Appendix II

Formulae Review

Chapter Six:
Covenants

ART SUMMA COST:
Level + Quality

ART SUMMA LEVEL LIMIT: 20

ART SUMMA QUALITY LIMIT: 11 + (20 – Level), or 22, whichever is lower

ABILITY SUMMA COST:
Quality + 3 x Level

ABILITY SUMMA LEVEL LIMIT: 8

Chapter Seven:
Hermetic Magic

CONCENTRATION ROLL:
Stamina + Concentration + Stress Die

LIMIT ON VIS USE IN SPELLCASTING:
The maga’s score in the Art of the vis

VIS BOOST TO CASTING SCORE:
+2 casting score per pawn

VIS BOTCH DICE:
+1 botch die per pawn of vis used

FAST CASTING SPEED:
Quickness + Finesse + Stress Die

FAST CAST PENALTY:
−10 to Casting Score

FAST CAST BOTCH DICE:
+2 botch dice

DETERMINING FORM OF MAGICAL EFFECT:
Perception + Awareness vs. 15 – effect magnitude

CEREMONIAL CASTING BONUS:
Add Artes Liberales and Philosophiae to Casting Score

Chapter Seven:
Hermetic Magic

ENCHANTED ITEM COST:
2 Build Points per five levels of effect

TEACHER COST:
Communication + Teaching +
Highest Ability Score

SCORE LIMITS:
By age (see page 31)

SPECIALIST COST:
Highest Ability Score

SCORE LIMIT:
By age (see page 31)

AIMING ROLL:
Perception + Finesse + Die

MASTERY ABILITY:
Adds to casting score
and subtracts from number of botch dice

TARGETING:
Penalty of one for every separate target, including the first

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)

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:
Intelligence + stress die
vs. Warping Score + stress die

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Chapter Seven:
Hermetic Magic
Continued

**Initiative Total:**
Quickness + Finesse + Stress Die

**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 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

Chapter Nine:
Spells

**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 pawn for every five years of age (rounded up)

**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 f 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 Ten: Long-Term Events

<table>
<thead>
<tr>
<th>Training Source Quality:</th>
<th>Master's score in Ability being taught + 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Teaching Source Quality:</td>
<td>Teacher's Communication + Teaching + 3 + bonus</td>
</tr>
<tr>
<td>Teaching Gain Limit:</td>
<td>The teacher's score in the Art or Ability</td>
</tr>
<tr>
<td>Summa Source Quality:</td>
<td>Author's Communication + 6 + bonus</td>
</tr>
<tr>
<td>Summa Gain Limit:</td>
<td>Level of summa</td>
</tr>
</tbody>
</table>

### Chapter Eleven: Obstacles

<table>
<thead>
<tr>
<th>Initiative Total:</th>
<th>Quickness + Combat Ability + Weapon Initiative Modifier + Stress Die</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack Total:</td>
<td>Dexterity + Combat Ability + Weapon Attack Modifier + Stress Die</td>
</tr>
<tr>
<td>Defense Total:</td>
<td>Strength + Weapon Defense Modifier + Attack Advantage + Stress Die</td>
</tr>
<tr>
<td>Damage Total:</td>
<td>Stamina + Armor Soak Bonus + Stress Die</td>
</tr>
<tr>
<td>Attack Advantage:</td>
<td>Attacker's Attack Total - Defender's Defense Total</td>
</tr>
<tr>
<td>Recovery Total:</td>
<td>Stamina + Medic's Chirurgery or Medicine score + Magical Aid + Stress Die</td>
</tr>
<tr>
<td>Non-combat Damage Total:</td>
<td>Damage Bonus + Stress Die</td>
</tr>
<tr>
<td>Non-combat Soak Total:</td>
<td>Soak Total + Stress Die</td>
</tr>
</tbody>
</table>

### Chapter Twelve: Realms

<table>
<thead>
<tr>
<th>Creature Penetration:</th>
<th>Might Score - (5 x Might Points spent on power) + Penetration Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character Penetration:</td>
<td>Effect Roll - Ease Factor + Penetration Bonus</td>
</tr>
<tr>
<td>Ease Factor:</td>
<td>5 + (2 x difference between current level's aura and sought level's aura)</td>
</tr>
</tbody>
</table>

### Chapter Thirteen: Bestiary

<table>
<thead>
<tr>
<th>Creature Magic Resistance:</th>
<th>Might Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creature Power Penetration:</td>
<td>Might Score - (5 x Might Point cost of the power) + Penetration Bonus</td>
</tr>
<tr>
<td>Creature Power Level for Dispelling:</td>
<td>Creature's Might Score</td>
</tr>
</tbody>
</table>