



Marma

Mabula

Storyguide's Screen

 **WHITE WOLF**
A Renaissance in Games™

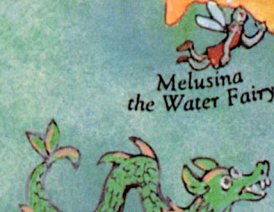
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MAP KEY

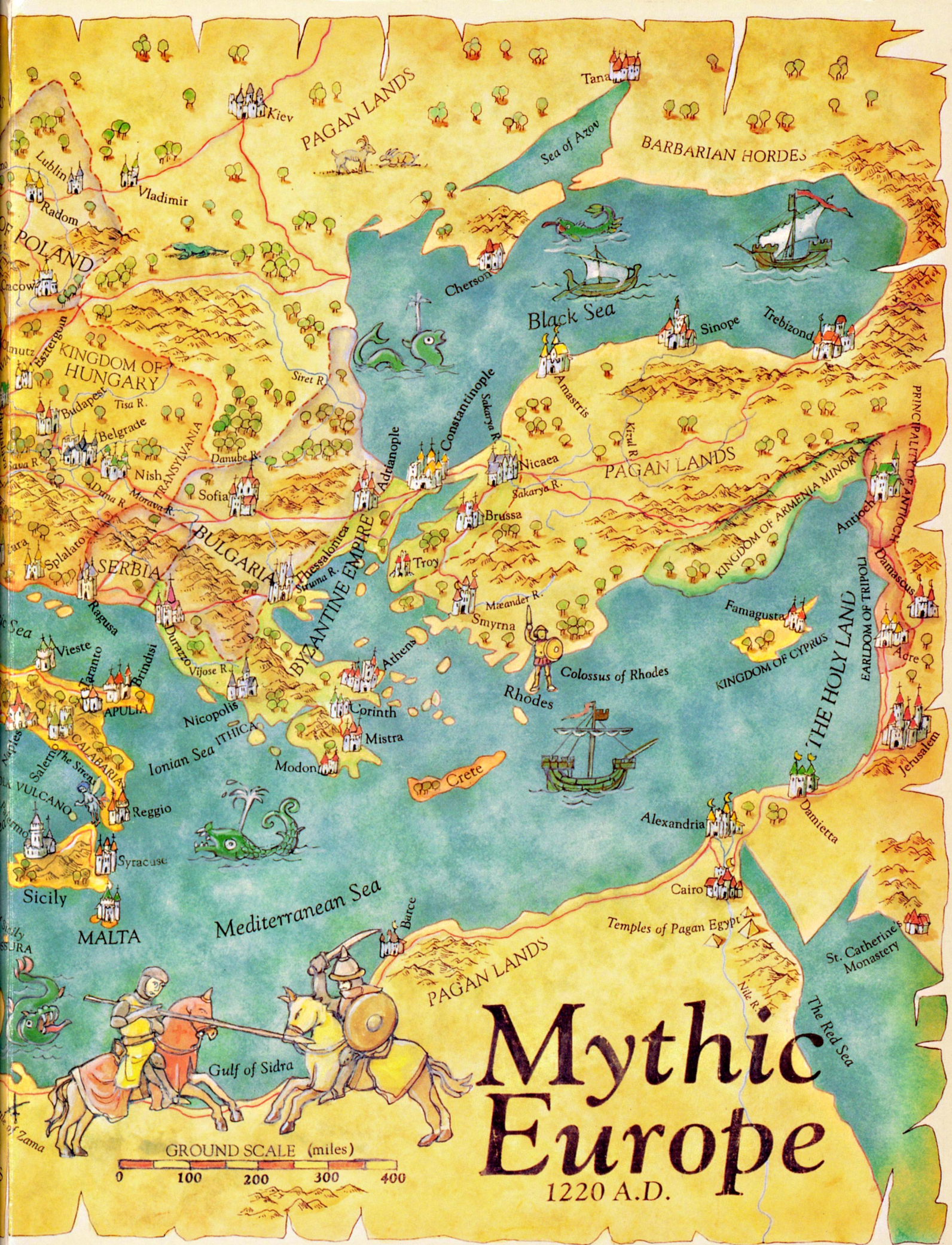
- Town/City
- Major Road
- River
- Border
- Mountains
- Water
- Forest

1992 Eric Hotz



REALMS OF HERETICS MOST UNHOLY

UNKNOWN LANDS



PAGAN LANDS

BARBARIAN HORDES

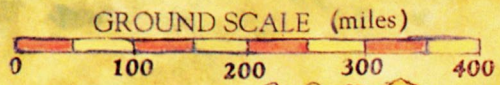
Black Sea

PAGAN LANDS

THE HOLY LAND

Mythic Europe

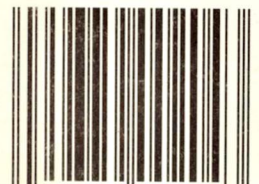
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MELEE WEAPON CHART

Weapon	Expense	Speed	AtkB	WpnDam	ParB	Str	Load	Space
Unarmed	N/A	0	0	0	0	N/A	0	0
Dagger(1h)	inex	+1	+4	+2	+1	n	0	0
Shortsword(1h)	stan	+2	+4	+4	+2	-2	0.5	0
Broadsword(1h)	expn	+3	+4	+6	+3	0	0.5	1
Bastard Sword(1h)	expn	+4	+3	+8	+3	+2	0.5	2
Bastard Sword(2h)	expn	+4	+3	+10	+4	0	0.5	2
Greatsword(2h)	expn	+5	+3	+11	+5	+1	1	3
Short Spear(1h)	inex	+5	+2	+3	+1	-1	0	1
Short Spear(2h)	inex	+6	+3	+5	+2	n	0	0
Long Spear(2h)	inex	+8	+2	+6	+3	-2	0.5	0
Lance (mtd)(1h)	stan	+7	+2	+8*	+1	0	1	1
Hand Axe(1h)	inex	+2	+2	+7	+1	0	0.5	1
Battle Axe(2h)	stan	+4	+2	+12	+2	0	1	3
Pole Axe(2h)	stan	+5	+1	+13	+3	1	1.5	4
Halberd(2h)	expn	+5	+1	+15	+3	+1	2	4
Club(1h)	inex	+2	+3	+2	+1	-2	0	2
Club(2h)	inex	+2	+3	+3	+2	n	0	2
Quarterstaff(2h)	inex	+5	+2	+4	+6	-2	0	2
Mace(1h)	stan	+2	+3	+5	+1	0	0	2
Mace(2h)	stan	+2	+3	+7	+2	-2	0	2
War Maul(2h)	stan	+3	+3	+10	+2	1	1.5	2
Morning Star(1h)	stan	+3	+2	+8	+1	+2	0.5	3
Morning Star(2h)	stan	+3	+2	+10	+1	0	0.5	3
Military Flail(2h)	expn	+4	+3	+10	+2	-1	1	4
Throwing Knife	inex	-2	-1	+0	N/A	n	0	N/A
Javelin	stan	-5	-1	+5	N/A	-2	0	N/A
Throwing Axe	stan	-4	-2	+6	N/A	-1	0.5	N/A
Target Shield	inex	+1	+3	-2	+2	n	0	1
Round Shield	inex	+2	+2	-1	+3	-2	0.5	1
Knight Shield	stan	+2	+1	+0	+4	0	1	0
Kite Shield	expn	+1	+1	+0	+5	+1	1.5	1
Tower Shield	expn	+0	+0	-1	+6	+2	2	1

MISSILE WEAPON CHART

Weapon	Expense	Rate	AtkB	WpnDam	Str	Load	Range
Sling	inex	+2	0	+4	n	0	100
Self Bow	inex	+3	0	+8	0	0	120
Long Bow	stan	+6	0	+14	+2	0.5	250
Composite Bow	expn	+4	+1	+9	-1	0.5	225
Light Crossbow	expn	-8	+1	+10	0	0.5	200
Heavy Crossbow	expn	-15	+1	+15	-3	1	300
Arbalest	expn	-23	+1	+19	0	1.5	400

THE

FIRST STRIKE: Y
die + Weapon Speed + Q
Encumbrance.

ATTACK: For mel
Attack roll is stress die +
Dexterity + Weapon Skill

For missile weapons
Weapon Attack Bonus + E

DEFENSE: If you
weapon or shield, your D
Parry Bonus + Parry Skill.
a stress die replaces the "6"

If you dodge, your D
Skill + Quickness - Size - E
Combat, a stress die replac
Defense totals applies dir

Difficulty — Ease Factor

Free Shot — Automatic Hit

Simple Shot — 6+

Easy Shot — 9+

Medium Shot — 12+

Hard Shot — 15+

Very Hard Shot — 21+

BRA

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Strike Strength + E

Throw Strength + S

Tackle Strength + S

Wrest Weapon Strength + E

Immobilize Strength + E

Closing Quickness +

E

Body Levels Lost Sev

One M

Two M

Three or more G

THE SIX BASIC ACTION COMBAT SCORES

STRESS: Your First Strike total is stress die + Quickness + Weapon Skill - other scores apply to missile weapons when you defend against them (see *Missiles*, p.139).

DAMAGE: The Damage roll for melee and thrown weapons is stress die + Weapon Damage + Weapon Skill + Strength.

Missile weapons use only a stress die + Weapon Damage.

SOAK: Your Soak total equals 6 + Armor Protection + Size + Stamina. For Dueling Combat a stress die replaces the "6".

FATIGUE: Whenever you switch actions from one strenuous activity to another without taking it easy for at least one Round in between, you must make a Fatigue roll of 6+ or lose a Fatigue Level.

Your Fatigue total is stress die + Stamina - Encumbrance.

For melee and thrown weapons, the die + Weapon Attack Bonus + Skill.

Weapons the Attack roll is stress die + Perception + Weapon Skill.

When you defend by parrying with a Weapon Skill - Size. For Dueling Combat, the "6".

Your Defense total is 6 + Dodge - Encumbrance. For Dueling Combat replaces the "6". None of these scores directly to missile weapons;

EASE FACTOR CHART

3	Very easy
6	Not too hard
9	Difficult
12	Very tough
15	Extremely difficult

MISSILE FIRE TABLE

Factor of Shot	Example Conditions
1	You are standing over a prone, unmoving target
2	Point-blank range, slow or unmoving target
3	Point-blank range, target moving
4	Person standing at 20 to 50 paces
5	Small or quick target at point-blank range
6	Moving, human-sized target at 20 to 50 paces
7	Quickly moving target at 20 to 50 paces
8	Tiny, quick target nearby, like a bat
9	Long-range shot with long-range weapon, such as a bow
10	Long-range shot with short-range weapon, such as a sling
11	Target obscured by darkness, underbrush, dust

BRAWLING MANEUVERS TABLE

REPLACEMENT DAMAGE ROLL	REPLACEMENT SOAK ROLL	CLOSE COMBAT
Strength + Brawl	Soak	0
Strength + Size + Brawl	Quickness + Size + Brawl - Encumbrance + 5	-4
Strength + Size + Brawl	Quickness + Size + Brawl - Encumbrance	+4
Strength + Brawl	Strength + Brawl	0
Strength + Brawl	Strength + Brawl +5	+4
Quickness + Brawl - Encumbrance	Defense	n/a

MISSILE RATE TABLE

Rate Total	Shots/Round
-20 and lower	1/4
-19 to -10	1/3
-9 to 0	1/2
+1 to +10	1
+11 or better	2/1

ARMOR CHART

Armor	Expense	Protection	Load
<i>Cuirass Armor:</i>			
Leather/Fur/Quilted	inex	1	0.5
Heavy/Hard Leather	inex	2	1
Ring Mail	stan	4	1.5
Scale Mail	stan	5	2
Chain Mail	expn	8	3.5
<i>Hauberk Armor:</i>			
Leather/Fur/Quilted	inex	3	1.5
Heavy/Hard Leather	inex	5	2.5
Ring Mail	stan	7	3
Scale Mail	stan	9	4.5
Chain Mail	expn	12	5
<i>Full Armor:</i>			
Leather/Fur/Quilted	inex	4	2
Heavy/Hard Leather	inex	6	2.5
Ring Mail	stan	8	4
Scale Mail	stan	11	5.5
Chain Mail	expn	14	6

Some characters, particularly those of faerie blood, have armor made of bronze or faerie iron. Bronze armor functions as follows (there is no bronze chain mail).

EXCEPTIONAL BLOW TABLE

Severity	Example
Minor	Leg wound: movement hampered (reduce to 50% normal)
Major	Head: knocked unconscious for 15 minutes, unless reduced to the Incapacitated Body Level, which takes precedent over this effect
Grave	Arm: maimed (-3 to rolls involving arm) or severed (-5 to rolls involving arms)

WOUND RECOVERY CHART

Die Roll

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
Incap.	See <i>Recovery in the Field</i> (p.162)							

When referring to the Wound Recovery Chart, roll a stress die + Stamina + surgeon's Skill score; compare the roll to the type of wound you suffer. If the result is a number, that is the number of days it takes you to recover to the next Wound Level (e.g., from Heavy Wounds to Medium Wounds). The same roll is also used to continue healing until healthy again. For example, if you have Heavy Wounds and roll a 10, it takes you 35 days to heal to Medium Wounds, another 18 days to heal to Light Wounds, and another 6 days to heal fully. If the rolled result is X, roll on the *Catastrophe Subchart*, below. If you Botch your roll on the Wound Recovery Chart, you recover Body Levels at the slowest rate listed for your wound type, and must roll twice on the *Catastrophe Subchart*.

Catastrophe Subchart

After you roll on this chart, roll on the *Wound Recovery Chart* again to see how long it takes to recover from the affliction gained here (unless the affliction is permanent). If you roll another X on the *Wound Recovery Chart*, you have to roll on the *Catastrophe Subchart* again, accumulating afflictions. When rolling on the *Catastrophe Subchart*, roll a stress die + Stamina + surgeon's Skill score.

Roll Result

0	Death
1	You fall into a coma. Your roll to determine recovery time is at -2, and the time rolled is doubled. You then have to make two Aging rolls. 2 Permanently Enfeebled, as per the Flaw.
3-4	You are permanently crippled in some manner. Perhaps amputation is necessary. Choose an appropriate Flaw, such as Missing Foot.
5-6	Festering wounds, infection, gangrene. Drop a Body Level.
7-10	Make an Aging roll.
11-12	Wounds fail to heal completely; gain 1 Decrepitude point.
13	Nightmares or flashbacks torment you for a long time to come. Three extra Botch dice on any kind of Brave Personality Trait rolls.
14+	Slow recovery. The recovery time rolled on the Wound Recovery Chart is doubled.

If a roll on the *Catastrophe Subchart* Botches, you die. If the Storyguide is particularly nasty, she might have your soul linger on the earth rather than go to its reward.

ABILITY ACTIVITIES TABLE Pt. 1

This table gives you some standards by which to rate the Ease Factors of various activities. Some activities require straight Ease Factors, while others must be compared to the indicated roll to be made by other characters involved.

Task	Modifiers	Ease Factor
Break open a wooden door	Strength + Size	9+
Track a person through woods for one day	Perception + Track	9+
Identify a major demon	Intelligence + Occult Lore	12+
Know lore about a major demon	Intelligence + Occult Lore	18+
Stand guard all night	Stamina	3+
Make a good first impression	Presence + Charm	8+
Persuade a neutral person to help you	Communication + Charm	7+

Action

Cast Formulaic Spell
Cast Spontaneous Spell
Casting Speed of Simultaneous Spells
Cast Ritual Spell

Magic Penetration
Magic Resistance
Targeting
Concentration
Fast-Cast

Recognizing Spells
Multiple Casting

Casting a Spell while Maintaining Another
Casting from Text
Certámen: Basic Roll

Weaken Opponent

Using Raw Vis
Ritual Spell: requires 1 pawn
Increase Spell's Duration or F
Strengthen Formulaic or Spo
In *Certámen*: +5 per point in
Requisites

A Requisite limits the Form (if
Requisite limits the Art only

Task

Tell a convincing lie
Sneak up within two feet of someone
Hide in thick cover
Leap to safety as trap door falls
Judge a sword-wielder's skill
Identify a distant Covenant by its
Running leap of ten feet
Sense Magic Aura
Street Performance

MAGIC ACTIVITIES TABLE

Roll Modifiers	Notes
Technique + Form + Stamina	Level of spell or lose Fatigue Level, within 10 or fail spell
Technique + Form + Intelligence	divide by 2 for exertion, divide by 5 for non-exertion
Quickness + Finesse - Encumbrance	vs. that of opponent
Technique + Form + Stamina + Meditation	lose one or two Long-Term Fatigue Levels
roll to cast spell + Penetration	beat target's Magic Resistance roll
Form + 5 x <i>Parma Magica</i>	stress roll
Perception + Finesse + modifier	see <i>Spell Targeting Table</i>
Intelligence + Concentration	see <i>Distraction Table</i>
Speed:	
Quickness + Finesse - Encumbrance	rolled against opponent's spell
Weapons:	
Quickness + Attack - Encumbrance	rolled against to deflect attacks
Spontaneous Spell	-5 and 3 extra Botch rolls
0 means side effect and roll for Botch	
Perception + Magic Theory	roll 9+
Intelligence + Finesse - # of	roll 9+, penalty on casting and targeting spells rolls
Intelligence + Concentration	roll 15+, +3 if the same spell or target
As for Formulaic	stress & twice normal Botch rolls
Technique + Form +	compare w/ opponent's roll
Intelligence + <i>Certamen</i>	
Intelligence + <i>Certamen</i> +	vs. Stamina + <i>Certamen</i>
bonus points	

1 pawn per 5 Levels of spell
 n or Range: requires 1 pawn per 5 Levels of spell
 r Spontaneous Spell: +5 per pawn on roll
 nt in basic roll

m (if the Requisite is a Form) or the Technique (if the Requisite is a Technique). A Casting
 only when the spell is used in a certain way.

Realm Interaction Chart

Power Used:

Aura Type:	Magic	Divine	Infernal	Faerie
Magical Area	+	—	0	1/2+
Dominion	—	+	3—	2—
Infernal Place	—	2—	+	2—
Faerie Area	1/2+	2—	—	+
Reason	—	—	0	3—

Key:
 0 The score of the Aura is ignored.
 +Add the Aura's rating to the action
 —Subtract the Aura's rating from the action
 If a number precedes a sign (e.g., 1/2+, or 3—), that number is multiplied by the Aura's rating to determine the Aura's modifier.
 Reason is not included among the *Powers Used* because it is the antithesis of the supernatural. Those attuned to Reason do not believe in the supernatural, so have no "magic" to use in areas of other realms. However, beings attuned to other realms may certainly visit places with an Aura of Reason.

Fast-Cast Defense Summary

To Defend Against	Level Required
Hostile Magic	Half Penetration total
Mundane Attacks:	
Single Known Attack	10
Up to 3 Known Attacks	15
Any Number of threats	20
Any Number of Known or Unknown Attacks	25

When defending against multiple mundane attacks with a single spell, the spell must be of appropriate Form and effect to defend against all types of weapons and attacks.

Travel Chart

Difficulty	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 first number is miles traveled in one day. The second is the number of Long-Term Fatigue Levels lost every day due to travel conditions. A Fatigue roll of 6+ allows a character to suffer one less Level than indicated. (Yes, if only one Level is called for, a successful roll eliminates it.)

ABILITY ACTIVITIES TABLE PT. 2

Modifiers	Ease Factor
Communication + Guile	Perception + Guile
Dexterity + Stealth	Perception + Alertness + 5
Dexterity + Stealth + 3	Perception + Scan
Quickness - Encumbrance + Athletics	9+
Perception + Sword Attack	6+
Intelligence + Hermes Lore	9+
Strength + Athletics - Size - Encumbrance	6+
Perception + Magic Sensitivity	9+
Presence + Play (Instrument)	4+

of someone

falls away

kill

t by insignia