Ars Magica

Parma Fabula™

Ars Magica™ Storyguide Screen

Ars Magica

The **Ars Magica™**
Storyguide Screen is Atlas Games'
first supplementary release for the fourth edi-
tion of **Ars Magica**! This package consists of a four-
panel standing screen and a 32-page booklet.

The Art of Magic

The screen contains a wealth of useful information, including all
the charts and tables the storyguide needs to adjudicate most combat
and spellcasting situations.

The booklet is full of storyguide resources. It includes supplementary
rules for enchantment; a plethora of artifacts, *objets d'art*, and
other noteworthy items ready to be included in your own adven-
tures; a fully-described library developed under the new fourth
edition book rules, to be dropped right into your own
covenant; a company of mercenary grogs who are per-
fect as supplementary covenant guards, followers
for a player character mercenary leader, or
ready made non-player characters;
and more!

ATLAS GAMES

Wound Recovery Chart

Die Roll + Sta + Chirurgy

Wounds	0	1-2	3-5	6-8	9-11	12-14	15-17	18+
Light	X	14	10	7	6	5	4	3
Medium	X	60	40	21	18	16	14	12
Heavy	X	X	80	45	35	28	25	21
Incapacitated			See "Recovery from Incapacitation" (ArM4, page 178)					

Numbers indicate the number of days required to heal to the next lower level. If the result is an X, consult the Catastrophe Subchart.

Catastrophe Subchart

Roll a stress die + Sta + Chirurgy and consult the following chart.

Roll   Result

0 ....Death

1 ....Coma. Further rolls to determine recovery are at –2, and the time rolled is doubled. You wake up when you drop to Light Wounds, at which point you must make two aging rolls.

2 ....You gain the Flaw Enfeebled.

3-4 ....You are permanently crippled. Amputation may be necessary. Represent this effect with a 3 point affliction (see "Aging" in ArM4, page 180).

5-6 ....Your wounds fester. Lose a further Body level.

7-10 ......Make an aging roll.

11-12 ....Wounds don't heal correctly—gain 1 Decrepitude point.

13 ....Nightmares and flashbacks torment you for some time to come. For the next (simple die – Brave Personality Trait) seasons, you must make a Stamina roll of 6+ to willingly place yourself in a situation where you might be injured.

14+ ....Slow recovery. Recovery times on the Wound Recovery Chart are doubled.

Fatigue Chart

Fatigue Level	Penalty	Time to recover to next lower level
Fresh	0	n/a
Winded	0	2 minutes
Weary	–1	10 minutes
Tired	–3	30 minutes
Dazed	–5	60 minutes
Unconscious	n/a	2 hours

Wound Penalties

Wound Level	Penalty
Unhurt	0
Hurt	0
Light Wounds	–1
Medium Wounds	–3
Heavy Wounds	–5
Incapacitated	n/a

Laboratory Activities Table

Activity	Formula (ArM4 page)
Basic Lab Total	Int + Magic Theory + Tech + Form (80)
Maximum Vis Per Season	Magic Theory + Vim (77)
To Learn a Spell	Lab Total must exceed spell's level. The spell is learned in one season. You may get a bonus for knowing a similar spell, or for knowing a lower level version of a general spell. (80)
To Invent a Spell	One point accumulates per season for every point by which your Lab Total + aura exceeds the spell's level. The spell is invented when your point total exceeds spell's level. You may get a bonus for knowing a similar spell. (80)
Copying Own Spells from Shorthand	Scribe Latin x 20 levels per season (82)
Copying Legible Spells	Scribe Latin x 60 levels per season (82)
Copy from the Shorthand of Others	Deciphering another magus' style requires a simple Int + Scribe Latin roll of 6+. If the spell was intentionally obscured by the author, add the author's Int to the ease factor. Translating the spell (which can only be done after the spell has been deciphered) requires a stress roll + Lab Total that exceeds the spell's level. Deciphering and translating one copy of a single spell takes one season. (82)
Obscuring Spells	Scribe Latin x 20 levels per season (82)
Extracting Vis from a Magical Aura	[Creo + Vim + Magic Theory + (3 x Aura)]/10 pawns of Vim vis per season (82)
Investigating Enchantments	When you spend a season investigating an item, roll a stress die + Intéllego Vim Lab Total + aura. If this total exceeds the level of the smallest effect in the item, it is discovered. Repeat this procedure (in the same season) for the next highest level effect, and so on, until a roll fails. At that point, the season is over. (91)
Multiple Laboratory Activities	All activities must be of the same type (like learning spells or brewing potions) and of the same Technique/Form combination. Sum the levels of all activities performed, and apply the Lab Total to that sum. (94)
Laboratory Assistants	An assistant adds his Magic Theory + Int to your Lab Total for the season if you are performing some lab activity that requires Magic Theory. An assistant adds +1 to your studying roll if you are studying from vis. The assistant may also add any appropriate Virtue, like Inventive Genius, in either case. A magus may supervise a number of assistants equal to his Leadership score, with a minimum of one. (94)
Distractions	Up to ten days may be missed in a season without penalty. Each additional day over ten reduces any Lab Total used that season by one. Every two days over ten subtracts one from the Quality of any source of study. (95)

Selected Weapon Statistics

	Init	Atk	Dfn	Dam	Str	Load	Spc	Range
Fist/Kick	+1	+0	+0	+0	n/a	0.0	0	Touch
Dagger	+2	+1	+2	+3	n/a	0.0	0	Touch
Shortspear	+5	+1	+2	+3	–1	–0.5	1	Reach
Mace	+3	+2	+3	+5	–1	–0.5	1	Reach
Axe	+3	+1	+2	+6	+0	–0.5	1	Reach
Shortsword	+4	+2	+3	+3	–2	–0.5	1	Reach
Longsword	+3	+1	+4	+4	–1	–0.5	1	Reach
Buckler*	–1	+2	+2	+0	–1	–0.5	1	Reach
Round Shield*	–1	+1	+3	+0	+0	–0.5	1	Reach
Kite Shield*	–1	+1	+4	+0	+0	–1.0	1	Reach
Tower Shield*	–3	–1	+6	+0	+1	–2.0	1	Reach

*Add Init, Atk, Dfn, Dam, and Load values to values of Single Weapon.

	Init	Atk	Dfn	Dam	Str	Load	Spc	Range
Quarterstaff	+6	+4	+6	+3	+0	–1.0	3	Reach
Greachtsword	+6	+4	+4	+8	+1	–1.0	2	Reach
Polearm	+6	+3	+5	+9	+1	–1.5	3	Reach
Spear/Lance	+5	+6	+1	+6	–1	–1.0	3	Close
Pike	+6	+4	+1	+6	+0	–1.5	4	Close
Rock	+4	+0	n/a	+2	n/a	0.0	0	Near
Sling	+2	+2	n/a	+3	n/a	0.0	1	Middle
Throwing Knife	+1	+1	n/a	+3	n/a	0.0	0	Near
Throwing Axe	+1	+1	+0	+4	–1	–0.5	1	Near
Javelin	+0	+2	+0	+6	–1	–1.0	2	Near
Short Bow	+0	+0	n/a	+4	–1	–0.5	1	Far
Long Bow	–1	+1	n/a	+10	+1	–0.5	1	Far
Light Crossbow	–6	+2	n/a	+10	–2	–0.5	1	Far
Heavy Crossbow	–10	+2	n/a	+12	–2**	–1.0	1	Far

** With +2 Str Min and gloves, crossbow can be drawn by hand and Init increachsed by 4.

Formulas

Initiative (Init) = Qik + Weapon

Attack (Atk) = (Dex or Per) + W

Defense (Dfn) = Qik + Weapons

Damage (Dam) = (Str + Size) or (

Soak = Sta + Size + Armor Protec

Combat Fatigue (Fat) = Sta + We

Encumbrance (Enc) = Str + Load

Missile Fire Table

Target Condition	Ease Factor Adj
Target in Touch or Reach Range....	No firin
Target in Close or Near Range........	
Target in Middle Range.............	
Target in Far Range.................	
Target is Obscured (darkness or cover)......	
Target is unmoving or walking carefully.....	
Target is hustling....................	
Target is sprinting..................	
Target is size 0....................	
Target is small........... + (absolute valu	
Target is large....................	
Target is dodging or defending....	Defender
Shooter aims......................	
Target has a shield........... + Dfn valu	

Armor Table

	Hauberk		Half		Full	
Armor Material	Prot	Load	Prot	Load	Prot	Load
Quilted/Fur	1	–0.5	1	–0.5	2	–1.0
Heavy Leather	2	–1.0	3	–1.5	4	–2.0
Metal Reinf Leather	3	–1.5	5	–2.5	6	–3.0
Leather Scale	4	–2.0	6	–3.0	8	–4.0
Steel Scale Mail	5	–2.5	7	–3.5	10	–5.0
Chain Mail	6	–3.0	8	–4.0	12	–6.0
Lorica Segmentata	7	–3.5	9	–4.5	n/a	n/a

Brawl

Maneuver: Damage Replacement (Soak Rep

Attack: For each Wound level replaced, oppon Fatigue level (Regular Soak)

Throws: If at least 2 Wound levels are rep unbalance and topple your opponent while standing yourself. Opponent lands at Close + Size)

Tackling: If at least 1 Wound level is replaced your opponent down while going down yo two of you land at Touch range. (Dex + Siz

Combat Scores

Skill + Weapon Initiative Bonus + Enc

Weapon Skill +Weapon Attack Bonus + Enc

Skill + Weapon Defense Bonus – Size + Enc

(Nothing) + Weapon Damage Bonus

tion

Weapon Skill + Enc

Generic Ease Factor Chart

Difficulty of Task	Target Number
Very Easy	3
Average	6
Difficult	9
Very Tough	12
Extremely Difficult	15

Melee Modifiers Table

Situation	Modifier to Attack and Defense Totals
Engaged at one range inside a weapon's listed range	–6
Engaged at two ranges inside a weapon's listed range	-12
Using a single weapon held in off-hand*	–3
High ground (including mounted vs. unmounted)	+3
Attacking from surprise**	No Defense***
Charging	+3
Set for Charge	+3

*Or Weapon and Shield held backwards.

**That is, defender engaged without his knowledge.

***That is, defender may not add his Defense score to his die roll.

Combat Sequence

1. Movement
2. First Missile
3. Melee
4. Second Missile
5. Magic
6. Fatigue

Combat Ranges

Range	Distance
Touch	Up to 1 pace
Reach	1-2 paces
Close	2-4 paces
Near	4-15 paces
Middle	15-50 paces
Far	50-200 paces

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+3

0

+3

+6

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–3

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Wrestling for an Item: If at least 2 Wound levels are replaced, you grab the item from your opponent, or knock it to the ground (at your option). (Str)

Immobilizing: For each Wound level replaced, you have your opponent held, putting him at a cumulative –3 to Attack and Defense until he breaks free. (Str + Enc)

Breaking Free: If at least 1 Wound level is replaced, you free yourself from your opponent's hold, winding up at Reach range. (Str + Enc)

Initiative Modifiers Table

Action	Modifier to Initiative Total
Character on horseback	+ Ride skill and high ground
Character routing	+6
Character charging	+3
Character holding high ground	+3

Dice

Simple Die: Used when there is little chance of spectacular success or failure. Read a 0 as 10.

Quality Die: Used when incredible success is possible, but incredible failure is not. If a 1 comes up, roll again and double the results, unless the second roll is a 1—then roll again and quadruple, and so on. Read a 0 as 10.

Stress Die: Used in stressful situations, or when incredible success and failure are possible. If a 1 comes up, roll again and double the results, unless the second roll is a 1—then roll again and quadruple, and so on. If a 0 is rolled, roll a number of botch dice assigned by the storyguide based on the difficulty of the task. Each 0 rolled on the botch dice makes the botch that much worse.

Realm Interaction Table

Power Used

Aura Type	Magic	Divine	Faerie	Infernal
Magic	+ aura	– aura	+ (1/2 aura)	– aura
Divine	– aura	+ aura	– (2 x aura)	– (3 x aura)
Faerie	+ (1/2 aura)	– (2 x aura)	+ aura	– (aura)
Infernal	– aura	– (2 x aura)	– (2 x aura)	+ aura

For example, a magus (affiliated with the realm of magic through the virtue of possessing the Gift) casts a spontaneous spell in a town which has a divine aura of 3. He will be forced to subtract 3 from his roll. If that magi were to cast the same spell in an area with a faerie aura of 4, he would add 2 to his roll.

Using Abilities You Don't Have

Talents: Roll a stress die and add the appropriate Characteristic. Roll three additional botch dice if you botch.

Skills: Roll a stress die, subtract three, and add the appropriate Characteristic. Roll three additional botch dice if you botch.

Knowledges: You may not normally attempt to use a Knowledge that you don't know. The storyguide may choose to make an exception for casual Knowledges.

Spell Targeting Table

The basic ease factor for spell targeting is a 3+. Modifiers to this ease factor are listed below. For example, a hustling target at far range requires a 9+ to hit.

Target	Ease Factor Modifier
Standing still or moving carefully	0
Hustling	+3
Sprinting	+6
In plain view	0
Obscured (darkness or cover)	+3
Near range	0
Far range	+3
Sight range	+6
Large target	– (target's Size)
Small target	+ (opposite of target's Size)

Words and Gestures

Voice	Modifier
Booming	+1
Firm	0
Soft	–5
None	–10
Gesture	**Modifier**
Vigorous	+1
Bold	0
Subtle	–2
None	–5

Distraction Table

Situation	Ease Factor
Walking	6+
Running	12+
Dodging	15+
Jostled	9+
Sudden noise or flash of light	9+
Knocked Down	12+
Damaged	15+

Fast-Cast Defenses

Attack	Required Fast-Cast Total
Spell	Half penetration total
One known mundane attack	10
Up to three known mundane attacks	15
All known mundane attacks	20
All mundane attacks	25

Travel Chart

Travel	Foot	Horse	Wagon
Easy	25/1	30/1	15
Light	20/2	25/1	10
Medium	15/2	20/1	8
Hard	10/3	12/2	3
Very Hard	5/3	3/2	—
Terrible	2/3	1/2	—

The number before the slash is the number of miles traveled in an day; the number after is the number of fatigue levels lost.

Magical Activities Table

Task	Roll	Target
Cast a Spontaneous Spell	Die + Int + Tech + Form + Enc (Divide total by 2 if spending fatigue, by 5 if not) (You must roll a stress die if fatiguing)	Spell Level of desired effect (Lesser roll may produce lesser effect)
Cast a Formulaic Spell	Die + Sta + Tech + Form + Enc	Spell Level (no fatigue loss) Spell Level–10 (lose 1 fatigue level)
Cast a Ritual Spell	Die + Sta + Tech + Form + Enc + Concentration	Spell Level (lose 1 fatigue level) Spell Level–10 (lose 2 fatigue levels)
Penetration	Spellcasting Total + Penetration	Target's Magic Resistance (or Might)
Targeting	Die + Per + Finesse + Spell Modifier	Refer to Spell Targeting Table
Magic Resistance	Stress Die + (Parma Magica x 5) + Form	—
Concentration Roll	Stress Die + Int + Concentration Ability	Refer to Distraction Table
Fast-Cast Speed	Stress Die + Qik + Finesse + Enc	Opponent's Fast-Cast Speed Total, Opponent's Initiative Total, or Storyguide assigned Ease Factor
Multiple Casting	Stress Die + Finesse + Int – # of Spells	9+
Casting While Maintaining Another Spell	Int + Concentration (+3 if both spells are same)	15+
Certámen (Contest)	Stress Die + Int + Certámen + Tech + Form	Opponent's Contest Score
Certámen (Damage)	Stress Die + Int + Certámen + Contest Difference	Opponent's Stress Die + Sta + Certámen

Standard Ranges, Durations, and Targets

Ranges (from low to high)

- **Personal** (caster only)
- **Touch/Eye** (caster is touching/has eye contact with the target)
- **Reach** (roughly two paces)
- **Near** (roughly 15 paces)
- **Far** (rougly 100 paces)
- **Sight** (anything in sight)
- **Arcane Connection**

Durations (from low to high)

- **Momentary** (a moment)
- **Concentration/Diameter** (as the caster concentrates/roughly two minutes)
- **Sun** (until the sunrise or sunset)
- **Moon/Ring** (until new and full moon pass/until ring is broken or target moves out of ring)
- **Season** (until next soltice or equinox)
- **Year** (until fourth solstice or equinox)
- **Permanent/Instant** (lasts forever, but remains magical/effect persists as a mundane thing)

Targets (from low to high)

- **Small** (holdable in both hands)
- **Individual** (single discrete thing)
- **Group/Room** (no more than 12 discrete things/contents of an enclosed area)
- **Circle/Structure** (everything in circle/a structure and those things in it)
- **Boundary** (all withing a natural or man-made boundary)
- **Sight** (all within sight)