Aging Table

pp. 168-170

AGING TOTAL: Stress die (no botch) + age/10 (round up) − living cond. mod. − longevity ritual mod.

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

Aging Roll	Result
2 or less	No apparent aging
3 or more	Apparent age increases by one year
10-12	1 Aging Point in any Characteristic
13	Gain Aging Points to reach the next level in Decrepitude (any char.), and Crisis
14	1 Aging Point in Qik
15	1 Aging Point in Sta
16	1 Aging Point in Per
17	1 Aging Point in Pre
18	1 Aging Point in Str and Sta
19	1 Aging Point in Dex and Qik
20	1 Aging Point in Com and Pre
21	1 Aging Point in Int and Per
22+	Gain Aging Points to reach the next level in Decrepitude (any char.), and Crisis

CRISIS TOTAL: Simple die + age/10 (round up) + Decrep.

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

Warping

pp. 167-168

LIVING IN STRONG AURAS

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

WARPING POINTS & CONSTANT EFFECTS

Designed For/Cast By Subject?	Yes	No
Brief effect, ≤5th mag	0	0
Brief effect, >5th mag	0	1
Constant effect, ≤5th mag	1/year	1/year
Constant effect, >5th mag	1/year	1 when cast + 1/year + 1/season

WARPING EFFECTS

Warping Score	Effect
1	Gain a Minor Flaw
3	Gain a second Minor Flaw
5	Gain a Minor Virtue
6+	Gain a Major Flaw for every advance

Advancement Table

pp. 31, 164

	ART		ABILITY	
Score	To Buy	To Raise	To Buy	To Raise
1	1	1	5	5
2	3	2	15	10
3	6	3	30	15
4	10	4	50	20
5	15	5	75	25
6	21	6	105	30
7	28	7	140	35
8	36	8	180	40
9	45	9	225	45
10	55	10	275	50
11	66	11	330	55
12	78	12	390	60
13	91	13	455	65
14	105	14	525	70
15	120	15	600	75
16	136	16	680	80
17	153	17	765	85
18	171	18	855	90
19	190	19	950	95
20	210	20	1050	100

Impact Table

pp. 181

Type of Impact	Damage
Falling	+1 per two feet, doubled for hard surfaces, halved for soft
Jug dropped from 2nd floor	+6
Inside collapsing wood house	+15
Mature tree falls on character	+18
Inside collapsing stone building	+21

Heat and Corrosion Table

pp. 181

Source	Intensity
Wood Fire	+5
Boiling Water	+3
Boiling Oil	+6
Molten Lead	+9
Molten Iron	+12
Ice	+1
Lye	+3
Quicklime	+6
Vitriol	+9

Poison Table

pp. 180

Poison	Ease Factor	Wound
Adder Bite	6	Light
Asp Bite	9	Incapacitating
Monkshood	9	Heavy
Arsenic	9	Medium

Deprivation Table

pp. 180

Type of Deprivation	Time	Fatigue Level Loss
Air	30 seconds	Short-term
Water	1 day	Long-term
Food	3 days	Long-term

Arcane Connections

Duration	Example Connections
Hours	Air from a specific place, shed skin from a human being, water from a moving body of water.
Days	A frequently used tool or item of clothing, water from a still body of water, something mundane made by the target, excrement.
Weeks	Lesser enchanted device, an item designed and made by the target, for example a letter composed and written by the target. An item designed by one person and made by another is an Arcane Connection lasting for days, to the person who made it.
Months	Strand of hair, favorite tool or item of clothing, wood shard from a specific place, feather from a bird, scale from a reptile.
Years	Invested device, rock or metal from a specific place, blood, lock of hair, group of feathers from a bird, group of scales from a reptile.
Decades	Body part.
Indefinite	Hermetic familiar (link to master), Hermetic magus (link to familiar), Hermetic talisman (link to creator), fixed Arcane Connections (see 'Fixing Arcane Connections' in the laboratory chapter, page 94).

Penetration

Arcane Connection	Bonus to Multiplier
Lasts hours or days	+1
Lasts weeks or months	+2
Lasts years or decades	+3
Lasts indefinitely	+4

Ease Factors

Ease Factor	Difficulty
0	Trivial
3	Simple
6	Easy
9	Average
12	Hard
15	Very Hard
18	Impressive
21	Remarkable
24+	Almost Impossible

Encumbrance

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

Realm Auras

REALM INTERACTION TABLE

	Magic Power	Divine Power	Faerie Power	Infernal Power
Magic Aura	+ aura	no effect	+ (½ aura)	– aura
Divine Aura	– (3 × aura)	+ aura	– (4 × aura)	– (5 × aura)
Faerie Aura	+ (½ aura)	no effect	+ aura	– aura
Infernal Aura	– aura	no effect	– (2 × aura)	+ aura

SUPERNATURAL ACTIVITY ROLLS MODIFIED BY AURA

Spellcasting Rolls: The realm interaction modifier modifies the casting score.

Lab Totals: The aura modifier in the Lab Total is calculated according on the interaction table.

Ability Rolls: The aura rating affects supernatural Abilities such as Second Sight, or Wilderness Sense. Most such abilities are Magical, although in particular cases they may be Faerie, Infernal, or even Divine.

Magic Resistance: Magic Resistance is altered by the aura modifier. This includes Hermetic Magic Resistance due to the Parma Magica and Forms, as well as the resistance of creatures with Might.

Penetration: For magi and characters with mystical abilities, the aura modifies the roll to use the ability, modifying Penetration. The aura modifier does not apply to Penetration twice. Thus, a magus in a Divine aura of 2 takes a –6 penalty to his casting score. This reduces his Penetration, calculated by subtracting the spell level from the casting score. The aura modifier is not subtracted again. For mystical creatures, there is no roll to use the ability (see page 191), so the aura modifies Penetration directly.

Sympathetic Connections

Sympathetic Connection	Bonus to Multiplier
Caster is blood relative of target	+1
Signature of target	+1
Target's nickname or birth name*	+1
Name target uses in secret magic rituals	+1
Target's horoscope for today**	+1
Target's nativity horoscope***	+2
Symbolic representation of target****	+2

*   Baptismal names cannot be used in sympathetic magic.

**   Caster must know the target's current location, and succeed in an Int + Artes Liberales (Astronomy) roll against an Ease Factor of 9. Casting such a horoscope takes an hour.

*** Caster must know the target's place and time of birth, and succeed in an Int + Artes Liberales (Astronomy) roll against an Ease Factor of 9. Casting such a horoscope takes a day's work.

**** An illustration or model of some sort. A simple representation, good for one use, takes several hours and a Dex + Craft roll of 9+ to create. A permanent representation takes a month of work and a Dex + Craft roll of 12+. The representation can only be used by the person who made it.

Combat Scores

INITIATIVE TOTAL:	Qik + weapon initiative mod – Enc + stress die
ATTACK TOTAL:	Dex + combat ability + weapon attack mod + stress die
DEFENSE TOTAL:	Qik + combat ability + weapon defense mod + stress die
DAMAGE TOTAL:	Strength + weapon damage mod + Attack Advantage
SOAK TOTAL:	Stamina + armor Soak bonus
ATTACK ADVANTAGE:	Attacker's Attack Total – defender's Defense Total

Damage Table

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

Each +1 Size adds +1 to each wound range. For every 5 + Size points by which the Damage Total exceeds the Soak Total, the wound level increases by one.

Wound Table

Wound Taken	Penalty Per Wound
Light	–1
Medium	–3
Heavy	–5
Incapacitated	*

*Character may not act.

Fatigue Recovery

Fatigue Level	Time to Recover
Winded	2 minutes
Weary	10 minutes
Tired	30 minutes
Dazed	60 minutes
Unconscious	2 hrs. + 1 hr./Fat lvl

Wound Recovery Table

RECOVERY TOTAL:	Sta + Medic's Chirurgy or Medicine + magical aid + stress die

Wound Level	Interval	Stable Ease Factor	Improvement Ease Factor
Light	One week	4	10
Medium	One month	6	12
Heavy	One season	9	15
Incapacitated	Sunrise/sunset	special*	special*

*Roll ≤ 0, death. Roll of 9+, all Incap. wounds to Heavy. Others mean Rec rolls at –1.

Combat Sequence

1. Roll initiative and calculate initiative order.
2. Party with highest initiative attacks.
    a. Attacker rolls and generates an Attack Total.
    b. Defender rolls and generates a Defense Total.
    c. Calculate Attack Advantage: Attack Total – Defense Total.
    d. If Attack Advantage is ≤0, attack misses. Go to step 3. If ≥1, calculate Damage Total.
    e. Calculate damage taken by defender.
3. Repeat (2. a. – e.) for next highest initiative. Once all have acted, return to step 2.

Combat Options

DISENGAGE:	Defense roll higher than all Attack totals
	Repeated attempts are at cumulative +3 after first
EXERTION:	Expend Fatiqgue level; add bonus equal to your Combat Ability to either attack or defense
MAGIC:	Init based on Qik; Fast Casting resolved immediately
MOUNTED COMBAT:	Add Ride score (to max of +3) to Attack and Defense

Disease Table

Disease	Excess Humor	Symptoms
Quotidian Fever	Blood	High temperature, red color, fever constant.
Flux	Phlegm	Chill, diarrhea, running nose, wet cough.
Constriction	Black Bile	Chill, dark color, dry cough, constipation.
Quartan Fever	Yellow Bile	High temperature, yellow color, dry cough, fever strikes in four day bouts.

Gaining Confidence Points

Characters should be awarded one Confidence Point for each of the following:
- Achieve a personal goal.
- Contribute to achievement of a group goal, even if it wasn't a personal goal.
- Success in a difficult task. (Only one award per character per session.)
- Entertainingly roleplayed.
- Bonus. Something that does not fall under the above categories. You should only award one bonus point per character per session.

Typical characters should gain two or three Confidence Points per session.

Melee and Natural Weapons Table

p. 176, MC p. 43

Weapon	Ability	Init	Atk	Dfn	Dam	Str	Load	Cost
Dodge	Brawl	0	n/a	0	n/a	n/a	0	n/a
Fist	Brawl	0	0	0	0	n/a	0	n/a
Kick	Brawl	−1	0	−1	+3	n/a	0	n/a
Gauntlet	Brawl	0	0	+1	+2	−3	0	Inexp.
Bludgeon*	Brawl	0	+2	0	+2	−2	1	Inexp.
Dagger	Brawl	0	+2	0	+3	−3	0	Inexp.
Knife	Brawl	0	+1	0	+2	−6	0	Inexp.
Axe	Single	+1	+4	0	+6	0	1	Std.
Club	Single	+1	+2	+1	+3	−2	1	Inexp.
Hatchet	Single	0	+3	0	+4	−2	1	Inexp.
Lance	Single	+2	+4	0	+5	0	2	Std.
Mace**	Single	+1	+3	0	+8	0	2	Std.
Mace and Chain	Single	+2	+3	0	+7	0	2	Std.
Spear, Short	Single	+2	+2	0	+5	−1	1	Inexp.
Sword, Short	Single	+1	+3	+1	+5	−1	1	Std.
Sword, Long	Single	+2	+4	+1	+6	0	1	Exp.
Shield, Buckler	Single	0	0	+1	0	−2	1	Std.
Shield, Round	Single	0	0	+2	0	−1	2	Inexp.
Shield, Heater	Single	0	0	+3	0	0	2	Std.
Cudgel	Great	+1	+4	+1	+7	+1	2	Inexp.
Farm Implement	Great	+1	+3	+1	+5	0	2	Inexp.
Flail	Great	+1	+3	+1	+8	0	2	Inexp.
Pole Arm	Great	+3	+4	+1	+8	0	2	Std.
Pole Axe	Great	+1	+5	0	+11	+1	2	Std.
Spear, Long***	Great	+3	+3	+1	+7	0	3	Inexp.
Sword, Great	Great	+2	+5	+2	+9	+1	2	Exp.
Staff	Great	+2	+3	+3	+2	−1	2	Inexp.
Warhammer	Great	0	+6	0	+12	+2	3	Std.
Claws	Brawl	−1	+2	+3	+2	n/a	n/a	n/a
Claws, Large	Brawl	0	+5	+3	+4	n/a	n/a	n/a
Hooves	Brawl	+2	+2	+2	+1	n/a	n/a	n/a
Horns/Antlers	Brawl	+1	+3	−1	+2	n/a	n/a	n/a
Horns/Antlers, Large	Brawl	+2	+3	+2	+3	n/a	n/a	n/a
Teeth	Brawl	0	+3	+1	+1	n/a	n/a	n/a
Teeth, Large	Brawl	0	+4	+1	+3	n/a	n/a	n/a
Tusks	Brawl	0	+4	+2	+5	n/a	n/a	n/a

* Any improvised bashing weapon such as a rock or hand tool ** Includes spiked clubs, military hammers, and other bashing weapons *** Includes the lance, if used dismounted

Armor Table

p. 176

Material	Partial Prot	Partial Load	Full Prot	Full Load	Cost
Quilted/Fur	1	2	n/a	n/a	Inexp.
Heavy Leather	2	3	n/a	n/a	Inexp.
Metal Reinforced Leather	2	2	4	4	Std.
Leather Scale	3	3	5	5	Std.
Metal Scale	4	4	7	7	Std.
Chain Mail	6	4	9	6	Exp.

Missile Weapons Table

p. 177

Weapon	Ability	Init	Atk	Def	Dam	Range	Str	Load	Cost
Arrow, A.P.**	Bow	−1	−1	0	+2	−15	+1	0	Exp.
Arrow, Blunt**	Bow	−1	−1	0	+2***	0	0	0	Exp.
Arrow, Flaming**	Bow	−4	−1	0	+1	−15	0	0	Exp.
Arrow, Signal**	Bow	−1	−1	0	−3	+10	0	0	Exp.
Axe, Throwing	Thrown	0	+2	0	+6	5	0	1	Std.
Bow, Composite*	Bow	−2	+4	0	+7	30	−1	2	Exp.
Bow, Horse*	Bow	−2	+5	0	+8	15	−1	2	Exp.
Bow, Long*	Bow	−2	+4	0	+8	30	+2	2	Exp.
Bow, Short*	Bow	−1	+3	0	+6	15	−1	2	Std.
Crossbow*	Crossbow	+5	+5	0	+7	25	1	2	Exp.
Javelin	Thrown	0	+2	0	+5	10	0	1	Std.
Knife	Thrown	0	+1	0	+2	5	−2	0	Inexp.
Sling*	Thrown	−3	+1	0	+4	20	−3	0	Inexp.
Stone	Thrown	0	+1	0	+2	5	−1	1	Inexp.

* Requires two hands ** Add values to that of bow *** Deals non-lethal damage

Non-Lethal Combat

p. 174

Scuffle unarmed or with sap, else −3 to Atk total and no weapon Dam bonus.
Grapple if Atk Adavntage > 0; record this as Grapple Strength. If grappled character's attack succeeds, subtract his Atk Advantage from Grapple Strength. If <0, character escapes and inflicts Light Wound.

Sample Advantages

p. 175

Task	Req. Adv.
Disarm	9
Trip	3
Grab worn item	6
Take weapon from opponent	12

Scuffle Effects

p. 175

Wound Level	Effect
Light	1 Fatigue level
Medium	2 Fatigue levels
Heavy	2 Fat. lvls, Light wnd
Incapacitating	3 Fat. lvls, Light wnd
Dead	5 Fat. lvls, Med. wnd

Spell Categories

RANGES	DURATIONS	TARGETS
Personal	Momentary	Individual/Circle/Taste
Touch/Eye	Concentration/Diameter	Part/Touch
Voice	Sun/Ring	Group/Room/Smell
Sight	Moon	Structure/Hearing
Arcane Connection	Year	Boundary/Vision

Spellcasting Scores and Options

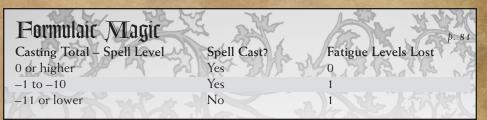|	
CASTING SCORE:	Technique + Form + Stamina + Aura
FORMULAIC CASTING TOTAL:	Casting score + die roll
RITUAL CASTING TOTAL:	Casting score + Philosophiae + Artes Liberales + die roll
FATIGUING SPONTANEOUS CASTING:	(Casting score + stress die)/2
NON-FATIGUING SPONTANEOUS CASTING:	Casting score/5
PENETRATION TOTAL:	Casting Total + Penetration – spell level
CONCENTRATION ROLL:	Stamina + Concentration + stress die
VIS LIMIT IN SPELL CASTING:	Maga's Vim score
VIS BOOST TO CASTING SCORE:	+2 per pawn of Vis used
VIS BOTCH DICE:	+1 per pawn of Vis used
FAST CASTING SPEED:	Quickness + Finesse + stress die (cumulative –6 per every other fast cast over the 1st)
FAST CASTING PENALTY:	–10 to casting score
FAST CASTING BOTCH DICE:	+2 botch dice
DETERMINING FORM OF MAGICAL EFFECT:	Perception + Awareness vs. 15 – effect magnitude
CEREMONIAL CASTING BONUS:	Add Artes Liberales & Philosophiae to casting score
SPELL MASTERY ABILITY:	adds to casting score and subtracts from number of botch dice
MULTIPLE CASTING TARGETING:	–1 for every separate target, including the 1st

Words & Gestures

Words	Modifier	Gestures	Modifier	Voice Range
Loud	+1	Exaggerated	+1	50 paces
Firm	0	Bold	0	15 paces
Quiet	–5	Subtle	–2	5 paces
None	–10	None	–5	0 paces (caster only)

Concentration Table

Situation	Ease Factor
Still	Trivial (0)
Walking	Simple (3)
Running	Average (9)
Dodging	Hard (12)
Jostled	Average (9)
Sudden noise or flash of light	Average (9)
Knocked down	Hard (12)
Damaged this round	Very Hard (15)

Continuing Situation	Ease Factor
Answering a single easy yes/no question	Hard (12)
Conversation	Very Hard (15)
Casting another spell	Very Hard (15)
Maintaining another spell	Hard (12), +3 for each spell beyond 2nd
Injured	3 × wound penalty to Conc rolls

Formulaic Magic

Casting Total – Spell Level	Spell Cast?	Fatigue Levels Lost
0 or higher	Yes	0
–1 to –10	Yes	1
–11 or lower	No	1

Ritual Magic

Casting Total – Spell Level	Spell Cast?	Fatigue Levels Lost
0 or higher	Yes	One
–1 to –5	Yes	Two
–6 to –10	Yes	Three
–11 to –15	No	Four
–16 or more	No	Five

Non-Hermetic Powers

CREATURE'S MAGIC RESISTANCE:	Might
CREATURE'S PENETRATION:	Might – (5 × Might points spent) + Penetration
CHARACTER PENETRATION:	Effect roll – ease factor + Penetration
TRUE FAITH MAGIC RESISTANCE:	Faith points × 10

Certamen
p. 90

INITIATIVE TOTAL:	Quickness + Finesse + stress die
ATTACK TOTAL:	Presence + Technique or Form + stress die
DEFENSE TOTAL:	Perception + Technique or Form + stress die
ATTACK ADVANTAGE:	Attack Total – Defense Total
WEAKENING TOTAL:	Intelligence + Penetration + Attack Advantage
RESISTANCE TOTAL:	Stamina + Parma Magica
FATIGUE LEVELS LOST:	1 for every 5 points by which Weakening Total exceeds Resistance Total

Wizard's Twilight
p. 88

TWILIGHT AVOIDANCE:	Stamina + Concentration + Vim form bonus + stress die vs. Warping score + number of Warping points gained + Enigmatic Wisdom + aura + stress die (no botch)
TWILIGHT COMPREHENSION:	Intelligence + Enigmatic Wisdom + stress die vs. Warping score + stress die
BOTCH DICE:	1 + 1 per Warping point gained to trigger the Twilight
TWILIGHT TIME MOD:	Intelligence + stress die vs. Warping score + stress die

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

Travel Chart
ArM4 p. 192

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	—

Numbers are miles traveled per day/ Fatigue levels lost.

Regiones
p. 189

REGIO SIGHT ROLL:	Perception + appropriate Ability + stress die
REGIO SIGHT EASE FACTOR:	5 + (2 × difference between current level's aura and sought level's aura)

Laboratory Scores and Options
pp. 94–104

LAB TOTAL:	Tech + Form + Int + Magic Theory + Aura
VIS EXTRACTION IN PAWNS OF VIM VIS:	1/10 (round up) of Creo Vim Lab Total
VIS LIMIT:	Magic Theory × 2 pawns per season
MAXIMUM TOTAL LEVELS:	Teacher's highest applicable Lab Total
MAX LEVELS IN TECHNIQUE AND FORM:	Teacher's Lab Total in that Tech and Form
HIGHEST LEVEL OF AN INDIVIDUAL SPELL:	Student's Lab Total in spell Tech and Form
SIMILAR SPELL BONUS:	Magnitude of highest-level similar spell known
LONGEVITY RITUAL:	+1 for every 5 points or fraction of CrCo Lab Total
LONGEVITY RITUAL VIS COST:	1 pawn for every 5 years of age (rounded up)
WRITING LABORATORY TEXTS:	Latin × 20 levels per season
COPYING LABORATORY TEXTS:	Profession: Scribe × 60 levels per season
FAMILIAR BONDING LAB TOTAL:	Any Tech + any Form + Int + Magic Theory + Aura
FAMILIAR BONDING LEVEL:	Familiar's Magic Might + 25 + (5 × Size)
FAMILIAR BONDING COST:	1 pawn of Vis per 5 levels or fraction (Vis must match Technique or Form)

Long-Term Events

INCREASE AN ABILITY BY ONE:	(Ability + 1) × 5 experience points
INCREASE AN ART BY ONE:	Art + 1 experience points
ADVANCEMENT TOTAL:	Source Quality + Virtues bonus – Flaws Penalty
EXPOSURE SOURCE QUALITY:	2
ADVENTURE SOURCE QUALITY:	5–10
PRACTICE SOURCE QUALITY:	3–8, usually 4
TRAINING SOURCE QUALITY:	Master's score in Ability + 3
TRAINING GAIN LIMIT:	Master's score in Ability
TEACHING SOURCE QUALITY:	Teacher's Com + Teaching + 3 + bonus
TEACHING GAIN LIMIT:	Teacher's score in Art or Ability
SUMMAE STATISTICS:	Source Quality and Level
SUMMA STUDY LIMIT:	Summa Level
TRACTATUS STATISTICS:	Source Quality
VIS SOURCE QUALITY:	Stress Die + Aura
SUMMA SOURCE QUALITY:	Author's Com + 6 + bonus
SUMMA GAIN LIMIT:	Level of summa
TRACTATUS SOURCE QUALITY:	Author's Com + 6
COPYING CAREFULLY:	1 tractatus per season, or 6 + Profession: Scribe points towards a summa
COPYING QUICKLY:	3× as fast as careful copying; copy Source Quality is 1 lower than copied book
SUPERNATURAL ABILITY SOURCE QUALITY:	Source Quality – total score in supernatural Abilities