

Appendix II

Formulae Review

Chapter Six: Covenants

ART SUMMA COST: Level + Quality	ABILITY SUMMA QUALITY LIMIT: $11 + 3 \times (8 - \text{level})$, or 22, whichever is lower	ENCHANTED ITEM COST: 2 Build Points per five levels of effect
ART SUMMA LEVEL LIMIT: 20	TRACTATUS COST: Quality	TEACHER COST: Communication + Teaching + Highest Ability Score
ART SUMMA QUALITY LIMIT: $11 + (20 - \text{Level})$, or 22, whichever is lower	TRACTATUS QUALITY LIMIT: 11	SCORE LIMITS: By age (see page 31)
ABILITY SUMMA COST: Quality + $3 \times \text{Level}$	LAB TEXT COST: 1 Build Point per five levels	SPECIALIST COST: Highest Ability Score
ABILITY SUMMA LEVEL LIMIT: 8	VIS SOURCES COST: 5 Build Points per pawn of vis per year	SCORE LIMIT: By age (see page 31)
	VIS STOCKS COST: 1 Build Point per 5 pawns of vis	

Chapter Seven: Hermetic Magic

FORM BONUS: Form score/5 (rounded up)	CONCENTRATION ROLL: Stamina + Concentration + Stress Die	AIMING ROLL: Perception + Finesse + Die
CASTING SCORE: Technique + Form + Stamina + Aura Modifier	LIMIT ON VIS USE IN SPELLCASTING: The maga's score in the Art of the vis	MASTERY ABILITY: Adds to casting score and subtracts from number of botch dice
FORMULAIC CASTING TOTAL: Casting Score + Die Roll	VIS BOOST TO CASTING SCORE: +2 casting score per pawn	TARGETING: Penalty of one for every separate target, including the first
RITUAL CASTING TOTAL: Casting Score + Artes Liberales + Philosophiae + Die Roll	VIS BOTCH DICE: +1 botch die per pawn of vis used	TWILIGHT AVOIDANCE: Stamina + Concentration + Vim Form Bonus + stress die vs. Warping Score + Number of Warping Points gained + Enigmatic Wisdom + local aura + stress die (no botch)
FATIGUING SPONTANEOUS MAGIC CASTING TOTAL: (Casting Score + Stress Die)/2	FAST CASTING SPEED: Quickness + Finesse + Stress Die	TWILIGHT COMPREHENSION: Intelligence + Enigmatic Wisdom + stress die vs. Warping Score + stress die
NON-FATIGUING SPONTANEOUS MAGIC CASTING TOTAL: Casting Score/5	FAST CAST PENALTY: -10 to Casting Score	BOTCH DICE: 1 + 1 per Warping Point gained to trigger the Twilight
PENETRATION TOTAL: Casting Total + Penetration Bonus – Spell Level	FAST CAST BOTCH DICE: +2 botch dice	TWILIGHT TIME: Intelligence + stress die vs. Warping Score + stress die
	DETERMINING FORM OF MAGICAL EFFECT: Perception + Awareness vs. 15 – effect magnitude	
	CEREMONIAL CASTING BONUS: Add Artes Liberales and Philosophiae to Casting Score	

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Chapter Seven: Hermetic Magic Continued

INITIATIVE TOTAL:
Quickness + Finesse + Stress Die

ATTACK TOTAL:
Presence + Technique or Form + Stress Die

DEFENSE TOTAL:
Perception + Form or Technique
+ Stress Die

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

WEAKENING TOTAL:
Intelligence + Penetration
+ Attack Advantage

RESISTANCE TOTAL:
Stamina + Parma Magica

Chapter Eight: Laboratory

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

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

VIS LIMIT:
Magic Theory x 2 pawns per season

MAXIMUM TOTAL LEVELS:
Teacher's highest applicable Lab Total

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

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

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

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

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

WRITING LABORATORY TEXTS:
Latin x 20 levels per season

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

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

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

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

Chapter Nine: Spells

SPELL MAGNITUDE:
Level/5 (rounded up)

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

INTELLEGO SPELLS:
Not affected by Target size

BASE INDIVIDUAL:
Determined by Form

BASE PART:
Same as Individual

BASE GROUP:
Mass of ten standard Individuals

BASE ROOM:
Large enough for 100 standard Individuals

BASE STRUCTURE:
Ten base Rooms

BASE BOUNDARY:
An area 100 paces in diameter

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

REQUISITE NECESSARY FOR SPELL'S EFFECT:
+0 magnitudes

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

ADDED EFFECT IS PURELY COSMETIC:
No requisite

Chapter Ten: Long-Term Events

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

INCREASE AN ART BY ONE:
Art + 1 experience points

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

EXPOSURE SOURCE QUALITY: Two

ADVENTURE SOURCE QUALITY: 5–10

PRACTICE SOURCE QUALITY:
3–8, usually 4

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

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

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

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

SUMMAE: SOURCE
Quality and Level

SUMMA STUDY LIMIT:
Summa Level

TRACTATUS: SOURCE
Quality

VIS SOURCE QUALITY:
Stress Die + Aura Bonus

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

SUMMA GAIN LIMIT: Level of summa

TRACTATUS SOURCE QUALITY:
Author's Communication + 6

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

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

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

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

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

Chapter Eleven: Obstacles

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

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

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

DAMAGE TOTAL:
Strength + Weapon Damage Modifier
+ Attack Advantage

SOAK TOTAL:
Stamina + Armor Soak Bonus

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

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

NON-COMBAT DAMAGE TOTAL:
Damage Bonus + Stress Die

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

Chapter Twelve: Realms

CREATURE MAGIC RESISTANCE:
Might Score

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

CHARACTER PENETRATION:
Effect Roll – Ease Factor
+ Penetration Bonus

REGIO SIGHT ROLL:
Perception + Appropriate Ability
+ Stress Die

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

Chapter Thirteen: Bestiary

CREATURE MAGIC RESISTANCE:
Might Score

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

CREATURE POWER LEVEL FOR DISPELLING:
Creature's Might Score

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