

HERMETIC MAGIC
FOR
FANTASY AGE

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INTRODUCTION

This document details how to convert and use the Hermetic magic system from the *Ars Magica 5th Edition* game for the *Fantasy AGE* system. Familiarity with both *Ars Magica 5th Edition* and *Fantasy AGE* is assumed.

Under this system, each Art becomes a magic talent (much like the arcana talents) with three degrees: Novice, Journeyman, and Master. Each degree increases the maximum spell level the character can learn and cast in the associated Art, grants 60 spell levels, and other benefits. Characters can use their New Talent and New Magic Talent class powers to gain degrees in Art talents. Thus, a character of any class can advance their Arts.

Instead of attempting to convert the Hermetic magic game mechanics from *Ars Magica* for use in *Fantasy AGE*, the normal *Fantasy AGE* spellcasting mechanics are retained. Magic points are kept and casting rolls are required. Guidelines for implementing ability tests as “saving throws” for spells are detailed. Spellpower remains the measure of a spellcaster’s ability to overcome a creature’s natural resistance to magic. All of these game parameters work as you would expect. Not only does this make for simpler conversion, it allows for Hermetic magic to interact with normal *Fantasy AGE* arcana (which now represent the magic of various hedge magic and rival magic traditions).

Rules are given to convert the *Ars Magica* mechanics of each spell into *Fantasy AGE* terms. Certamen is outlined, laboratory activities are described, and a simple rule for Realm-aligned auras is introduced. A quick outline of the Greater and Lesser Limits is given.

At the end of the document, a number of additional rules are given that should be considered optional (and honestly, I wouldn’t use them for a normal *Fantasy AGE* campaign). Warping and Twilight are discussed. *Fantasy AGE* rules for Hermetic Houses are given. A brief discussion of The Gift, Parma Magica, and Magic Resistance appears at the end. These rules are included in case the Game Master wishes to set their *Fantasy AGE* campaign in Mythic Europe (and abide by the conventions established by the *Ars Magica* game).

Rather than a complete, highly-detailed set of rules, this document is really just a sketch or a set of notes. No doubt much, much more could be devised to really bring the full *Ars Magica* experience to *Fantasy AGE*. This is just a quick start.

THE ART OF MAGIC

THE FIRST ART

Upon taking the first Novice degree in any Art, a character gains the following:

- The ability to learn and cast formulaic spells of any Art up to level 10.
- The ability to cast spontaneous spells in any Art up to level 5.
- The ability to engage in *certamen* (magical dueling).
- If their class does not grant magic points, $10 + 1d6 + \text{Willpower}$ magic points.
- The ability to use Imbue Item and Empower Item spells to create Common magic items.

Mages

Mages may take Art talents when they gain a New Magic Talent or a New Talent from level advancement. This means that Mages can take up to 15 Art talents. Mages gain all of the normal powers listed for their class at 1st level (i.e., Arcane Blast, Arcane Device, Magic Training, Magic Points, and Starting Talent). They may not trade in their Starting Talent for an Art talent or magic talent (see Rogues and Warriors below).

Rogues and Warriors

Under this system, characters are allowed to use the talents they gain from the New Talent class power to take Art talents and other magic talents. It is suggested that the Game Master allow Rogue characters to forego their 1st level Starting Talent to gain one Art talent (or other magic talent) if the player desires. Also, players of Warriors should be allowed to trade one (and only one) of their 1st level Starting Talents to take one Art talent (or other magic talent). This means that Rogues and Warriors could take up to ten Art talents (two-thirds the number Mages can take).

The reason that Art talents need to be opened up to Rogues and Warriors is due to the power and flexibility of Hermetic magic. Rogues and Warriors won't be able to attain the power and breadth of knowledge Mages can, so Mages retain that distinction. But it is assumed that anyone who would use these rules wants a campaign where the characters are all accomplished spellcasters, so the Arts need to be opened up to Rogues and Warriors as well.

MAGIC POINTS

Mages earn magic points as stated in the *Fantasy AGE Basic Rulebook*. Thus, a 20th level Mage has $10 + 10d6 + 20 \times \text{Willpower}$ magic points. The first time a Rogue or Warrior takes an Art or magic talent, they gain $10 + 1d6 + \text{Willpower}$ magic points. Rogues and Warriors who take further Art or magic talents gain $1d6 + \text{Willpower}$ for each talent gained. Because they could use all ten of their talents to take degrees in the Arts, their maximum magic points would be $10 + 10d6 + 10 \times \text{Willpower}$. This amounts to about two-thirds of the magic points that a Mage would have at the same level (assuming a Willpower of 5). Since Mages can get 15 Art or magic talents and Rogues and Warriors 10, this is appropriate.

SPELLS AND ARMOR

A character must pay an additional amount of magic points when casting a spell equal to the strain of the armor type (*Fantasy AGE Basic Rulebook*, page 67). However, training in armor reduces this strain by an amount equal to the highest strain of the best armor type they are trained in. So, a character trained in leather (like a Rogue) reduces their strain by two. A character trained in mail (like a Warrior) reduces their strain by four and a character trained in plate (like a Journeyman in Armor Training) reduces their strain by six. Strain can only be eliminated (not reduced below zero).

LEARNING SPELLS

A character gains 60 levels of spells in the appropriate Art when a degree is gained (either Novice, Journeyman, or Master). These spells can be of any Technique (for spells gained when advancing a Form) or for any Form (for spells gained when advancing a Technique). Any spell learned must not exceed the maximum spell level the character can learn and cast for that particular Technique and Form combination. This level is calculated as:

$$\text{MAXIMUM SPELL LEVEL} = (\text{TECHNIQUE DEGREES} + \text{FORM DEGREES} + 2\text{ND FOCI} + 1) \times 10$$

For example, a character who is a Journeyman (two degrees) in the Technique of Creo and a Novice (one degree) in the Form of Ignem can learn and cast Creo Ignem spells up to and including Level 40. If a character has taken an Intelligence (Art) focus a second time, the maximum spell level is increased by 10. This can occur twice for characters who have taken both the Intelligence (Technique) and Intelligence (Form) foci two times. This is denoted as “2nd Foci” in the equation above. The maximum spell level that can be learned and cast by a character attaining the Master degree in both a Technique and a Form is Level 90 if they’ve taken the foci twice as well.

The table below shows the maximum spell level a character can learn and cast based on their degree in a Technique and their degree in a Form. If a character has the second Intelligence (Art) focus for a Technique or Form, you may add ten more levels. The last row and the last column already show the additional ten levels for having the second focus at the Master degree.

MAXIMUM SPELL LEVEL BY DEGREE					
Technique / Form	First Art	Novice	Journeyman	Master	Master + 2nd Focus
First Art	10	20	30	40	50
Novice	20	30	40	50	60
Journeyman	30	40	50	60	70
Master	40	50	60	70	80
Master + 2nd Focus	50	60	70	80	90

Requisites

If a spell has requisites, a character must use the lower of the Techniques and Forms involved to determine if they can learn and cast the spell. More complex spells require more knowledge.

CASTING SPELLS

When casting Hermetic spells, the casting roll is:

$$\text{CASTING ROLL} = 3\text{D6} + \text{INTELLIGENCE} + \text{ART FOCUS}$$

Hermetic spells also make use of the stunt die just as spells from *Fantasy AGE* arcana do. As usual, the bonus from only one Art focus applies. Use either the Intelligence (Technique) or Intelligence (Form) focus bonus.

SPELLPOWER

The Spellpower for Hermetic spells is:

$$\text{SPELLPOWER} = 10 + \text{WILLPOWER} + \text{ART FOCUS OR PENETRATION FOCUS}$$

Only one focus bonus applies. Use either the Technique, the Form, or the Penetration focus bonus.

SPELLCASTING OPTIONS

There are a number of options that spellcasters can use when casting spells

Using Raw Vis

A spellcaster can use raw vis to boost their casting roll or the Spellpower of their spells. The vis must match either the Technique or the Form of the spell and the spellcaster may only use a number of pawns of a given type of vis based on their degree in the Art talent in question. If they have no degrees in the Art talent associated with the Art, they can use one pawn. For each degree higher, they can use two additional pawns (three for Novice, five for Journeyman, and seven for Master). If they have a second focus in the Art, they can add two more pawns. So, for a Master of Creo and Ignem with second foci for both Creo and Ignem, the caster could use 18 pawns of raw vis (nine pawns of Creo vis and nine pawns of Ignem vis). For every pawn used, the spellcaster can add either +1 to their casting roll or +1 to the Spellpower of the spell cast using the raw vis. The raw vis is expended upon use. Raw vis required for casting ritual spells does not grant a bonus (unless you use more raw vis than required). Raw vis is sufficiently rare that most casters will not use it to boost spellcasting (see **Magical Enchantments** below).

Words and Gestures

Spells are normally cast with a firm voice and bold gestures. If a spellcaster wishes to cast a spell silently, apply a -4 penalty to the casting roll. If they wish to cast a spell without using gestures, apply a -2 penalty. A silent and still spell imposes a -6 penalty. These options are only available for formulaic and spontaneous spells. Ritual spells require a firm voice and bold gestures.

SPELL TYPES

There are four possible spell types in Hermetic magic: formulaic, spontaneous (fatiguing), spontaneous (non-fatiguing), and ritual. Relevant parameters for each type are below.

Formulaic

- Maximum Spell Level = (Technique Degrees + Form Degrees + 2nd Foci + 1) \times 10
- Casting Time = Major Action
- Magic Point Cost = Spell Magnitude
- Casting Roll = 3d6 + Intelligence + Art Focus
- Target Number = 10 + Spell Magnitude (i.e., 10 + Spell Level \div 5)
- Success on Spellcasting Roll = Spell is cast. Magic points are spent.
- Failure on Spellcasting Roll = Spell is not cast. Magic points are spent.

Spontaneous (Fatiguing)

- Maximum Spell Level = (Technique Degrees + Form Degrees + 2nd Foci + 1) \times 5
- Casting Time = Major Action
- Magic Point Cost = Spell Magnitude \times 2
- Casting Roll = 3d6 + Intelligence + Art Focus
- Target Number = 10 + 2 \times Spell Magnitude
- Success on Spellcasting Roll = Spell is cast. Magic points are spent.
- Failure on Spellcasting Roll = Spell is not cast. Magic points are spent.

Spontaneous (Non-Fatiguing)

- Maximum Spell Level = (Technique Degrees + Form Degrees + 2nd Foci + 1) \times 2
- Casting Time = Major Action
- Magic Point Cost = 0
- Casting Roll = 3d6 + Intelligence + Art Focus
- Target Number = 10 + Level of Spell
- Success on Spellcasting Roll = Spell is cast. No magic points are spent.
- Failure on Spellcasting Roll = Spell is not cast. No magic points are spent.

Ritual

- Maximum Spell Level = (Technique Degrees + Form Degrees + 2nd Foci + 1) \times 10
- Casting Time = One Minute
- Magic Point Cost = Spell Magnitude
- Vis Cost = One Pawn per Spell Magnitude
- Spellcasting Roll = 3d6 + Intelligence + Art Focus
- Target Number = 10 + Spell Magnitude
- Success on Spellcasting Roll = Spell is cast. Magic points are spent. Raw vis is spent.
- Failure on Spellcasting Roll = Spell is not cast. Magic points are spent. Raw vis is spent.

SPELL STUNTS

Casters use the Standard Spell Stunt table found in the *Fantasy AGE Basic Rulebook*. All of the stunts listed can be applied to Hermetic magic spellcasting.

NEW FOCUSES

There are a number of new focuses associated with Hermetic magic. Each Art has its own Intelligence (Art) focus. In addition, there are a few more focuses needed for Hermetic magic. Willpower (Penetration) can be used lieu of an Art focus for Spellpower. Accuracy (Finesse) is used for tests involving spell targeting, fine manipulation with magic, magical placement of objects, and other “attack” rolls using Hermetic spells. The table below summarizes the new focuses.

NEW FOCUSES		
Focus	Ability	Applied to
Animal	Intelligence	Art of Animal Casting and Certamen rolls and Spellpower
Aquam	Intelligence	Art of Aquam Casting and Certamen rolls and Spellpower
Auram	Intelligence	Art of Auram Casting and Certamen rolls and Spellpower
Corpus	Intelligence	Art of Corpus Casting and Certamen rolls and Spellpower
Herbam	Intelligence	Art of Herbam Casting and Certamen rolls and Spellpower
Ignem	Intelligence	Art of Ignem Casting and Certamen rolls and Spellpower
Imaginem	Intelligence	Art of Imaginem Casting and Certamen rolls and Spellpower
Mentem	Intelligence	Art of Mentem Casting and Certamen rolls and Spellpower
Terram	Intelligence	Art of Terram Casting and Certamen rolls and Spellpower
Vim	Intelligence	Art of Vim Casting and Certamen rolls and Spellpower
Creo	Intelligence	Art of Creo Casting and Certamen rolls and Spellpower
Intellego	Intelligence	Art of Intellego Casting and Certamen rolls and Spellpower
Muto	Intelligence	Art of Muto Casting and Certamen rolls and Spellpower
Perdo	Intelligence	Art of Perdo Casting and Certamen rolls and Spellpower
Rego	Intelligence	Art of Rego Casting and Certamen rolls and Spellpower
Penetration	Willpower	Spellpower, in lieu of another Art focus
Finesse	Accuracy	Spell targeting, fine manipulation, spell placement, and spell attacks

NEW SPECIALIZATIONS

The specializations in the *Fantasy AGE Basic Rulebook* and the *Fantasy AGE Companion* can be retained (because we're still allowing the arcana to be used in this system). However, a number of new specializations suggest themselves for Hermetic spellcasters. These new specializations are detailed below. Some specializations may be taken twice and these are indicated in the text.

ANIMIST

Classes: Mage

Requirements: You must have one of the following talents: The Form of Animal, The Form of Corpus, The Form of Herbam, or The Form of Mentem.

You have a talent for magic affecting living things. Choose one of the following Art talents to be your favored Form: Animal, Corpus, Herbam or Mentem. This specialization can be taken twice but a different favored form must be selected the second time.

Novice: You gain a +2 bonus on the casting roll when casting spells from your favored Form. You also gain a +2 bonus when generating an Attack Total or Defense Total involving your favored Form in *certamen*.

Journeyman: Your knowledge of life magic is deep. When casting spells of your favored Form, their cost in magic points is reduced by 1, to a minimum of 1.

Master: The Spellpower of your spells from your favored Form is increased by two. Also, choose one spell stunt that you can perform for -1 SP when casting spells from your favored Form.

ARCANE DABBLER

Classes: Any

Requirements: Intelligence and Willpower of 2 or more and the Intelligence (Arcane Lore) focus.

You have studied some non-Hermetic magic alongside your other pursuits. Note that this specialty should be used in lieu of the Arcane Dabbler specialty in the *Fantasy AGE Companion*. This specialization may be taken twice.

Novice: You gain two Novice degree spells from one or two different arcana. If you have never gained magic points, you gain magic points equal to $10 + 1d6 + \text{Willpower}$.

Journeyman: You gain one Novice or one Journeyman degree spell from any arcana.

Master: You gain one spell of your choice from any arcana.

ELEMENTALIST

Classes: Mage

Requirements: You must have one of the following talents: The Form of Aquam, The Form of Auram, The Form of Ignem, or The Form of Terram.

You have a talent for elemental magic. Choose one of the following Art talents to be your favored Form: Aquam, Auram, Ignem, or Terram. This specialization can be taken twice but a different favored form must be selected the second time.

Novice: You gain a +2 bonus on the casting roll when casting spells from your favored Form. You also gain a +2 bonus when generating an Attack Total or Defense Total involving your favored Form in *certamen*.

Journeyman: Your knowledge of your element is deep. When casting spells of your favored Form, their cost in magic points is reduced by 1, to a minimum of 1.

Master: The Spellpower of your spells from your favored Form is increased by two. Also, choose one spell stunt that you can perform for -1 SP when casting spells from your favored Form.

HERMETIC DABBLER

Classes: Any

Requirements: Intelligence and Willpower of 2 or more and the Intelligence (Arcane Lore) focus.

You have learned Hermetic magic spells across a variety of Arts. This specialization may be taken twice.

Novice: You gain 60 levels of Hermetic spells. These spells may come from any number of Technique and Form combinations. Each spell gained cannot exceed Level 10. If you have never gained magic points, you gain magic points equal to $10 + 1d6 + \text{Willpower}$.

Journeyman: You gain 60 levels of Hermetic spells. These spells may come from any number of Technique and Form combinations. Each spell gained cannot exceed Level 20.

Master: You gain 60 levels of Hermetic spells. These spells may come from any number of Technique and Form combinations. Each spell gained cannot exceed Level 30.

ILLUSIONIST

Classes: Mage

Requirements: You must have The Form of Imaginem talent.

You have a talent for magic involving sensation and illusion.

Novice: You gain a +2 bonus on casting rolls when you cast Imaginem spells. You also gain a +2 bonus when generating an Attack Total or Defense Total involving the Form of Imaginem in *certamen*.

Journeyman: Your knowledge of the Form of Imaginem is superb. When casting Imaginem spells, their cost in magic points is reduced by 1, to a minimum of 1.

Master: The Spellpower of your Imaginem spells is increased by two. Also, choose one spell stunt that you can perform for -1 SP when casting Imaginem spells.

MAGICAL SPECIALIST

Classes: Mage

Requirements: Intelligence 2 or higher and Intelligence (Arcane Lore) focus.

Your magic is much more potent in a fairly limited area, such as weather, necromancy, birds, or emotions. This area should be smaller than a single Art, but may be spread out over several Arts. The Game Master must approve the specialty and adjudicates what spells fall under the specialty.

Novice: You gain a +2 bonus to your casting roll when casting spells related to your specialty.

Journeyman: You gain an Intelligence focus with the same name as your specialty, such as Intelligence (Necromancy) or Intelligence (Weather).

Master: The Spellpower of spells related to your specialty is increased by two. Also, choose one spell stunt that you can perform for -1 SP when casting spells related to your specialty.

METAMAGICIAN

Classes: Mage

Requirements: You must have The Form of Vim talent.

You have a talent for magic involving magic itself.

Novice: You gain a +2 bonus on the casting roll when you cast Vim spells. You also gain a +2 bonus when generating an Attack Total or Defense Total involving the Form of Vim in *certamen*.

Journeyman: When casting Vim spells, their cost in magic points is reduced by 1, to a minimum of 1.

Master: The Spellpower of your Vim spells is increased by two. Also, choose one spell stunt that you can perform for -1 SP when casting Vim spells.

TECHNICAL GENIUS

Classes: Mage

Requirements: You must have one of the following talents: The Technique of Creo, The Technique of Intellego, The Technique of Muto, The Technique of Perdo, or The Technique of Rego.

You have concentrated and perfected a Technique of magic. Choose one of the following Arts to be your favored Technique, either Creo, Intellego, Muto, Perdo, or Rego. This specialization can be taken twice but a different favored Technique must be selected the second time.

Novice: You gain a +2 bonus on the casting roll when casting spells from the favored Technique. You also gain a +2 bonus when generating an Attack Total or Defense Total involving your favored Technique in *certamen*.

Journeyman: Your knowledge of your favored Technique is deep. When casting spells of your favored Technique, their cost in magic points is reduced by 1, to a minimum of 1.

Master: The Spellpower of spells of your favored Technique is increased by two. Also, choose one spell stunt that you can perform for -1 SP when casting spells of your favored Technique.

THE ARTS

THE TECHNIQUE OF CREO

Classes: Any

Requirement: None

This Art allows you to produce objects from nothing. It turns dreams into reality. When using a Creo spell, you enter a momentary state of transcendent meditation and contact the realm of Forms, in which all the objects that ever were and ever could be exist as perfect ideas. Your magic finds the proper Form and impresses it on the real world, creating an expression of it. Objects created this way are closer to the world of Forms than are normal objects, so they are always perfect and flawless. You can also use the Art of Creo to perfect things that have deteriorated from their ideal nature, such as to heal a broken arm or to mend a broken vase.

Novice: Increase the maximum spell level of Creo spells you can learn and cast by 10. You learn 60 levels of Creo spells.

Journeyman: Increase the maximum spell level of Creo spells you can learn and cast by 10. You learn 60 levels of Creo spells. You also gain the focus Intelligence (Creo). If you take the Intelligence (Creo) focus a second time (at or after level 11), increase the maximum spell level of Creo spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Creo spells you can learn and cast by 10. You learn 60 levels of Creo spells. You can also choose one spell stunt you can perform for -1 SP when casting Creo spells.

THE TECHNIQUE OF INTELLEGO

Classes: Any

Requirement: None

Intellego is the Art of perception. All things in the world are connected to each other, and Intellego allows magi the ability to see, read, and learn from these connections.

Novice: Increase the maximum spell level of Intellego spells you can learn and cast by 10. You learn 60 levels of Intellego spells.

Journeyman: Increase the maximum spell level of Intellego spells you can learn and cast by 10. You learn 60 levels of Intellego spells. You also gain the focus Intelligence (Intellego). If you take the Intelligence (Intellego) focus a second time (at or after level 11), increase the maximum spell level of Intellego spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Intellego spells you can learn and cast by 10. You learn 60 levels of Intellego spells. You can also choose one spell stunt you can perform for -1 SP when casting Intellego spells.

THE TECHNIQUE OF MUTO

Classes: Any

Requirement: None

This is the Art of transformation and transmutation. Through this Art, magi can direct and control the essential mechanisms of change itself. A transformation is easiest when there is a strong connection between the original object and that resulting from the transformation: for example, it is relatively easy to turn a leaf into an apple. However, turning a leaf (living, flexible, and vegetable) into a sword (inert, unyielding, and mineral) is quite difficult.

Novice: Increase the maximum spell level of Muto spells you can learn and cast by 10. You learn 60 levels of Muto spells.

Journeyman: Increase the maximum spell level of Muto spells you can learn and cast by 10. You learn 60 levels of Muto spells. You also gain the focus Intelligence (Muto). If you take the Intelligence (Muto) focus a second time (at or after level 11), increase the maximum spell level of Muto spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Muto spells you can learn and cast by 10. You learn 60 levels of Muto spells. You can also choose one spell stunt you can perform for -1 SP when casting Muto spells.

THE TECHNIQUE OF PERDO

Classes: Any

Requirement: None

The one trait held in common by all objects and creatures in the temporal world is that some day, inevitably, they will cease to exist. The magus who understands the Art of Perdo knows this, and uses magic to control the universal process whereby things are destroyed. Aging, disease, decay, and dissolution are all properties inherent to objects and living things and can be drawn out through this Art.

Novice: Increase the maximum spell level of Perdo spells you can learn and cast by 10. You learn 60 levels of Perdo spells.

Journeyman: Increase the maximum spell level of Perdo spells you can learn and cast by 10. You learn 60 levels of Perdo spells. You also gain the focus Intelligence (Perdo). If you take the Intelligence (Perdo) focus a second time (at or after level 11), increase the maximum spell level of Perdo spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Perdo spells you can learn and cast by 10. You learn 60 levels of Perdo spells. You can also choose one spell stunt you can perform for -1 SP when casting Perdo spells.

THE TECHNIQUE OF REGO

Classes: Any

Requirement: None

The Art of Rego allows a magus to regulate matter or compel the actions of living things. One kind of Rego spell might lift someone into the air, and another might make a person act a certain way.

Novice: Increase the maximum spell level of Rego spells you can learn and cast by 10. You learn 60 levels of Rego spells.

Journeyman: Increase the maximum spell level of Rego spells you can learn and cast by 10. You learn 60 levels of Rego spells. You also gain the focus Intelligence (Rego). If you take the Intelligence (Rego) focus a second time (at or after level 11), increase the maximum spell level of Rego spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Rego spells you can learn and cast by 10. You learn 60 levels of Rego spells. You can also choose one spell stunt you can perform for -1 SP when casting Rego spells.

THE FORM OF ANIMAL

Classes: Any

Requirement: None

The Art of Animal concerns animals of all kinds, from the fish of the sea to the birds of the air. Animal spells cannot affect people, for they have souls whereas animals do not.

Novice: Increase the maximum spell level of Animal spells you can learn and cast by 10. You learn 60 levels of Animal spells.

Journeyman: Increase the maximum spell level of Animal spells you can learn and cast by 10. You learn 60 levels of Animal spells. You also gain the focus Intelligence (Animal). If you take the Intelligence (Animal) focus a second time (at or after level 11), increase the maximum spell level of Animal spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Animal spells you can learn and cast by 10. You learn 60 levels of Animal spells. You can also choose one spell stunt you can perform for -1 SP when casting Animal spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Animal.

THE FORM OF AQUAM

Classes: Any

Requirement: None

Aquam concerns all manner of liquids. Through this Art, one gains access to the might of a roaring flood and the gentleness of a clear pool.

Novice: Increase the maximum spell level of Aquam spells you can learn and cast by 10. You learn 60 levels of Aquam spells.

Journeyman: Increase the maximum spell level of Aquam spells you can learn and cast by 10. You learn 60 levels of Aquam spells. You also gain the focus Intelligence (Aquam). If you take the Intelligence (Aquam) focus a second time (at or after level 11), increase the maximum spell level of Aquam spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Aquam spells you can learn and cast by 10. You learn 60 levels of Aquam spells. You can also choose one spell stunt you can perform for -1 SP when casting Aquam spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Aquam.

THE FORM OF AURAM

Classes: Any

Requirement: None

Auram is the Art of air, wind, and weather. True flight is only possible through this Art.

Novice: Increase the maximum spell level of Auram spells you can learn and cast by 10. You learn 60 levels of Auram spells.

Journeyman: Increase the maximum spell level of Auram spells you can learn and cast by 10. You learn 60 levels of Auram spells. You also gain the focus Intelligence (Auram). If you take the Intelligence (Auram) focus a second time (at or after level 11), increase the maximum spell level of Auram spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Auram spells you can learn and cast by 10. You learn 60 levels of Auram spells. You can also choose one spell stunt you can perform for -1 SP when casting Auram spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Auram.

THE FORM OF CORPUS

Classes: Any

Requirement: None

Corpus is the Art of humans and humanlike bodies. It governs the intricate interactions that occur in those bodies with souls, as well as those that once had souls.

Novice: Increase the maximum spell level of Corpus spells you can learn and cast by 10. You learn 60 levels of Corpus spells.

Journeyman: Increase the maximum spell level of Corpus spells you can learn and cast by 10. You learn 60 levels of Corpus spells. You also gain the focus Intelligence (Corpus). If you take the Intelligence (Corpus) focus a second time (at or after level 11), increase the maximum spell level of Corpus spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Corpus spells you can learn and cast by 10. You learn 60 levels of Corpus spells. You can also choose one spell stunt you can perform for -1 SP when casting Corpus spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Corpus.

THE FORM OF HERBAM

Classes: Any

Requirement: None

This Form concerns plants and trees. This includes plant matter of all types, including that which is no longer alive—like dead wood and linens.

Novice: Increase the maximum spell level of Herbam spells you can learn and cast by 10. You learn 60 levels of Herbam spells.

Journeyman: Increase the maximum spell level of Herbam spells you can learn and cast by 10. You learn 60 levels of Herbam spells. You also gain the focus Intelligence (Herbam). If you take the Intelligence (Herbam) focus a second time (at or after level 11), increase the maximum spell level of Herbam spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Herbam spells you can learn and cast by 10. You learn 60 levels of Herbam spells. You can also choose one spell stunt you can perform for -1 SP when casting Herbam spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Herbam.

THE FORM OF IGNEM

Classes: Any

Requirement: None

This Form concerns fire, heat, and light. Fire is the most lifelike of the four elements: it moves, it devours, and it grows. Also, just as a living thing, it can be killed by the other three elements—smothered by earth, quenched by water, or blown apart by wind. Fire's position midway between inert matter and living being gives it the advantages of both.

Novice: Increase the maximum spell level of Ignem spells you can learn and cast by 10. You learn 60 levels of Ignem spells.

Journeyman: Increase the maximum spell level of Ignem spells you can learn and cast by 10. You learn 60 levels of Ignem spells. You also gain the focus Intelligence (Ignem). If you take the Intelligence (Ignem) focus a second time (at or after level 11), increase the maximum spell level of Ignem spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Ignem spells you can learn and cast by 10. You learn 60 levels of Ignem spells. You can also choose one spell stunt you can perform for -1 SP when casting Ignem spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Ignem.

THE FORM OF IMAGINEM

Classes: Any

Requirement: None

This Form concerns illusions and phantasms. It affects only the senses and can never affect matter. Masters of this Art have learned to separate the impressions a thing leaves on the senses from the thing itself, and many of them likewise become separated from what those around them see as reality.

Novice: Increase the maximum spell level of Imaginem spells you can learn and cast by 10. You learn 60 levels of Imaginem spells.

Journeyman: Increase the maximum spell level of Imaginem spells you can learn and cast by 10. You learn 60 levels of Imaginem spells. You also gain the focus Intelligence (Imaginem). If you take the Intelligence (Imaginem) focus a second time (at or after level 11), increase the maximum spell level of Imaginem spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Imaginem spells you can learn and cast by 10. You learn 60 levels of Imaginem spells. You can also choose one spell stunt you can perform for -1 SP when casting Imaginem spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Imaginem.

THE FORM OF MENTEM

Classes: Any

Requirement: None

This Form concerns minds, thoughts, and spirits. It comes as close as magic can to affecting souls. Through this Art, magi manipulate what they call the body of the soul: memories, thoughts, and emotions. They can also affect the “bodies” of noncorporeal beings, such as ghosts, as these are maintained in the physical world directly by a spirit’s will.

Novice: Increase the maximum spell level of Mentem spells you can learn and cast by 10. You learn 60 levels of Mentem spells.

Journeyman: Increase the maximum spell level of Mentem spells you can learn and cast by 10. You learn 60 levels of Mentem spells. You also gain the focus Intelligence (Mentem). If you take the Intelligence (Mentem) focus a second time (at or after level 11), increase the maximum spell level of Mentem spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Mentem spells you can learn and cast by 10. You learn 60 levels of Mentem spells. You can also choose one spell stunt you can perform for -1 SP when casting Mentem spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Mentem.

THE FORM OF TERRAM

Classes: Any

Requirement: None

This Form concerns solids, especially earth and stone. Indeed, Terram affects the very foundation of the world. Although Terram magic is mighty, the earth proves resistant to manipulation. Just as stone is heavy and hard to lift, it is inert and hard to change, even through magic.

Novice: Increase the maximum spell level of Terram spells you can learn and cast by 10. You learn 60 levels of Terram spells.

Journeyman: Increase the maximum spell level of Terram spells you can learn and cast by 10. You learn 60 levels of Terram spells. You also gain the focus Intelligence (Terram). If you take the Intelligence (Terram) focus a second time (at or after level 11), increase the maximum spell level of Terram spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Terram spells you can learn and cast by 10. You learn 60 levels of Terram spells. You can also choose one spell stunt you can perform for -1 SP when casting Terram spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Terram.

THE FORM OF VIM

Classes: Any

Requirement: None

This Form concerns raw magical power. All the Arts rely on the raw energy and potential of magic, but this Art refines the use of magic itself, allowing magi to assume even greater control of their spells.

Novice: Increase the maximum spell level of Vim spells you can learn and cast by 10. You learn 60 levels of Vim spells.

Journeyman: Increase the maximum spell level of Vim spells you can learn and cast by 10. You learn 60 levels of Vim spells. You also gain the focus Intelligence (Vim). If you take the Intelligence (Vim) focus a second time (at or after level 11), increase the maximum spell level of Vim spells you can learn and cast by an additional 10 levels.

Master: Increase the maximum spell level of Vim spells you can learn and cast by 10. You learn 60 levels of Vim spells. You can also choose one spell stunt you can perform for -1 SP when casting Vim spells. In addition, you gain a +2 bonus when resisting spells or effects that fall under the purview of the Form of Vim.

SPELLS

Use the *Ars Magica* rule books for spells. Translate the game terms as shown below.

CONVERTING SPELLS TO FANTASY AGE

Ease Factor to Target Number

Some spells give an *Ars Magica* Ease Factor that needs to be converted to a *Fantasy AGE* target number. The formula for conversion is:

$$\text{TARGET NUMBER (TN)} = 5 + \frac{2}{3} \times \text{EASE FACTOR (ROUND UP TO NEAREST ODD NUMBER)}$$

Alternatively, you can use the table below. Each Ease Factor has been mapped to a standard *Fantasy AGE* target number (odd numbers).

EASE FACTOR TO TARGET NUMBER			
Ars Magica Description	Ars Magica Ease Factor	Fantasy AGE Target Number	Fantasy AGE Description
Trivial	0	5	Everyday
Simple	1-2-3	7	Routine
Easy	4-5-6	9	Easy
Average	7-8-9	11	Average
Hard	10-11-12	13	Challenging
Very Hard	13-14-15	15	Hard
Impressive	16-17-18	17	Formidable
Remarkable	19-20-21	19	Imposing
Almost Impossible	22-23-24	21	Nigh Impossible

Characteristics to Abilities

Spells affected *Ars Magica* Characteristics will affect *Fantasy AGE* abilities. The table below shows equivalencies.

CHARACTERISTICS TO ABILITIES	
Ars Magica Characteristic	Fantasy AGE Ability
Intelligence	Intelligence
Perception	Perception
Strength	Strength
Stamina	Constitution
Presence	Communication
Communication	Communication
Dexterity	Dexterity (Accuracy, Fighting)
Quickness	Dexterity (Speed, Defense)

Converting Ars Magica Spell Parameters to Fantasy AGE Terms

Finally, you'll need to be able to convert the spell parameters that reference *Ars Magica* game mechanics to the best match in *Fantasy AGE*. The 'X' in the table indicates a number.

CONVERTING ARS MAGICA SPELLS TO FANTASY AGE SPELLS	
Ars Magica Trait	Fantasy AGE Trait
+ X Recovery Bonus	+ $\frac{1}{3}$ X Health for Breather and Rest
± X Characteristic	± X Ability
Increase Characteristic to no higher than X	Increase Ability to no higher than X
A roll of X+	Ability Test TN = $5 + \frac{2}{3}$ X
± X to Attack	± $\frac{2}{3}$ X Accuracy or Fighting
± X to Defense	± $\frac{2}{3}$ X Defense
± X Soak	± X Armor Rating
± X to rolls	± $\frac{2}{3}$ X to Ability Test
Light Wound	1d6
Medium Wound	2d6
Heavy Wound	3d6
Incapacitating Wound	4d6
Fatal Wound	5d6
"Kill"	6d6 (or reduce Health to zero)
+ X Damage for Spell	(X Damage ÷ 5)d6
+ X Damage added to a weapon	+ X Damage
Arcane Connection	Use Familiarity rules in Blue Rose.
+ X Size	+ 2 × X Strength + 5 × X Health – 1 × X Speed and Defense
- X Size	– 2 × X Strength – 5 × X Health + 1 × X Speed and Defense
Might 1 to 10 (Ward Spell Level 10)	Minor Threat
Might 11 to 20 (Ward Spell Level 20)	Moderate Threat
Might 21 to 30 (Ward Spell Level 30)	Major Threat
Might 31 to 40 (Ward Spell Level 40)	Dire Threat
Might 41 to 50 (Ward Spell Level 50)	Legendary Threat
Spell produces effect "against which armor is no defense" or similar (such as <i>Parching Wind</i> PeAq 20).	Penetrating Damage
Concentration	The Concentration Table from <i>Ars Magica</i> has been converted (see below).

“Heals as a (Type) Wound” like <i>Incantation of the Milky Eyes</i> PeCo 30.	Use the <i>Ars Magica</i> guidelines to see how long the condition would last. Magic can heal the condition before this time.
Reduce Might (<i>Lay to Rest the Haunting Spirit</i>)	Damage is (Spell Magnitude)d6 but the target must fail a test to resist the spell. This is penetrating damage.
“Penetrating Magic Resistance”	This means the target failed a test to resist the spell.
Gain X Warping Points	Take Xd6 Penetrating Damage.
Parma Magica	Instead of Parma Magica, the spells in this game allows tests to avoid the effects of spells.
Magic Resistance	Instead of Magic Resistance, the spells in this game allows tests to avoid the effects of spells.
Penetration Ability	The Willpower (Penetration) focus can add to Spellpower.
Finesse Ability	The Accuracy (Finesse) focus can be applied in most situations. The focus can be used for other ability tests if needed.

Spell Description Format

Rather than attempt to catalog every *Ars Magica* spell in *Fantasy AGE* terms, these notes should help the Game Master make conversions on the fly.

Spell Name: *Ars Magica* has the best spell names ever.

Requirements: The requirement to learn a spell is bound up in the rules for Art talents.

Spell Type: The spell types (attack, defense, enhancement, and utility), if needed, can be easily adjudicated by the Game Master.

MP Cost: A formulaic or ritual spell costs a number of magic points equal to its magnitude (i.e., level divided by five). A spontaneous (fatiguing) spell costs magic points equal to twice its magnitude. A spontaneous (non-fatiguing) spell costs zero magic points. Ritual spells require one pawn of raw vis for each magnitude of the spell.

Casting Time: Formulaic and spontaneous spells take a Major Action to cast. Rituals take one minute.

Target Number: A formulaic or ritual spell’s target number (TN) is equal to 10 + Spell Magnitude. A spontaneous (fatiguing) spell’s TN is 10 + twice the Spell Magnitude. A spontaneous (non-fatiguing) spell’s TN is 10 + the Spell Level (not Magnitude).

Test: Since there’s no *parma magica* in this system, the test becomes important. Any time a Hermetic spell would need to penetrate *parma magica* or magic resistance to affect another magus or

other creature, there needs to be a *Fantasy AGE* test. The test should be an appropriate ability paired with an appropriate focus. It's not important to get the ability or focus exactly right. What is important is to call for the test. Some examples are below:

Attempted "Save"	Ability (Focus)
Lessen bludgeoning damage	Constitution (Stamina)
Lessen cold damage	Constitution (Stamina)
Lessen electricity damage	Constitution (Stamina)
Resist being stunned	Constitution (Stamina)
Resist drowning	Constitution (Stamina)
Avoiding ensnaring roots	Dexterity (Acrobatics)
Dodging a magical blast	Dexterity (Acrobatics)
Remain standing during earthquake	Dexterity (Acrobatics)
Remain standing during explosion	Dexterity (Acrobatics)
Sneaking past magical sensors	Dexterity (Stealth)
Seeing through a false magical aura	Intelligence (Arcane Lore)
Noticing being scried upon	Perception (Empathy)
See through illusion magic	Perception (Seeing)
Crossing a rushing torrent of water	Strength (Might)
Resisting being knocked prone	Strength (Might)
Resist magical alteration of fate	Willpower (Self-Discipline)
Resist magical transformation	Willpower (Self-Discipline)
Resist psychic attacks	Willpower (Self-Discipline)
Resisting a curse	Willpower (Faith)

As you can see, these tests most often involve Constitution, Dexterity, Perception, Strength, or Willpower. You can always default to Willpower (Faith) to represent divine intervention. Sometimes the *Ars Magica* spell will suggest a test (like Constitution (Stamina) for *Flash of the Scarlet Flames*).

Description: The prose description from the *Ars Magica* spell will normally give all of the details you need to adjudicate the spell's effect. However, you'll need to convert any game effects using the table earlier in this document.

With the guidelines above, it should be quite simple to quickly detail an *Ars Magica* spell in *Fantasy AGE* terms.

ARCANE CONNECTIONS

In addition to having an actual Arcane Connection (like a vial of water for *Call of the Rushing Waters*), a spellcaster can attempt to cast a spell with an Arcane Connection range based on Familiarity. Apply the modifier below to the spell's casting roll target number.

FAMILIARITY ARCANE CONNECTIONS		
Familiarity	Modifier to Target Number	Definition
Present	+0	A subject visible to the naked eye or in physical or magical contact with the mage. Mage has an Arcane Connection in hand.
Very Familiar	+2	A subject currently seen or sensed through another spell, a close friend or relative, an item made by the mage or owned and used for at least a year, a place where the mage spent at least a year.
Familiar	+4	A subject the mage has been acquainted with for at least three months, a casual friend.
Somewhat Familiar	+6	A subject the mage has been acquainted with for at least a week, reading someone else's memory of a familiar subject.
Casually Familiar	+8	A subject the mage has been acquainted with only briefly, reading someone else's memory of a somewhat familiar subject.
Slightly Familiar	+10	A subject the mage has only seen briefly or had described in detail.
Unfamiliar	--	A subject totally unfamiliar and unknown to the mage and out of the mage's line of sight or physical contact. Spells cannot be used on unfamiliar subjects.

CONCENTRATION

Concentration rolls in *Fantasy AGE* should be Willpower (Self-Discipline) ability tests. If you need target numbers for concentration, use this table:

CONCENTRATION	
Situation	Target Number
Still	5
Walking	7
Running	11
Dodging	13
Jostled	11
Sudden Noise or Flash of Light	11
Knocked Down	13
Damaged this Round	15

Continuing Situation	Target Number
Answering a Single Easy Yes/No Question	13
Conversation	15
Casting Another Spell	15
Maintaining Another Spell	13 + 2 for each spell beyond second
Injured	-2 to Concentration rolls

CERTAMEN

Spellcasters have developed a non-lethal form of combat to settle disputes without loss of life called *certamen*. Certamen is run like combat but uses different abilities.

Only two combatants may engage in certamen. They must be within sight and in the presence of one another when the combat starts and are presumed to remain within sight and within presence of one another during the entire certamen.

Follow the social rules outlined in *Ars Magica*. The aggressor chooses the Technique and the defender chooses the Form. Each may veto the other once. Every round, each character must decide if they will use their Technique Bonus or Form Bonus to attack. The three ways to win certamen are: wearing your opponent down until they fall unconscious, your opponent concedes, or your opponent loses concentration (causing their certamen phantasm to disappear). At the conclusion of certamen, the victor is allowed to cast one spell of the same Technique and Form used in the certamen on the loser if victory comes from the loser falling unconscious.

A Technique Bonus or a Form Bonus is equal to the bonus to your maximum spell level in an Art divided by five. A Technique Bonus or a Form Bonus is +2 for the Novice degree, +4 for the Journeyman degree, and +6 for the Master degree. Add +2 if you have taken the Art Focus for that Art twice. Some specializations may grant you a further bonus of +2. Whichever bonus you do not use to attack must be used to defend (i.e., Technique to attack and Form to defend or Form to attack and Technique to defend).

INITIATIVE TOTAL = 3D6 + DEXTERITY (FINESSE)

ATTACK TOTAL = 3D6 + WILLPOWER + TECHNIQUE OR FORM BONUS

DEFENSE TOTAL = 3D6 + PERCEPTION + FORM OR TECHNIQUE BONUS

If the attacker's Attack Roll exceeds the defender's Defense Roll then generate an Attack Advantage:

ATTACK ADVANTAGE = ATTACK TOTAL – DEFENSE TOTAL

If the Attack Total is less than or equal to the Defense Total, the attack was not effective this round.

If the Attack Roll was greater than the Defense Roll, then generate these totals:

WEAKENING TOTAL = ATTACK ADVANTAGE + ATTACKER'S INTELLIGENCE (PENETRATION)

RESISTANCE TOTAL = DEFENDER'S CONSTITUTION (STAMINA)

Subtract the defender's Resistance Total from the attacker's Weakening Total and consult the table below:

CERTAMEN DAMAGE	
Weakening Total – Resistance Total	Fatigue Levels Gained
1-5	One
6-10	Two
11-15	Three
16-20	Four
21+	Five

FATIGUE

The fatigue levels are shown below.

FATIGUE LEVELS		
Fatigue Level	Recovery Period	Game Effects
Fresh	--	This is a character's normal state; no fatigue
Dazed	5 minutes	-1 to all tests
Winded	10 minutes	-1 to all tests; cannot Run or Charge
Fatigued	30 minutes	-2 to all tests; cannot Run or Charge; half speed
Exhausted	One hour	-3 to all tests; cannot Run or Charge; half speed
Unconscious	Two hours	Knocked out

The five levels of fatigue progress as follows:

Dazed: The character has a -1 penalty to all tests.

Winded: The character has a -1 penalty to all tests and cannot Run or Charge.

Fatigued: The character has a -2 penalty to all tests, cannot Run or Charge, and moves at half normal speed.

Exhausted: The character is nearly spent. An exhausted character has a -3 penalty to all tests, moves at half their normal speed, and cannot Run or Charge. Additionally, if the character loses more than half their Health while exhausted, they become unconscious for 1d6 hours, or until restored to greater than half their maximum Health. After 6 hours unconscious, they regain 10 + Constitution + Level Health and regain consciousness.

Unconscious: The character is knocked out and can take no actions.

The recovery period is the amount of time it takes to move up one level on the table. Thus, an unconscious character will be fresh in three hours and 45 minutes.

Fatigue is used in this system so that characters with more Health won't have an advantage in certamen. This non-lethal form of combat favors the knowledgeable over the powerful.

CERTAMEN STUNTS

Stunt points are generated when either the attacker or defender gets doubles. A combatant need not "win" the opposed Attack-Defense roll. You may only perform a given stunt once in a round.

CERTAMEN STUNTS	
SP Cost	Certamen Stunt
1	Bestiarius: Add your Natural Lore focus bonus to your Resistance Total this round or next round.
1	Gladiator: You gain a +1 bonus to your Attack Total, Defense Total, or Resistance Total next round. You must choose where to apply this bonus before the end of this round (i.e., before your next round).
2	Andabatus: Add +2 to your Attack Total this round or next round.
2	Hoplomachus: Add +2 to your Defense Total this round or next round.
2	Laquerius: Subtract two from your foe's Defense Total this round or next round.
2	Provocator: Add +2 to your Resistance Total this round or next round.
2	Velitus: Subtract two from your foe's Resistance Total this round or the next round.
3	Gladiatrix: After a successful attack, you do no Fatigue damage this round but may surmise your foe's emotional reaction to a concept, idea, or value. If the foe fails an Intelligence test versus TN 11, you name a concept, idea, or value and the GM will describe how the foe feels about this concept, idea, or value.
3	Pumilius: After a successful attack, you do no Fatigue damage this round but instead project a humorous image into the certamen. If your foe fails an Intelligence (Concentration) test versus TN 13, they lose the chance to either attack or defend next round (the foe determines which opportunity is lost).
3	Retiarius: After a successful attack, you do no Fatigue damage this round but you gain initiative. You retain the initiative until your foe employs this stunt.
4	Essedarius: After a successful attack, you do no Fatigue damage this round but attempt to frighten your foe into surrendering. A foe will surrender if they fail a Willpower (Courage or Morale) test versus a TN of 7 + 2 per level of Fatigue they would have gained.
4	Sagittarius: You add +6 to your Attack Total this round or next round but you also accept a -6 penalty to your next Defense Total generated in this certamen. Regardless of the normal result, your attack can only inflict one Fatigue Level of damage.
4	Scissor: You forego your next attack, either this round or the next. On the round following your missed attack, you make your attack as normal. If this attack is successful, your foe gains Fatigue Levels equal to (Weakening Total – Resistance Total) ÷ 3 (round up) rather than the normal amount (in increments of 5).
5	Bone-Biting: Lose Health equal to 20% of your normal full Health and either add 10 points to your next Attack Total or ignore the next two Fatigue Levels you gain in this certamen.
5	Charon: You may cast two spells (instead of one) on your foe if you render them unconscious in certamen if you succeed at an Intelligence (Concentration) test versus TN 15. You must choose the spell immediately after this test but the spell will be cast at the conclusion of certamen. You may only choose this stunt once per certamen.

THE LABORATORY

The Hermetic laboratory is used to create magical artifacts, invent spells, extract vis, and fix Arcane Connections.

CREATING A LABORATORY

A laboratory can be created by a character that has the Intelligence (Arcane Lore) focus. A laboratory costs a minimum of 50 gp and this basic laboratory can be used to create temporary items and permanent items of Common rarity. For more rare magic items, the overall expenditure must be at least twice the material cost of the highest rarity of magic item the enchanter wishes to be able to make in the laboratory. In other words, a laboratory suitable for making Uncommon items costs a minimum of 100 gp. For Rare items, the cost is 250 gp and for Legendary items, 500 gp. Laboratories cost one-fifth of their overall initial cost to maintain per year, assuming average use. It takes one month per 50 gp to set up a laboratory suitable for enchantment.

MAGICAL ENCHANTMENTS

Hermetic spellcasters use the Imbue Item and Empower Items spells appearing in the *Fantasy AGE Companion* to construct all magical items but they are limited in the rarity of magic item they can create based on the number of Art talents they have taken. The table below shows the minimum number of Art talents a character needs to have taken to be able to create a magic item of the specified type and rarity (e.g., Common items can be made after taking the first Art talent). They may create any magical items they wish; their creations need not reflect their Art specializations.

When using Imbue Item or Empower Item, in addition to the gold piece amount in materials (or in lieu of this cost, if the Game Master wishes), the character must use an amount of raw vis (appropriate to the enchantment) determined by the table below:

MAGIC ITEM CONSTRUCTION COSTS					
Type and Rarity	Minimum # of Art Talents	Casting Times	Cost of Materials	Pawns of Vis	Days
Temporary - Common	1	10 to 19	1 gp	1	5 to 9
Temporary - Uncommon	4	20 to 49	2 gp to 4 gp	1	10 to 24
Temporary - Rare	7	50 +	5 gp +	1	25 +
Permanent - Common	1	10 to 19	25 gp to 49 gp	1	10 to 19
Permanent - Uncommon	4	20 to 49	50 gp to 124 gp	2 to 4	20 to 49
Permanent - Rare	7	50 to 99	125 gp to 249 gp	5 to 9	50 to 99
Permanent - Legendary	10	100 +	250 gp +	10 +	100 +

A range is given so that the Game Master can stick with the lower limits (as these are from the book) or require a bit more for a particular item. The number of days assumes eight hour days for temporary items and twelve hour work days for permanent items (20 MP per day in both cases). These times could be multiplied by five for crafters that only cast Imbue Item or Empower Item about one time per week.

Creating Fantasy AGE Magic Items

Referencing the Magic Item section in the *Fantasy AGE Basic Rulebook*, this section will clarify the game process required to design a magic item, assign its rarity, and then determine how the Imbue Item and Empower Item spells should be applied.

The table below shows magical item rarity by benefit and explicitly lays out the bonuses for each rarity level. Each bonus must have its own Imbue Item or Empower Item enchantment. For example, the stereotypical **sword +1** (as it appears in *Dungeons & Dragons*) would be a long sword that has a +1 Attack Bonus and a +1 Damage Bonus requiring two applications of Empower Item (one for each bonus). Each application would be for an Uncommon benefit requiring 20 castings of Empower Item at a cost of 50 gp (a total of 40 castings of Empower Item and 100 gp). In this way, the enchanter can give magic items more powers and abilities through multiple applications of Empower Item. It is important to note that an enchanter could not make a **sword +3** by applying six Uncommon benefits; they would need to enchant the sword with two Legendary benefits.

MAGIC ITEM BENEFITS AND RARITY			
Magic Item Benefit	Uncommon	Rare	Legendary
Ability Bonus	+1 to Ability	+2 to Ability	+3 to Ability
Armor Penalty	Reduce by 1	Reduce by 2	Reduce by 3
Armor Rating	+1 to Armor Rating	+2 to Armor Rating	+3 to Armor Rating
Attack Bonus	+1 to Attack Roll	+2 to Attack Roll	+3 to Attack Roll
Damage Bonus	+1 to Damage	+2 to Damage	+3 to Damage
Defense Bonus	+1 to Defense	+2 to Defense	+3 to Defense
Focus Bonus	+1 to Focus Bonus	+2 to Focus Bonus	+3 to Focus Bonus
Hermetic Spell	Level 10 to Level 20	Level 25 to Level 45	Level 50 or more
Immunity	Quasi-Immunity	Partial Immunity	Total Immunity
Spell Bonus	Novice Spell	Journeyman Spell	Master Spell
Stunt Bonus	-1 SP for Stunt	-2 SP for Stunt	-3 SP for Stunt
Talent Bonus	+1 Degree	+2 Degrees	+3 Degrees
Unique Bonus	+1 / -1 / Novice	+2 / -2 / Journeyman	+3 / -3 / Master

Most entries above are self-explanatory. A Hermetic Spell enchantment up to Level 5 is a Common enchantment (not shown on the table). For the Immunity benefit, Quasi-Immunity reduces the damage of one type (such as fire, cold, poison, etc.) by 25% (the creature takes 75% of the damage). Partial Immunity reduces damage of that type by 50% (the creature takes half damage automatically). Total Immunity reduces the damage of that type by 100% (the creature takes no damage). For the Unique Bonus entry, an Uncommon benefit should grant a modifier of ± 1 or a Novice degree, a Rare benefit should grant a ± 2 modifier or a Journeyman degree, and a Legendary benefit should be a ± 3 modifier or Master degree.

Adding a restriction to a permanent magic item requires an enchantment of Common rarity. The wording of a restriction can be as simple or as convoluted as the enchanter desires. Further restrictions can be added to permanent magic items by completing another Common enchantment.

As in the normal rules, temporary items have their rarity reduced one step (Uncommon becomes Common). There are no Legendary temporary items. Temporary items normally do not have restrictions.

Enchanting with Hermetic Magic

The previous section details how to make standard *Fantasy AGE* magic items. Because we are using *Ars Magica* spells, Hermetic magic can also be incorporated into magic items. When instilling an effect, the spell level must not exceed the maximum spell level the enchanter would be able to normally learn and cast. For example, if the enchanter wanted to make a wand that can cast *Pilum of Fire*, they would need to be able to learn and cast *Creo Ignem* spells of Level 20 or more. The enchanter does not have to know the spell, however.

Effect Frequency

An item that casts a spell has one use per day. For more uses per day, consult the table below. The bonus shows how many additional castings of Imbue Item or Empower Item the magic item will need. The number to the right shows how many additional pawns of raw vis are needed (do not use the **MAGICAL ITEM CONSTRUCTION COSTS** table to determine the additional pawns of raw vis). The cost per casting of Imbue Item or Empower Item remains the same (1 sp per casting for Imbue Item and 25 sp per casting for Empower Item).

EFFECT FREQUENCY TABLE				
Frequency	Common	Uncommon	Rare	Legendary
1 use per day	+ 0 / 0	+ 0 / 0	+ 0 / 0	+ 0 / 0
2 uses per day	+ 1 / 0	+ 2 / 0	+ 5 / 1	+ 10 / 2
3 uses per day	+ 2 / 0	+ 4 / 0	+ 10 / 2	+ 20 / 4
6 uses per day	+ 3 / 0	+ 6 / 1	+ 15 / 3	+ 30 / 6
12 uses per day	+ 4 / 0	+ 8 / 1	+ 20 / 4	+ 40 / 8
24 uses per day	+ 5 / 1	+ 10 / 2	+ 25 / 5	+ 50 / 10

Casting Roll

A magic item that casts a spell does not require a casting roll and stunt points cannot be generated. The item always casts the spell unfailingly.

Spellpower

A spell you instill into a magic item will have a Spellpower equal to 10 + your Willpower + focus (if applicable). You can add one to the Spellpower through one additional casting for a Common enchantment (two for an Uncommon, five for a Rare, and ten for a Legendary) and one pawn of raw

vis (regardless of the rarity of the enchantment). You can increase the Spellpower by up to +5 this way.

Concentration

You can enchant the item to maintain concentration on the effect for the wielder. You can achieve this through one additional casting for a Common enchantment (two for an Uncommon, five for a Rare, and ten for a Legendary) and one pawn of raw vis (regardless of the rarity of the enchantment).

Environmental Trigger

Normally, a magic item must be triggered by the wielder taking a minor action to activate the item. By instilling an environmental trigger, the item can be activated by some feature of the item's environment, rather than a specific action. To add an environmental trigger, add one additional casting for a Common enchantment (two for an Uncommon, five for a Rare, and ten for a Legendary) and one pawn of raw vis (regardless of the rarity of the enchantment). As an example, an item with a constant effect would have a spell of Sun duration, with two uses per day, and an environmental trigger (sunrise or sunset). If the item were a Common magic item, this would add two castings of Empower Item and require one extra pawn of raw vis.

Vis Maxima

The maximum amount of raw vis that an enchanter can use on a single enchantment is dependent upon their knowledge of the Arts. The table below show the total number of pawns of raw vis, given the degrees and foci in the Technique and Form (cf., **Using Raw Vis** above). The Game Master determines which Technique and which Form is used for a given magic item's construction.

MAXIMUM PAWNS OF RAW VIS BY DEGREE					
Technique / Form	None	Novice	Journeyman	Master	Master + 2nd Focus
None	2	4	6	8	10
Novice	4	6	8	10	12
Journeyman	6	8	10	12	14
Master	8	10	12	14	16
Master + 2nd Focus	10	12	14	16	18

VIS EXTRACTION

A character can extract a number of pawns of Vim vis (in a laboratory setting) equal to one-tenth of the Creo Vim maximum spell level (i.e., "lab total"). A character who is both a Master of Creo and a Master of Vim and has taken second foci in both Arts has a lab total of 90. It takes one month to extract the vis, regardless of how many pawns. There is no monetary cost to produce vis (other than the normal laboratory upkeep costs). For *Fantasy AGE*, pawns of Vim vis can be used for magic items that grant a generic bonus (such as a +1, +2, or +3 to Attack Rolls or Defense). Other magic items that have specific effects falling under a certain Technique and Form combination will need to be constructed using raw vis that is aligned to those Arts (the Game Master determines this).

INVENTING SPELLS

In most cases, characters should gain new spells by taking degrees in the Art talents. However, there should be a way in the game to invent a new spell if one is needed before the character can gain new spell levels from advancement.

First, the character must choose the spell they wish to invent. This spell must be of a level they can cast, given their Art talents. Each week that the character works on the spell, they gain a number of points equal to the difference in their maximum spell level and the spell level of the spell to be invented. Once they have accumulated points equal to the level of the spell, they have invented it. For example, if a character is a Journeyman in Creo and a Novice in Ignem, their maximum Creo Ignem spell level is 40. If they wish to invent a level 35 Creo Ignem spell, they will accumulate five points per week (40 minus 35) and invent the spell in seven weeks (once the point total equals 35).

You will note that it is impossible to invent a spell at the maximum level you can cast with the previous rule given (since your maximum minus the spell level will be zero). In this case, the spell takes a number of weeks to invent equal to the magnitude of the spell. Thus, for our example above, the character could create a level 40 Creo Ignem spell in eight weeks.

A character who is a dual Master in a Technique and Form can invent a spell of any level. Numerically, however, they will use a maximum level of 70 for their Technique and Form combination. If they have a double focus in one of these Arts, the maximum is 80. If two, then the maximum is 90. Any spell levels equal to or greater than their “maximum spell level” will take a number of weeks to invent equal to the spell’s magnitude.

The monetary cost to invent a spell is equal to 25 gp per magnitude of the invented spell (or 5 gp per level of the spell). This is based on the range of costs for permanent magical items (25 gp to 250 gp) ranged over spells of Level 5 to Level 50. The normal laboratory upkeep costs must be paid as well.

FIXING ARCANE CONNECTIONS

This takes one week and one pawn of vis. There is no monetary cost to fix an Arcane Connection (other than the normal laboratory upkeep costs).

AURAS

If you want to use auras, instead of worrying about the level, just determine whether there is an aura or not and if there is, the Realm. If there is an aura, this indicates that it is fairly strong.

Countryside and towns in the Dominion would not have an aura. Maybe a village church could have an aura right near the altar. A large, famous cathedral may have an aura that covers everywhere inside of the main building.

There are straight bonuses and penalties depending on interaction. The bonus or penalty below applies to the casting roll. It is assumed that most magic-using characters are part of the Magic Realm but they need not be (for paladins, demonologists, bards, etc.). These bonuses and penalties also apply to any rolls or target numbers for creatures when employing supernatural powers. I've added my own Realm of Shadow that ties together all undead, necromancy, shadow creatures, and related powers. If the *parma magica* and magic resistance is used in the campaign see **Parma Magica, Magic Resistance, and Auras** below.

Spellpower is not affected by auras because the casting roll, which determines Penetration, is already affected by the aura. The source material clearly indicates that aura bonuses should not be applied twice in determining whether a spell penetrates magic resistance or not.

AURA INTERACTION TABLE					
	Magic Power	Divine Power	Faerie Power	Infernal Power	Shadow Power
Magic Aura	+2	No Effect	+1	-2	-1
Divine Aura	-6	+2	-8	-10	-8
Faerie Aura	+1	No Effect	+2	-2	-1
Infernal Aura	-2	No Effect	-4	+2	+1
Shadow Aura	-1	No Effect	-2	+1	+2

FANTASY AGE ARCANA

Under this system, the normal *Fantasy AGE* arcana represent all other types of non-Hermetic magic and can be used alongside the Art talents to create a wider variety of character types. These arcana can be used to represent various other forms of magic found as hedge traditions, rival traditions, and various Realm-aligned traditions (Divine, Magic, Faerie, and Infernal). Characters are not limited to taking only Art talents but can freely mix and match talents found in normal *Fantasy AGE* with those found in this document. The common language of magic points, casting rolls, spell stunts, and Spellpower make both systems compatible with one another.

Depending on the exact type of magic, the abilities and foci used for the casting roll and Spellpower could change. For example, you may want to use Willpower (Faith) as the casting ability for Divine Realm magic.

HERMETIC LIMITS OF MAGIC AND FANTASY AGE

There probably needs to be some discussion concerning the differences between magic use in *Fantasy AGE* and the way magic operates in *Ars Magica*.

There are some changes to the limits of magic. It is assumed that magical theory has overcome some of the earlier limitations of Hermetic magic. In *Ars Magica*, the Hermetic Theory of Magic has only existed for roughly 450 years. In a typical fantasy RPG, magic has been around for a lot longer. We can then assume that there have been discoveries and innovations in Hermetic theory.

Because we're allowing Hermetic spellcasters to create magical items from *Fantasy AGE*, there needs to be a careful review of what magical items can accomplish and if these items are overcoming any Hermetic limitations on magic.

THE GREATER LIMITS

The Limit of the Divine and the Limit of Essential Nature remain. These are important limitations that are not derived from flaws in Hermetic magical theory.

THE LESSER LIMITS

Each lesser limit is reviewed below.

The Limit of Aging

Hermetic magic has not found a way to halt or reverse natural aging. Other magical traditions have succeeded in overcoming this limitation (see the Steal Life spell in the Death Arcana in the *Fantasy AGE Companion*).

The Limit of Arcane Connections

Hermetic magic has partially overcome this lesser limit through the introduction of Familiarity (following the laws of sympathy). The Hermetic spellcaster can access their memory and use this as a weaker form of Arcane Connection to a target.

The Limit of Creation

We have kept the raw vis requirement that exists for ritual spells, the creation of magical items, and other uses requiring raw vis.

The Limit of Energy

In *Fantasy AGE* "energy" refers to magic points. There are no spells that restore magic points. However, this lesser limit has been overcome through innovations that allow raw vis to be converted to magic points. Magical items such as the Mage's Elixir, the Mage's Font, and the Magister Staff allow a spellcaster to restore their magical energy. You can assume that at some point in history, Hermetic researchers incorporated Folk Witch healing methods into Hermetic magical theory.

The Limit of the Infernal

This lesser limit remains intact. Other magical traditions may have overcome this limitation (see the Unveil spell in the Divination Arcana in the *Fantasy AGE Companion*).

The Limit of the Lunar Sphere

This limit is derived from the cosmology present in Mythic Europe and may not apply in *Fantasy AGE*. In the past, I've expanded this lesser limit to mean that Hermetic magic cannot make use of extradimensional spaces, allow for "plane hopping," or effect easy teleportation. Other magical traditions may have overcome these limitations.

The Limit of the Soul

This lesser limit remains in place for Hermetic magic but other magical traditions (most notably "divine" ones) probably do not experience this limit (see the Miracle Worker talent in the *Fantasy AGE Basic Rulebook*).

The Limit of Time

This limit has been surpassed by a number of non-Hermetic traditions but it still remains a Hermetic limit.

The Limit of True Feeling

In *Fantasy AGE* terms, this means that Hermetic magic cannot affect relationships (as outlined in Modern AGE and Blue Rose). I don't believe any other magic affects relationships and bonds either.

The Limit of Vis

This limit remains in place unless you want "black lotus" raw vis (i.e., raw vis that is "generic" and is not attuned to any Art).

The Limit of Warping

This limit remains in effect. I don't recommend using the rules for warping and twilight in a straight *Fantasy AGE* campaign but these rules do appear in this document.

ARCANA AND THE HERMETIC LIMITS OF MAGIC

The arcana found in the normal *Fantasy AGE* rules are not governed by the limits of Hermetic magic. This makes arcana sources of non-Hermetic effects and subjects of study by Hermetic spellcasters in breaking in the lesser limits.

WARPING AND TWILIGHT

Although not recommended for use with *Fantasy AGE*, rules for Warping and Twilight are given below.

SPELLCASTING BOTCHES

If the natural result on a casting roll produces a 3, 4, 5 (regardless of the number on the Stunt Die), or a 6 (with a '1' on the Stunt Die), there is a chance for botch. Roll a number of six-sided dice equal to the number of botch dice. If any of the dice show '1' then the casting roll total is equal to zero. The caster gains one Warping Point for every '1' that comes up. If the caster gains two or more Warping Points from a single spell botch, they may enter Wizard's Twilight. The percentage chance of occurrence for botches with various numbers of botch dice are simulated well with this scheme.

The roll to avoid Twilight is $3d6 + \text{Willpower (Self-Discipline)}$ versus a target number (TN) of $10 + \text{Warping Score} + \text{Number of Warping Points Gained} + \text{the character's Enigmatic Wisdom focus bonus (if any)}$. If the roll succeeds, the character spends two minutes (eight combat rounds) bringing the magic under control. If they fail, they enter Wizard's Twilight.

The roll to comprehend Twilight is $3d6 + \text{Intelligence (Arcane Lore)} + \text{the character's Enigmatic Wisdom focus bonus (if any)}$ versus a TN of $10 + \text{Warping Score}$. If the roll fails, the character spends the base time in Twilight (table below) and suffers a bad effect from the experience. If the roll succeeds, the character spends the base time in Twilight using the row equal to $10 + 2 \times \text{Warping Score} - \text{Roll Result}$. If this number is zero or less, the time in Twilight is a mere moment. If the roll succeeds, the character has a good experience in Twilight.

When the character enters Twilight, the character gains $2d6 - 2$ (0 to 10) Warping Points. Apply a Twilight Scar (good or bad) using the examples in *Ars Magica*.

TIME IN TWILIGHT	
Warping Score	Base Time in Twilight
1	Diameter (2 minutes, 8 combat rounds)
2	Two Hours
3	Sun (until the next sunrise or sunset)
4	Day (24 hours)
5	Moon (until both the next new and full moon have set)
6	Season
7	Year
8	Seven Years
9	$2d6 + 4$ Years
10+	Eternal: Final Twilight

WARPING SCORE		
Warping Score	Warping Points to Reach	Warping Points to Increase to
1	5	5
2	15	10
3	30	15
4	50	20
5	75	25
6	105	30
7	140	35
8	180	40
9	225	45
10	275	50

GAINING WARPING POINTS

There are four main sources of Warping Points:

1. Living in a mystical aura.
2. Being affected by a powerful mystical effect, unless you created it, or it was designed for you.
3. Being continuously under the influence of a mystical effect, whether powerful or not.
4. Botching a roll to use a mystical ability.

Living in a Mystical Aura

A creature gains one Warping Point per year of living in a mystical aura.

Powerful Mystical Effects

A creature gains one Warping Point if directly affected by a Hermetic spell of Level 30 or higher or an arcana spell of Master degree, unless they themselves are responsible for the effect or it is specifically and carefully designed to work on them.

Constant Mystical Effects

A creature gains one Warping Point per year of being under the influence of a constant mystical effect.

Mystical Botches

A creature gains one Warping Point for every '1' that appears a botch die from spellcasting (see **Spellcasting Botches** above).

EFFECTS OF WARPING

When a creature reaches a Warping Score of 1 (which occurs after accruing 5 Warping Points), they gain a minor flaw reflecting the predominant source of the Warping Points. This flaw can be whatever the Game Master decides. In game terms, the minor flaw should impose a -2 penalty on tests related to the flaw. For example, if a creature receives the majority of Warping Points from undergoing magical transformations, their appearance might become more bestial causing them to receive a -2 penalty on Communication rolls that would be affected by this.

When a creature reaches a Warping Score of 3 (after receiving 30 Warping Points), they gain a second minor flaw, once again reflecting the predominant source of the Warping Points. For example, if a person spent 30 years living in an aura aligned to the Realm of Magic and this aura was somehow mystically tied to Elemental Fire, the person's demeanor may become more choleric, manifesting as becoming more determined, domineering, proud, or hot-tempered. As with the first minor flaw, there should be a -2 penalty associated with tests related to the flaw.

Once a creature reaches a Warping Score of 5, the creature gains a mystical minor virtue attuned to the primary source of the Warping Points. This stops any further gain of points from living in a mystical aura of the same type as the minor virtue. The minor virtue could be the ability to cast one Hermetic magic spell of Level 10 or lower or one Novice arcana spell (with an amount of magic points equal to $10 + 1d6 + \text{Willpower}$ if the creature doesn't already have magic points). The minor virtue could also be tied to a +2 bonus to tests related to the source of warping.

At a Warping Score of 6 and every increase in Warping Score thereafter, a creature gains a major flaw appropriate to the main sources of the warping. A major flaw should, perhaps, involve a -3 penalty to tests that could be affected by the flaw.

HERMETIC HOUSES

If it desired by the Game Master, the campaign world can have some sort of Order of Hermes and the characters can be members of Hermetic Houses. Characters trained in Hermetic magic will be a member of a Hermetic House. Characters beginning the game will already be members of a House. Characters gaining Hermetic magic later in the campaign will join a House before taking their first Art talent.

Each Hermetic House grants one benefit.

HERMETIC HOUSE BENEFITS	
House	Benefit
Bjornaer	Heartbeast
Bonisagus	Intelligence (Arcane Lore) or Communication (Persuasion) Focus
Criamon	Perception (Enigmatic Wisdom) Focus
Ex Miscellanea	Tradition Arcana
Flambeau	Intelligence (Perdo) or Intelligence (Ignem) Focus
Guernicus	Hermetic Prestige
Jerbiton	An ability focus related to scholarship, arts, or mundane interaction
Mercere	Intelligence (Creo) or Intelligence (Muto) Focus
Merinita	Faerie Magic
Tremere	Certamen Expert
Tytalus	Self-Confident
Verditius	Verditius Magic

Certamen Expert – Tremere magi double the lower of their Technique or Form Bonus when engaged in *certamen*.

Faerie Magic – Merinita magi are attuned to both Magic and Faerie auras and gain Warping Points from neither. They also gain full benefit from both aura types. These magi also gain special Ranges, Durations, and Targets for their Spontaneous, Formulaic, and Ritual spells.

Heartbeast – The character can cast the *Greater Beast Form* spell from the *Fantasy AGE Companion* as a Minor Action to transform into one type of beast (the Heartbeast). Once the Heartbeast is chosen, it cannot be changed. There is no magic point cost to cast this spell nor is a casting roll required.

Hermetic Prestige – Guernicus magi start with a Reputation within the Order of Hermes that grants a +2 on the roll to determine attitudes when interacting with other Hermetic magi (*Modern AGE Basic Rulebook*, page 49).

Perception (Enigmatic Wisdom) Focus – Criamon magi gain the Perception (Enigmatic Wisdom) focus. This focus helps you understand the nature of strange and baffling phenomena. The

character can use this focus in rolls to interpret dreams and riddles and to understand phantasms and arcane or mysterious situations.

Self-Confident – A Tylus magus gets two Confidence Points at the start of every game session. One Confidence Point can be used to apply a +2 modifier to any 3d6 roll after the result of the roll is known. They don't have to declare the use of a Confidence Point beforehand and they get to know what will happen if they don't apply one.

Tradition Arcana – Magi Ex Miscellanea come from a variety of magical traditions, most non-Hermetic. To reflect this, a magus from this House may choose one arcana from the normal *Fantasy AGE* rules. For each Novice degree gained in an Art talent, they gain one Novice spell from the chosen arcana. For each Journeyman degree gained in an Art talent, they gain one Novice or Journeyman spell from the chosen arcana. For each Master degree gained in an Art talent, they gain one spell from the chosen Arcana. Magi Ex Miscellanea can also take talents in other arcana, just as any character can under these rules.

Verditius Magic – A Verditius magus automatically gains spells from the Enchantment Arcana (*Fantasy AGE Companion*). For each Novice degree gained in an Art talent, they gain one Novice spell from the Enchantment Arcana. For each Journeyman degree gained in an Art talent, they gain one Novice or Journeyman spell from the Enchantment Arcana. For each Master degree gained in an Art talent, they gain one spell from the Enchantment Arcana. If they gain Imbue Item or Empower Item, a Verditius magus can use the normal *Fantasy AGE* rules for those spells but they also retain the ability to create magic items using the rules in this supplement. Furthermore, a Verditius spellcaster reduces the number of pawns needed to create a magical item by their Dexterity (Crafting) focus bonus (normally +2 or +3) to a minimum of one pawn of vis. All Verditius magi must use an Arcane Device (*Fantasy AGE Basic Rulebook*, page 20) to cast formulaic spells. They cannot cast formulaic spells if they are not in possession of their Arcane Device.

THE GIFT, PARMA MAGICA, AND MAGIC RESISTANCE

Although not recommended for a mainstream *Fantasy AGE* game, the rules for The Gift and for the *parma magica* are below.

THE GIFT

The Gift is what allows characters to use easily learn and use magic. If the Game Master wishes to incorporate the Gift into their campaigns, they can refer to the *Ars Magica* source material for its description (as this description is extensive). We just need to sketch how the Gift would work in *Fantasy AGE* terms.

First, the Gift imposes a -2 penalty on test relating to social interaction (most often Communication tests in *Fantasy AGE*). If a character has the Blatant Gift, the penalty is -4.

Second, the Gift carries with it all of the drawbacks mentioned in the source material (i.e., people and animals react in a hostile manner to those with the Gift).

Third, the Gift allows a character to take Art talents and magic talents freely. Without the Gift, only Mages may take magic talents (not Art talents) and they cannot use their New Talent class power to take magic talents. In other words, the rules in this document would apply to characters with the Gift. Without the Gift, characters must follow normal *Fantasy AGE* rules.

PARMA MAGICA

The simplest way to model the *parma magica* is to implement the game concept of Outcome as presented in the *Blue Rose AGE Roleplaying Game* and require casting rolls to equal or exceed a target number higher than that of the basic roll. The explanation of Outcome is reprinted here:

“For some tests, it matters how well you succeed in relationship to how difficult the test was in the first place. This is called the Outcome of the test. Outcome is simply the difference in value between the test result (the total of the numbers rolled on the dice plus your ability and focus) and the target number. A successful test has an Outcome of at least 0 (where the test result is equal to the TN), and different amounts of Outcome may influence the overall effect of a successful test.”

A character’s *parma magica* score is equal to the number of Art talents the character has taken divided by three (round all fractions up to the next higher integer). This score serves as the Outcome needed to successfully affect a target with a spell or hit them with a magical weapon.

PARMA MAGICA	
Number of Art Talents	Parma Magica Score
1 to 3	1
4 to 6	2
7 to 9	3
10 to 12	4
13 to 15	5

The character *parma magica* score is added to target numbers and certain tests to represent the character’s enhanced ability to resist magic. First, the *parma magica* score is added to an opponent’s casting roll target number. Even if a spell is successfully cast by meeting the original target number of the spell, the spell will not penetrate the target’s *parma magica* unless a result of the original TN plus the target’s *parma magica* score is met or exceeded. For example, if an enemy spellcaster is casting a spell with a casting roll TN of 12 at a character with a *parma magica* score of 3, the spell would be successfully cast on a 12 or higher but wouldn’t penetrate the target’s *parma magica* unless the result were 15 or higher. If the spellcaster has the Penetration focus, they may lower the penetration TN by their Penetration focus bonus. So, if the enemy spellcaster above had the Penetration focus and a focus bonus of +2, they would only need to have a result of 13 or higher to

penetrate the target's *parma magica* (two less than 15). Secondly, if a target with *parma magica* is attacked by a magical weapon, they may add their *parma magica* score to their Defense against that attack. Finally, if a character with *parma magica* would be affected by some other form of magical attack that does not require an attack roll or a casting roll but does allow an ability test to nullify or mitigate effects, they get a bonus to the test equal to their *parma magica* score. For example, if a dragon (*Fantasy AGE Basic Rulebook*, page 106) uses its breath weapon on a character protected by *parma magica* that character would get the *parma magica* score as a bonus on their **TN 18 DEXTERITY (ACROBATICS)** test.

If these rules for *parma magica* are used in your campaign, you should not assign an ability test to overcome a spell unless the *Ars Magica* spell description specifically calls for one. In other words, disregard the Test section in **Spell Description Format** above.

$$\text{PENETRATION TN} = \text{CASTING ROLL TN} + \text{TARGET'S PARMA MAGICA SCORE} - \text{CASTER'S PENETRATION FOCUS BONUS}$$

It is important to note that the Penetration focus bonus cannot lower the casting roll TN to lower than it would be normally. The Penetration focus bonus can only cancel out a *parma magica* score to reduce the Penetration TN to the original casting roll TN.

MAGIC RESISTANCE

For any creatures that should have magic resistance, their magic resistance would work much like the *parma magica*. A creature that should have magic resistance will have a magic resistance score equal to their Adversary Threat Level numbered from 1 to 5 corresponding to range from a Minor Threat Level to a Legendary Threat Level. Thus, a dragon (with a Dire Threat Level) would have a magic resistance of 4. The caster's Penetration focus bonus works normally to reduce or completely mitigate the magic resistance score.

MAGIC RESISTANCE	
Adversary Threat Level	Magic Resistance Score
Minor	1
Moderate	2
Major	3
Dire	4
Legendary	5

$$\text{PENETRATION TN} = \text{CASTING ROLL TN} + \text{TARGET'S MAGIC RESISTANCE SCORE} - \text{CASTER'S PENETRATION FOCUS BONUS}$$

These creatures would also get the enhanced Defense and ability test bonus referred to above for the *parma magica*.

PARMA MAGICA, MAGIC RESISTANCE, AND AURAS

Both *parma magica* and magic resistance are affected by auras. First, you must determine the source of the character's magic resistance. For Hermetic magi, this source is the Magic Realm. For Merinita magi, the source of their magic resistance can be the Faerie Realm (if it is more advantageous to consider the Faerie Realm to be the source). The magic resistance of demons and devils has an Infernal source while angels and other celestial beings have magic resistance from the Divine Realm.

If a character or creature is in an aura, use the Aura Interaction Table (found under **Auras**) and apply the modifier shown to their magic resistance, based on the source of their magic resistance. Magic resistance can only be eliminated, not reduced to below zero.

Some examples may be in order. A Hermetic magus in a Divine aura has a -6 penalty to their casting rolls and their own magic resistance (which will certainly eliminate their magic resistance). A spectre (*Fantasy AGE Basic Rulebook*, page 113) is considered part of the Shadow Realm (or Infernal Realm, if you prefer) and will have a -8 (or -10) penalty applied to any rolls or any target numbers involving their special powers, such as the Accuracy (Brawling) rolls for their Chilling Touch and the TN of their Terror attack will be reduced by 8 (from TN 14 to TN 6). The spectre, as a Moderate threat, would have a magic resistance score of 2 and this would be entirely eliminated. A soldier demon (*Fantasy AGE Basic Rulebook*, page 105) would have its attack rolls reduced by 10 in a Divine aura and have its magic resistance score of 2 completely eliminated. An angel in the same aura would gain a +2 bonus to rolls and target numbers involving their special powers and their magic resistance would increase by two. For a dragon (*Fantasy AGE Basic Rulebook*, page 106) spewing flame, targets in a Divine aura would have to make a TN 12 Dexterity (Acrobatics) test (instead of TN 18).

In a Magic aura, the Hermetic magus would have a +2 bonus to casting rolls and their *parma magica*. This means that two Hermetic magi casting spells at one another in a Magic aura will not have an advantage. Each magus would have their casting rolls increased by two but their opponent's *parma magica* is also increased by two. The only effect would be that a lower roll would indicate a successful casting (i.e., each magus needs to roll two less on the casting roll compared to what they would normally need to roll). The spectre would have a penalty of -1, the soldier demon a -2, a faerie creature a bonus of +1, and a creature of the Divine Realm would be unaffected by the aura.

FAMILIARS

Extensive information about familiars is contained in the *Ars Magica* rulebooks. What follows is a quick synopsis of the game benefits of having a familiar in *Fantasy AGE*. The real game benefit of having a familiar lies with the Three Cords. These are described in *Fantasy AGE* terms below.

FANTASY AGE ANIMALS

Statistics for animals can be found in the *Fantasy AGE Companion* (Beasts of Land, Sea, and Air, page 127) and in *Blue Rose* (Beasts, page 331). It may be useful to note that the Rhydan of *Blue Rose* could function very well as familiars and there are rules to define a character's bond with these creatures that are very much in keeping with the magus-familiar relationship in *Ars Magica*.

THE THREE CORD SCORES

Regardless of any other rules used for familiars, most essential are the rules for the Three Cords. Each of the three cord scores (golden, silver, and bronze) starts at zero. For every Art talent taken by a character, they may increase one cord score by one point up to a maximum of five. After taking fifteen Art talents, a character will have a cord score of five in all three cords. Each cord score defines certain abilities the magus gains through the cord. These are detailed below.

THE GOLDEN CORD

The familiar helps you avoid magical errors, letting you roll fewer botch rolls when using magic. Your golden cord score is the number subtracted from the number of botch dice you would normally roll if you have botched a casting roll (with a minimum of one botch die).

THE SILVER CORD

You can apply your silver cord score as a bonus to all tests to resist mental magic and tests to protect you from natural mental influence like intimidation or verbal trickery. In addition, if your mind is ever overcome by another force your familiar may be able to free you. To be successful, it must make a test at TN 11 with the silver cord score as its bonus (one attempt per day). If the roll botches, the animal's mind is overcome along with yours.

THE BRONZE CORD

You can apply your bronze cord score as Heroic Armor (*Fantasy AGE Companion*, page 118). You may also apply the bronze cord score to the amount of Health you regain during a breather and after six hours of restful sleep (*Fantasy AGE Basic Rulebook*, page 39). Your bronze cord score can also be applied to tests to withstand deprivation (such as holding your breath or resisting sleepiness).

MAGIC FATIGUE

Typically, magic points are used to represent a character's continued ability to cast spells. The *Ars Magica* source material does not use magic points but instead uses fatigue-based magic. In *Modern AGE*, an option is given called Power Fatigue (page 92) and can be directly translated to Magic Fatigue.

In this variant, characters don't have or use magic points at all. Instead, when casting a spell, the player rolls a fatigue test for the character. This is a Willpower test with a target number of 9 + half the spell's listed magic point cost (round down). Spells with no magic point cost do not cause fatigue or require a test. Bonuses that can be applied to the casting roll, such as Intelligence (Art) focus bonuses and other bonuses from specializations and such can be added to the roll to resist fatigue.

If this variant is used, characters do not have a magic point total. It is recommended that the fatigue table found under **Fatigue** (above) be used. Remember to take into account Strain from armor, if the armor worn would add to a spell's magic point cost.

MAGIC FATIGUE TARGET NUMBERS			
Spell Level	Magic Point Cost	Formulaic / Ritual Spell TN	Spontaneous Spell TN
1	1	9	10
2	1	9	10
3	1	9	10
4	1	9	10
5	1	9	10
10	2	10	11
15	3	10	12
20	4	11	13
25	5	11	14
30	6	12	15
35	7	12	16
40	8	13	17
45	9	13	18
50	10	14	19
55	11	14	20
60	12	15	21
65	13	15	22
70	14	16	23
75	15	16	24
80	16	17	25
85	17	17	26
90	18	18	27

TOUGHNESS

Although this has little to do with the Hermetic magic system, the Toughness mechanic, as presented in the *Modern AGE Basic Rulebook* (page 33) more closely resembles the damage mechanic in *Ars Magica*. What follows are some notes that can be used if the campaign employs this mechanic.

STARTING TOUGHNESS BY CLASS

In *Modern AGE*, characters that start with 20 base Health have a Toughness of +1. For every five Health above this, the Toughness bonus increases by one. Therefore, in Fantasy AGE, a mage starts with a Toughness of Constitution+1; a rogue, Constitution+2; and a warrior, Constitution+3.

DAMAGE DIFFICULTY

Damage dice are not rolled in this system but each source of damage has a damage bonus. This bonus is calculated by adding one to the damage bonus for every die and another one to the damage bonus for each normal bonus of +1 to +3 (+1 for a +1 to +3, +2 for a +4 to +6, and so on). A character or creature's Strength or Perception is added to this damage bonus (depending on attack form). The overall damage bonus is added to 13 to get the TN for the Toughness test.

THE TOUGHNESS TEST

The Toughness test is a normal *Fantasy AGE* 3d6 roll with the character's Toughness, and Armor Rating added to the roll. This would be analogous to the Soak roll in *Ars Magica*.

OUTCOME (OPTIONAL)

Armor Ratings can go as high as 10 (heavy plate) and more (with magic). It is recommended that the Outcome (*Blue Rose*, 15) of the attack roll be added to the target number of the Toughness test.

CAMPAIGN MODE

Fantasy AGE does not distinguish between the Gritty, Pulpy, and Cinematic modes. For a typical Mythic Europe campaign (the default setting of *Ars Magica*), Gritty mode should be used. For a typical *Fantasy AGE* campaign, use the Pulpy/Cinematic entry under the Degrees of Injury table in the *Modern AGE Basic Rulebook* (page 35).

VITALITY

If the rules for Vitality are used, it is recommended that the Gritty mode be employed for a Mythic Europe campaign and the Pulpy mode be used for a typical *Fantasy AGE* campaign.

CONVERTING ARS MAGICA SPELLS TO FANTASY AGE SPELLS

There are some changes to the conversions if the Toughness mechanic is used. These changes are summarized in the table following.

CONVERTING ARS MAGICA SPELLS TO FANTASY AGE SPELLS (TOUGHNESS)	
Ars Magica Trait	Fantasy AGE Trait
+ X Recovery Bonus	Erase $\frac{1}{3}$ X Injury Marks for Rest Erase $\frac{1}{6}$ X Injury Marks for Breather (round down)
± X Soak	± X Armor Rating
Light Wound	+ 1 Damage or Remove 1 Injury Mark for Healing
Medium Wound	+ 2 Damage or Remove 2 Injury Marks for Healing
Heavy Wound	+ 3 Damage or Remove 3 Injury Marks for Healing
Incapacitating Wound	+ 4 Damage or Remove 4 Injury Marks for Healing
Fatal Wound	+ 5 Damage or Remove 5 Injury Marks for Healing
“Kill”	+ 6 Damage or Remove 6 Injury Marks for Healing
+ X Damage for Spell	+ (X ÷ 5) Damage
+ X Damage added to a weapon	+ X Damage
+ X Size	+ 2 × X Strength + 1 × X Toughness – 1 × X Speed and Defense
- X Size	– 2 × X Strength – 1 × X Toughness + 1 × X Speed and Defense
Spell produces effect “against which armor is no defense” or similar (such as <i>Parching Wind</i> PeAq 20).	Penetrating Damage (No Armor Rating bonus to Toughness test)
“Heals as a (Type) Wound” like <i>Incantation of the Milky Eyes</i> PeCo 30.	Use the <i>Ars Magica</i> guidelines to see how long the condition would last. Magic can heal the condition before this time.
Reduce Might (<i>Lay to Rest the Haunting Spirit</i>)	Damage is equal to Spell Magnitude but the target must fail a test to resist the spell. This is penetrating damage.
Gain X Warping Points	+ X Penetrating Damage.

ADDING MORE ARS MAGICA ELEMENTS

If desired, more elements from the *AGE* series of games can be added to your campaign to make it more closely match the *Ars Magica* game and its Mythic Europe setting.

REPUTATION AND CONVICTION

To more closely match the *Ars Magica* source material, a group may wish to use the Reputation and Conviction rules from *Modern AGE* to mimic Reputations and Confidence in *Ars Magica*. The rules for Conviction are found in the *Modern AGE Basic Rulebook*, page 29 and the Reputation section is on page 154.

VIRTUES AND FLAWS

The traits that fall under Virtues and Flaws in *Ars Magica* should be handled narratively in *Fantasy AGE*. Some of the rules on Relationships (*FAGE Companion*, 91 and *MAGE Basic*, 158), Expanded Relationships (*MAGE Companion*, 72), and Followers (*FAGE Companion*, 96) may apply.

COVENANTS

Covenants can be handled with the rules for Memberships (*FAGE Companion*, 59) and Realms & Organizations (*FAGE Companion*, 72 and *MAGE Companion*, 79).

FREEFORM CHARACTERS

To forego the class structure of *Fantasy AGE* to create characters in a manner more reminiscent of *Ars Magica*, the *Freeform Characters for Fantasy AGE* document can be used.