +1 to skill for every 2 points by which he made his Research skill roll, and he gets +1 to his effective Thaumaturgy skill for every 5 similar (same Technique and Form) spells, he also gets a bonus to skill equal to the mana level of his laboratory, and he gets a bonus for previous research efforts (see below). If he makes his roll, the mage makes progress towards inventing the spell and, when the effective skill roll exceeds the level of the spell, the mage invents it.

A mage automatically knows an invented spell at IQ level, though he must pay character points for the increase in skill level.

Enchantments

Enchantments are very similar to Ritual spells, except that they allow the mage to permanently invest items with magical powers. A mage can make three classes of magic items: Talismans, which enhance and focus powers; Investments, which mimic spell powers; and Lesser Devices, which are like weak investments.

Spells that mimic the effects of ritual spells cannot be imbedded in magic items.

The first step in an enchantment is to prepare the item by "opening" it and permanently investing one or more pawns of Vim Vis in the item. This is done as a Ritual spell and takes a great deal of time and effort (the GM determines the details). The number of pawns of Vim Vis required depends on the Form and Material of the object (see table).

It is possible to reduce the amount of Vis needed by enchanting only part of the item. If you do this, then the item gains bonuses appropriate for only the shape (but not the material) of the item. For example, if you were to enchant a jewel on the tip of a wand, then you would get only the bonuses for the material of the jewel, and not the shape of the wand. However, any powers that rely on the shape of the item or the material of the wand do not get the bonus if just the gem is enchanted. However, you would only have to enchant the jewel rather than the whole item, at a significant savings in Vis.

Material and Size

Material	Base Points
cloth, glass	1
wood, leather	2
bone, soft stone	3
hard stone	4
base metal	5
silver	8
gold	10
semi-precious gem	12
precious gem	15
priceless gem	20

Size	Example	Multiplier
tiny (less than 1 lb.)	ring, bracelet, pendant, all gems	x1
small (up to 2 lbs.)	wand, dagger, belt, cap	x2
medium (up to 5 lbs.)	sword, tunic boots, skull	x3
large (up to 20 lbs.)	staff, shield, cloak, skeleton	x4
huge (unlimited weight)	boat, wagon, human body, small room	x5

You cannot use more Vis in a season than the sum of half your Thaumaturgy skill plus your skill with the Vim form. If the amount of Vis needed to enchant an item exceeds the amount of Vis you can use, you cannot enchant that item in one season.

Once the item has been opened, the mage may imbue it with magical powers.

Talismans

A talisman helps the mage concentrate and extends his magical range. A talisman is an intensely personal item and is closely bound to the mage, since it allows the mage to channel his magical powers.

To create a talisman you must decide on its form and material and prepare it for enchantment. Then, once it is "opened" the mage must spend a season attuning its magical powers to his own, so it becomes an extension of his magical self. At the end of the season, the Talisman is finished.

A Talisman allows the mage to cast spells which normally require him touch the subject, as long as the Talisman is touching the subject. The mage also has a constant Arcane Connection to the Talisman so he always knows where it is. However, since the Talisman also has an Arcane Connection to the mage, it is dangerous for a Talisman to fall into hostile hands! A talisman is also fully protected by the mage's Magic Resistance and/or Parma Magica while it is in contact with the mage's body. If the mage is not touching the item, it still gets a bonus to its Resistance rolls equal to the mage's level with the appropriate Form or Technique of magic.

In addition, the mage can spend a further season (at any time after the talisman is created) to imbue it with a further magical attunement, which gives the mage a bonus to cast certain types of spells or spells under certain situations as listed on the Form and Effects Bonuses Table. There is no skill roll or Vis cost to do this, the mage only spend the time to add the enchantment. However, the talisman can only have one magical attunement placed on it. You can however invest a Talisman with magical powers (at +1 to your Thaumaturgy or spell skill roll). You can also make an unattuned magic item into your talisman at any time.

Also note that a Talisman is different from a Spell Focus, since a spell focus is attuned to a spell, while a Talisman is attuned to a mage. You can, however, make a Focus into a Talisman by enchanting it (as described above). This will allow the focus to give its normal bonuses to cast spells and allows the mage to further imbue it with a Form or Effect bonus. In addition, the mage can invest it with further powers, even those

spells which the focus normally aids. In this case, the item not only casts the spell, but it assists in the focusing of the spell!

A mage can only have one talisman at a time and the first talisman must be completely destroyed before he can make another one. A mage also cannot make a Talisman for someone else.

Invested Items

An enchanted device can have further powers bestowed on it. The number of Vim Vis points used to "open" the item when it is first enchanted is the limit on the magical effects which can be enchanted into the item (so large and valuable items can "absorb" more enchantments than small and cheap ones). In addition, each effect to be invested requires a number of raw Vis points (of the sort of Vis appropriate to the enchantment).

The mage must choose what sort of "effect" he wants to place on the item and the GM must determine its level. Effects are identical to Formulaic spells, so if the mage chooses to invent a new effect for a magic item, he must invent that effect as if he were creating a new spell.

Once the level of effect is chosen the mage must decide how many times a day he wants to be able to use the item's power. If the item is not in constant use, the mage must specify a triggering action or ritual which will activate the power. The triggering action must be physical (pointing a wand, saying a command word, adopting a certain stance) not mental - magic items don't read their owner's minds.

Finally, the mage can place modifications on the item that make it more or less effective.

Effect Frequency Table

Uses per day	Cost
1	0
2	+1
3	+2
6	+3
12	+4
24	+5
50	+6
Unlimited	+10
Constant Use	+5

Add the number listed to the Level of the Effect. Only effects, such as Invisibility, that function constantly (which excludes all effects with Instant duration) can have "Constant Use".

Effect Details

An effect generated by a magic item is treated like a normal, spontaneous spell in all ways, except that the mage does not have to roll to successfully cast the spell, and the spell skill of the magic effect is that of the item itself. Fatigue (if any) for spells cast by the magic item is ignored. Vis cannot be used to boost spells cast through a magic item or to make them permanent.

However, the user of the item must target it (if necessary) using either his own spell skill or some other appropriate skill (such as Spell Throwing skill). Any levels of Finesse the mage might have are added to this skill roll. The mage must concentrate if the magic effect requires concentration to work.

Anyone who knows how to trigger the device can use it. If you find a magic item and do not know how it works, you may investigate the item in the lab.

Magic Item Enhancements and Limitations

Restricted to Certain People - You can restrict the use of the item to just certain people (for example, you and all your current apprentices). +3 levels.

Penetration - You can use your own skill levels with the Forms and Techniques used to invest the item when the item is invested, rather than the item's own scores for +4 levels. If you allow the item to use the current score of the Forms and Techniques of the wielder (allowing the item to become more powerful in the hands of a powerful mage), add +8 levels.

Automatic Concentration - If the item will "maintain concentration" for you once a spell is cast, add +5 levels. You must still concentrate to

trigger or change the spell effect.

Can Use Vis - You can use raw Vis to increase the range and duration of magical effects. If you can use Vis to enhance just range or duration add +3. If you can enhance both, add +6.

Affects item only - If a spell effect only affects the magic item itself (like a staff that grows thorns or an oven that heats itself), divide the final level of the device by 2.

Effect Modification Table

Restricted to Certain People	+3
Penetration based on skill of Creator	+4
Penetration based on current skill of wielder	+8
Item maintains concentration	+5
Range may be extended with Vis	+3
Duration may be extended with Vis	+3
Effect only works on item itself	divide by 2

Add the number listed to the Level of the power. If the effect works only on the item itself, divide the level by 2 after all other enhancements have been added.

Instilling the Effect

Once you have determined the modified level of the device, compare the level with your Lab Total (Form + Technique + level of magical aura of your lab). Any applicable bonuses from the Form and Effects table also apply to your total. For every effect that has an identical Form and Technique to the effect you are enchanting, add +1 to your lab total.

If the magical effect mimics a spell with casting requirements, those requisites apply to your Lab Total.

You can only invest an item with powers if your adjusted lab total exceeds the modified level of the spell. For each point by which your total exceeds the level, you get 1 point per season. When you accumulate points equal to the modified level of the device, you successfully invest it. (Thus, if your lab total is double the level of the effect you want, you can invest the item in one season).

For every 10 points (or fraction thereof), of the modified level of effect, you must spend 1 pawn of Vis of a type appropriate to the magic being invested. This Vis is expended in the first season that you work on the item. If the total Vis required to enchant the item exceeds the amount required to open the item, the magic item cannot absorb any more magical energy. So, if you are enchanting a silver dagger (which takes 16 pawns of Vis) you can only put 16 points worth of effects into it.

Form and Effect table

Lesser Enchanted Devices

Lesser enchanted devices are more limited than investments, but can be prepared more quickly and don't require as much Vis.

A lesser enchantment is designed like an investment, but it does not need to be "opened", so you do not need to spend Vis to prepare it. The device's shape and material and the level of any effect to be placed in it is determined just like for a major investment. A lesser investment can only have one effect placed on it and if the enchantment takes more than one season to invest then the enchantment fails and any Vis spent is lost.

To enchant the device, your lab total must be double the modified level of the effect and you must spend 1 point of Vim Vis and 1 point of Art-specific Vis per 10 points (or fraction thereof) of the enchantment's level. Remember you may not invest more than half your Thaumaturgy skill level + your Vim Form level in Vis in any one season.

Lesser enchantments cannot be used as Talismans.

Potions

Brewing potions is relatively easy compared to other magical tasks. Creating potions takes no Vis and a mage can often brew several potions in a single season. Note that a "potion" need not be a liquid - it could be a paste, salve, powder, or incense - or some other consumable material. The GM, and the mage must determine how a "potion" must be administered in order to work.

Also, it might be possible that a potion has no noticeable effects on the user when it is consumed. It is up to the GM and the mage to determine

the effects and "side effects" of potions.

Potion effects are designed like spell effects, except that a potion can never affect anyone other than the person who drinks it (or whatever it is applied to) and no potion can give a person the ability to cast spells. Potions also can not mimic the effects of ritual spells.

Once you have designed your effect, add your Lab Total (plus the Aura of your lab) and compare the total to the Level of effect. For every 5 points, or fraction thereof, by which you exceed the level, you create one dose of potion. If your Lab Total is less than the level of the effect, the attempt fails and you waste the season unless you spend Vis.

If you spend Vis, your potions will have longer durations (for spells which have split durations). You must put 1 point of Art-specific Vis into the potion, just as if you were casting the spell. You may also expend Art-specific Vis to increase your lab total (+5 per pawn used). If you want to use Vis to both improve spell durations and improve your lab total, you must pay for each separately. If you use Vis and your lab total still doesn't exceed the level of the effect you wanted, the season is wasted and all invested Vis is lost.

Finally, if you choose materials (or a form for the potion) that is especially appropriate for the sort of potion you are creating (see the Form and Effect Bonus table) the GM might give you a bonus to your Lab Total.

Longevity Potions

Longevity potions allow the mage to survive well beyond his normal lifespan, but only by directly affecting the tissues of the mage's body. As a side effect of the potion, the mage is rendered sterile. Like other potions, longevity "potions" may be in any form that the mage desires, but they must be tailored to the person for whom they are designed. Some forms of longevity have special vulnerabilities (like a longevity charm which can be stolen or damaged).

In order to design a Longevity potion, you must first determine which ingredients you need. If your Lab Total (based on Intellego Corporem) is 20 or more, you can identify, gather and brew the ingredients in one season. If your Lab Total is less than 20 you cannot brew longevity potions. In order to "activate" the potion, you must then add 1 pawn of Vis for every 5 years (or fraction thereof) of your current age. Normally only Creo, Corporem or Vim Vis may be used to make Longevity Potions, but the GM may rule that mages who are very heavily identified with other Forms and Techniques could use other forms of Vis (for example, a Flambeau mage might be able to use Ignem Vis). Each extra point of Vis used to "power" a Longevity Potion gives a further +1 to your Lab Total. Future batches of Longevity Potions must use the same amount of Vis however or else they will fail.

For every 5 points by which your Lab Total (in Intellego Corporem) exceeds 20, you get +2 to your effective HT to resist aging rolls. A mage can reinvent his Longevity potion in order to take advantage of increases in skill, but this requires him to spend another season preparing the potion and a new investment of Vis to power it.

Longevity potions last until the mage fails an aging roll. Then the mage must brew another potion if he wishes to continue to extend his life, otherwise he gets no bonuses to resist aging in the future. Brewing the new potion requires investment of Vis but no particular investment of time (2-4 hours). A mage only needs to re-invent his Longevity potion if he wishes to improve it.

You can invent Longevity Potions for other people, but it takes more skill. In order to brew a potion for someone else, your Lab Total plus the Aura of your lab must equal or exceed 30. If you brew the potion for another mage, it has the same effects as if you made it for yourself. If you brew the potion for a non-magical person (a person without Magery or Hermetic Magery) then the potion is only half as effective as normal (+1 to HT per 5 points of Lab Total).

Note that Longevity potions only protect against aging. If you lose HT or other characteristics due to injuries, disease, or Wizard's Twilight, a longevity potion will not help you.

Lab Texts

Mages keep lab notes as they work to allow them to duplicate previous experiments. They are automatically created whenever the mage creates a potion, invests a magical device, or binds a familiar. A Lab Text gives the mage, equal to 1/2 the mage's Thaumaturgy skill to any future enchantments of the same type (using the same Form and Technique). Note that the bonus is based on the mage's Thaumaturgy skill when the notes are recorded, not his skill when the notes are referred to again! If the enchantment recorded is within a Specialty of Thaumaturgy, the mage gets an extra +1 bonus to his skill.

A mage can use another mage's lab notes in order to recreate that mage's work, however, you cannot use another mage's notes unless your Thaumaturgy skill exceeds the Thaumaturgy skill of the mage when he took the notes.

Using Laboratory Texts

If you have a Lab Text, you get a flat bonus when trying to instill power into an item or create a batch of potions as long as you are duplicating an item with identical Form and Technique, as long as you understand and can make full use of the text. Laboratory Texts also allow you to recreate Longevity Potions for yourself, but if you have someone else's lab text for making a Longevity potion it is of no help to you.

Translating Laboratory texts

You may copy up to 60 levels of lab notes into a form usable by others per season, just like writing on any other magical subject. You may copy lab notes that are already in a usable form at 180 levels per season. The level of the text is the modified level of the effect invested into an item or potion when the text is written. The level of the text is not equal to the creating Mage's Magic Theory score at the time of your writing.

You can decode and translate another mage's lab notes like you could any other magical text.

Modifying items created with lab notes

You may vary some of the details of a potion or investment as long as you keep the same Form and Technique and you invest the item with the same powers. Likewise, the form and materials of the magic item must remain the same, and if the original power duplicated the device itself, then so must the duplicated power.

If any Vis was used to invest the item, then you must use the same amount and type of Vis, but you can add extra Vis and get +5 to your effective lab total. You can also get a bonus from your lab text to instill magical effects which use the same Form and Technique, even if they are different.

Investigating an Enchantment

If the mage can make a simple Thaumaturgy (or Magic Sense) roll, he can determine the general nature of the device. However, a week's worth of work (60 hours) and successful Research and Thaumaturgy rolls are required to reveal the full extent of the item's powers. Each additional week of work (and further successful rolls) allows the mage to reveal the triggering action for one of the item's powers. A critical success reveals all the item's powers at once. A critical failure results in a catastrophe - the item is ruined, the wizard's lab is damaged or destroyed, or the wizard takes damage from the item. The GM should roll on the Magical Critical Failure Table or else the Enigmatic Alien Artifact Button-Pushing Table (CII p. 6).

Arcane Experimentation

This section is not yet completed.

Inventing Spells

Invested Devices

Inventing Potions

Investigating an Enchanted Item

Exceptional Risk

Extraordinary Results

Multiple Laboratory Activities

Help in the Lab

Distractions from Studies

Familiars

This section is not yet completed.

Finding and Befriending an animal

Enchanting the Familiar

Opening the Enchantment

Strength of the Bond

Forging the Three Cords - Golden Cord, Silver Cord, Bronze Cord

Tempering the Bond

Bond Qualities - As Advantages and Disadvantages

Familiar Advantages

These advantages can generally only be applied to Familiars or other closely bonded creatures. At the GM's option, a mage might have to buy

the familiar as an Ally if it is very powerful. Otherwise, use the Familiar rules. In no case can a Familiar be a Dependent, even if its total character cost would otherwise make it so. The fact that a mage can draw mana from it is advantage enough.

Attunement **Variable or 5 points per Form or Technique** **Mystical** **Fantastic**

Prerequisite: Familiar

you may attune one of your familiar's natural magical powers to magic, allowing you to use that power!

If you are a Hermetic Mage, you must pay 5 points per Form or Technique for each natural magical power your familiar has.

Awareness **5 points** **Mental/Mystic** **Fantastic**

You always know where your Familiar (or some other person very close to you, like a twin or a lover) is, including the rough direction and approximate distance as long as they are within 30 hexes. You do not know your partner's mental or physical state, but if the partner dies, you will know it as an "absence" of their presence.

Exchange Virtues - Choose one appropriate mental advantage that your familiar might have. The familiar gets a mental advantage of yours of equal value. Or, the familiar has a positive natural trait magnified into a full advantage .

Magic Link **5 points** **Mystic** **Fantastic**

Whenever one of you is affected by magic (beneficial or hostile) the other one is affected as well. Damage from spells and benefits from healing spells are divided equally between the mage and the familiar. For Resisted spells, if one character makes the resistance roll, then the other character gets a +2 bonus to also resist the spell. If both the mage and the familiar are affected by the same spell, a counterspell need only be cast once. However, healing spells (including spells which cure disease and madness) must be cast twice in order to be effective (assuming that both master and familiar are affected).

Material or Mental Bond - Add +1 to the attribute in which your familiar is strongest. Your familiar gets +1 to the attribute where you are strongest. These point increases must be paid for separately.

Primary Power **5 points per level** **Mystic** **Fantastic**

Prerequisite: Hermetic Magery

Your familiar gains power with one of the Hermetic Forms or Techniques! This doesn't allow the Familiar to cast spells in its own right, but its power adds to yours. Its power is also added to your Form or Technique level whenever it is in range, increasing your effective power.

Shared Ability - Choose any advantage that seems appropriate and apply it to both the Mage and the Familiar.

Shared Languages - This is the Speak With Animals advantage (with the Limitation: Same species as the familiar only. -50%) for the mage, and an effective change from the Mute disadvantage to the Stuttering disadvantage for the familiar. The familiar automatically has the ability to speak in either Latin or your native tongue, whichever you wish.

Shared Protection **5 points** **Mystic** **Fantastic**

As long as your familiar is within range, it can take advantage of your effective Magic Resistance (and vice-versa) including Parma Magica. The familiar cannot control when or how the Parma Magica is activated though.

Sympathetic Emotions **5 points** **Mental** **Fantastic**

You and your familiar share emotions, so you always know how the other member of the bond is feeling. The advantage of this is that if only one partner is under a strong emotion, then the other partner can calm him, giving him +2 to Will rolls and Fright Checks. The disadvantage is that if both of you are under stress you feed off of each other and are at -1 to Will rolls and Fright Checks. Also, if your partner fails his Will roll to resist a strong emotion, you must roll vs. Will +2 to avoid being affected by it yourself!

Mental Communication - Treat this as the Mindlink or Secret Communication (with the limitation: Familiar Only. -50%) advantage.

Shared Senses 10 points Mental Fantastic

You can access all of your Familiar's senses, as if they were your own and vice-versa, as if you had cast a permanent Rider Within spell upon the familiar.

Secondary Power - See Primary Power.

Shared Speech - The Familiar buys off the Mute or Stuttering disadvantage and gains 1 point of skill in any language that the mage knows. The mage buys the Speak With Animals advantage with the limitation: Same Class as Familiar (-25%).

Transfer Fatigue Variable Physical/Mystic Fantastic

The mage and the familiar may transfer Fatigue between them, as if the Share Strength spell had been cast by the mage (but at no power cost), as long as the familiar is in range. The mage cannot borrow HT from the familiar or vice-versa. The mage controls the flow of Fatigue. The cost of the advantage is 1 point per point of ST the familiar has.

The GM should make sure that players don't abuse this advantage by choosing large, strong familiars like dragons or horses.

Extended Bond Variable Mystic Fantastic

For 5 points your ranged abilities with your familiar can be extended to 1 mile rather than 30 yards. For 10 points, the range is unlimited.

Shapechanging - You can take on your Familiar's Shape and your Familiar can take on a human form. The mage must take the Wereform ability. The familiar is designed as a human Ally with the Wereform ability. The fact that the animal form is the familiar's natural state and that it is a familiar is a special effect, though the mage must still pay for the Familiar advantage as well as the Ally.

The mage cannot draw Fatigue from the familiar or transfer wounds to a Familiar when it is in human form unless the familiar was larger than the mage to begin with.

Shared Magic 10 points plus 5 per Mystic level Fantastic

Your familiar can cast magic in its own right. In order to do this, the Familiar must choose the Shared Magic advantage and then buy Forms and Techniques appropriate to its nature or to the mage. A familiar can only cast magic in the Form and Technique that its master is strongest in (choose once if two or more Forms or Techniques are equal in power) and its power level cannot exceed that of its master.

Transfer Wounds Variable Physical Fantastic

You and your familiar can transfer damage to or from each other, effectively giving the mage (or the familiar) extra hit points. Wounds can be transferred instantly, but if the transfer would kill the recipient the attempt fails.

The cost of the advantage is 1 point per point of HT the familiar has.

Sympathetic Fatigue -5 points Physical/Mystic Fantastic

When your familiar is tired you are tired and vice-versa. Whenever your familiar gains Fatigue, you must make a Will roll or lose a proportional amount of Fatigue yourself. This Fatigue can be regained normally.

Sympathetic Injury -15 points Physical/Mystic Fantastic

Whenever your familiar is wounded you receive a wound of equal severity. So, if your familiar is wounded for 1 point of damage, you are wounded for 1 point of damage as well. Likewise, pain and other injuries transfer as well. If your familiar is in pain, you must make a Will roll to resist crying out. If your familiar is knocked unconscious, you must make HT rolls to remain conscious.

The only exception is if your familiar is killed. You take enough damage to bring you down to -HT and you immediately fall unconscious. You must roll to see if you die, but if you survive that roll you might live.

At Odds**-5 points****Mental****Fantastic**

Prerequisite: Ally or Familiar

Both the character and his partner must take this disadvantage and it can only be applied to Allies or Familiars.

You and your partner don't like each other very much. You argue constantly. Sometimes you become so angry that you refuse to speak to your partner or even work at cross purposes to him! He returns the favor. However, in spite of all this, you're fiercely loyal to each other and you'll protect each other when the chips are down.

In a combat or other very important situations your partner will stand by you. In other cases, make a reaction roll for them at -4 to see how they behave towards you.

Limitations to Familiars

Limitation: Independence. Your familiar is prone to wander off, though you can always count on it in a crisis. If it appears on a 6- or less, -50%. 9- 25%, 12- -10%.

Limitation: Limited Bond. You and your familiar can only share powers when you are very close to one another. If you must be touching -25%. If you must be within 3 hexes of each other -10%. Negative qualities of the bond still function at 30 yards.