

On the Rules for Hermetic Magi

Many Dungeon Masters may be surprised by how powerful the Hermetic Magus background is. Hermetic magi have vastly superior magical resistance, gain full spellcasting (regardless of the classes they advance in), and also have the ability to cast spells that they do not know, have not prepared, or have never scribed into a spellbook. The cost for all of this power is The Gift, which imposes disadvantage on all Charisma-based ability checks (but not attack rolls or saving throws). Although this level of power is in keeping with the magical status of Hermetic magi in the Mythic Europe campaign setting, some Dungeon Masters may be uncomfortable with this level of power for characters in their own game. This document outlines alternate rules for Hermetic Magi for the consideration of Dungeon Masters and players of the D&D game.

TRAITS OF A HERMETIC MAGUS

The Hermetic Magus background (found on page 33 of the **Adventures in Mythic Europe** document) lists five traits that all Hermetic magi possess: **The Gift**, **Parma Magica**, **Hermetic Magic**, **Spontaneous Magic**, and **Hermetic House**. Each variant detailed in this document will alter (or perhaps even eliminate) one or more of these traits in order to alter or scale down the power of the Hermetic magus to make this background more suitable for some gaming groups.

THE GIFT

This is probably the most important trait to keep intact, as written, since it serves as the only penalty to the increased power that Hermetic magi enjoy. The social effects of The Gift are an important part of the

campaign setting. Eliminating this aspect of the Hermetic magus would certainly require an overhaul of the entire setting and would disrupt the very basis of the Order of the Hermes itself. It is recommended that The Gift be kept for the Hermetic Magus background regardless of any other changes enacted.

PARMA MAGICA

The Parma Magica combines a number of effects found in the D&D game. First, it grants the latest form of traditional D&D magic resistance by granting the Hermetic magus advantage on all saving throws against magic. This trait is exactly the same as the Magic Resistance trait found in the Monster Manual. Furthermore, Parma Magica also causes spell attacks against the Hermetic magus to have disadvantage. Combining these two effects essentially means that the Hermetic magus is always under the protection of a Spellguard Shield (found on page 201 in the DMG).

The second effect of the Parma Magica grants proficiency in all saving throws against magic and allows the Hermetic magus to add their proficiency bonus to the Armor Class when they are the target of magic requiring an attack roll. Since the majority of effects that force a saving throw roll are magical, this effectively makes the Hermetic magus proficient in all six saving throws (there will be some exceptions for natural poisons and the like, granted).

The third effect of the Parma Magica is to protect from the effect of The Gift in others. This effect is an extremely important part of the Parma Magica and should not be altered or eliminated.

The fourth effect acts much like the rogue's Evasion class feature, except the Hermetic magus will take full damage on a failed save, rather than half. This effect could be interpreted to mean that if an undesirable effect would occur even on a successful save, that effect would still be blocked by the Parma Magica and not affect the Hermetic magus.

The fifth effect is really an ability. The Parma Magica can be extended to a number of creatures equal to the proficiency bonus of the Hermetic magus minus two. When the Parma Magica is extended in this way, neither the Hermetic magus nor other recipients gain the proficiency in all saving throws against magical attacks. They do gain advantage on saving throws against magic, impose disadvantage on magical attacks against them, gain protection from The Gift in others, and have damage reduced to zero when making a saving throw against a magical attack that does half damage on a successful save. Recipients cannot further extend the Parma Magica (but this should be obvious from the source material).

PARMA MAGICA OPTIONS

At a minimum, the first, the third, and the fifth effects of the Parma Magica should be kept. Eliminating the second and fourth effects would not fundamentally change the nature of the Parma Magica or how it is portrayed in the Ars Magica rule set. It would, however, make it less effective, but this may be exactly what some groups desire in order to reduce the overall power level of the Hermetic magus.

HERMETIC MAGIC

This is, by far, the most powerful part of the Hermetic Magus background as it gives every magus full spellcasting ability and also uses the Spell Point rules from the Dungeon Master's Guide (which makes it very easy to cast a large

number of low level spells per day). This sort of power and flexibility is in keeping with the abilities of Hermetic magi in the Mythic Europe setting, but may grant entirely too much power in the opinion of mainstream D&D gamers. A few options on how to scale back the Hermetic Magic trait are detailed below.

NO HERMETIC MAGIC

The simplest way to reduce the power level of Hermetic magi is to simply eliminate this background trait. In the normal Ars Magica rules, Hermetic magus characters are given a set number of experience points to spend on abilities, Arts, and spells. Even in that game, if the player were to buy only the minimum abilities to allow the magus to join the Order of Hermes upon successfully completing their Gauntlet, they are not compelled to use the remaining experience points to increase their Art scores. Thus, a very martial character could be created, one that is indeed a magus, but still has a score of zero in every Art with all remaining experience points used to purchase martial abilities. This would be represented in D&D by a character taking the Hermetic Magus background but then choosing the fighter class.

Under this option, if a character wants to be a traditional Hermetic magus, then the player needs to take class levels in the full spellcasting classes (bard, cleric, druid, sorcerer, warlock, and wizard). If the player decides not to go this route, then the Magic Initiate feat could be taken to represent the rudimentary spellcasting that they did learn during their apprenticeship (even though they spent the rest of their time in martial training). Unconventional Hermetic magus characters can be created, but so too can they be created in the original Ars Magica game.

HERMETIC MAGIC: MAGIC INITIATE

If you don't like the idea of a Hermetic magus having absolutely no spellcasting ability then the Hermetic Magic trait can be changed to mean that all characters who take the Hermetic Magus background are automatically granted the Magic Initiate feat (and this counts as "Hermetic Magic"). Any further spellcasting ability must be gained by taking class levels in spellcasting classes.

With this option, replace everything under "Hermetic Magic" with "Each Hermetic magus gains the Magic Initiate feat found in the Players' Handbook on page 168."

HERMETIC MAGIC: SPECIALTIES

Instead of giving the Hermetic magus full spellcasting, the background could grant a magical specialty. Each specialty is a limited form of spellcasting that follows the traditional Arts found in *Ars Magica*. Instead of the Hermetic Magic section of the Hermetic Magus background, use this:

"Each Hermetic magus gains additional spellcasting that represents Hermetic magic. This is in addition to any spellcasting granted by class abilities. Hermetic Magic uses the spell point rules found in the DMG. The table below shows the spell points, spells known, and spell level limits for the Hermetic magus. As shown below, a 1st level Hermetic magus gains two cantrips, gains one spell known and has two spell points. The Hermetic magus chooses one specialty and gains the two cantrips listed for that specialty and must choose from among the spells in that specialty when they are eligible to choose a new spell. As the Hermetic magus advances in character level, they automatically receive the new spell point total appropriate to their character level and gain one additional known spell per level (which they choose from their specialty list).

Unlike character classes that allow spells to be swapped out upon advancing a level, like sorcerer, the Hermetic magus cannot change spells. Consult the DMG for the rules governing spellcasting via the spell point system."

Table 6: Hermetic Magic: Specialties

Character Level	Spell Points	Cantrips Known	Spells Known	Spell Level Limit
1	2	2	1	1st
2	4	2	2	1st
3	7	2	3	2nd
4	10	2	4	2nd
5	15	2	5	3rd
6	20	2	6	3rd
7	26	2	7	4th
8	32	2	8	4th
9	39	2	9	5th
10+	46	2	10	5th

All other text below Table 6 in the **Adventures in Mythic Europe** document apply.

A specialty is simply a spell list that has two cantrips and two spells for spell levels 1st through 5th. These spells are considered known or always prepared for the character that chooses the specialty. Some example specialties are below. Spells marked with an asterisk are from **Xanathar's Guide to Everything**. Players should be encouraged to come up with their own themed specialty lists (subject to DM approval, of course). Cleric domains make good lists (add two cantrips).

Animal

Level	Spells
Cantrip	<i>infestation*</i> , <i>poison spray</i>
1st	<i>animal friendship</i> , <i>speak with animals</i>
2nd	<i>animal messenger</i> , <i>web</i>
3rd	<i>conjure animals</i> , <i>phantom steed</i>
4th	<i>conjure woodland beings</i> , <i>dominate beast</i>
5th	<i>awaken</i> , <i>insect plague</i>

Aquam

Level	Spells
Cantrip	<i>acid splash, shape water*</i>
1st	<i>create or destroy water, ice knife*</i>
2nd	<i>Melf's acid arrow, Snilloc's snowball swarm*</i>
3rd	<i>tidal wave*, water walk</i>
4th	<i>conjure minor elementals, control water</i>
5th	<i>conjure elemental, destructive wave</i>

Auram

Level	Spells
Cantrip	<i>gust*, shocking grasp</i>
1st	<i>fog cloud, witchbolt</i>
2nd	<i>dust devil*, gust of wind</i>
3rd	<i>lightning bolt, stinking cloud</i>
4th	<i>conjure minor elementals, ice storm</i>
5th	<i>cloudkill, conjure elemental</i>

Corpus Creo

Level	Spells
Cantrip	<i>prestidigitation, spare the dying</i>
1st	<i>cure wounds, healing word</i>
2nd	<i>gentle repose, lesser restoration</i>
3rd	<i>mass healing word, revivify</i>
4th	<i>death ward, aura of life</i>
5th	<i>greater restoration, mass cure wounds</i>

Corpus Muto

Level	Spells
Cantrip	<i>primal savagery*, resistance</i>
1st	<i>expeditious retreat, jump</i>
2nd	<i>alter self, enhance ability</i>
3rd	<i>gaseous form, haste</i>
4th	<i>polymorph, stoneskin</i>
5th	<i>seeming, skill empowerment*</i>

Corpus Perdo

Level	Spells
Cantrip	<i>toll the dead*, word of radiance*</i>
1st	<i>inflict wounds, ray of sickness</i>
2nd	<i>blindness/deafness, ray of enfeeblement</i>
3rd	<i>bestow curse, vampiric touch</i>
4th	<i>shadow of moil*, sickening radiance*</i>
5th	<i>contagion, enervation*</i>

Corpus Rego

Level	Spells
Cantrip	<i>spare the dying, true strike</i>
1st	<i>command, feather fall</i>
2nd	<i>hold person, levitate</i>
3rd	<i>fly, slow</i>
4th	<i>dimension door, freedom of movement</i>
5th	<i>dominate person, hold monster</i>

Herbam

Level	Spells
Cantrip	<i>shillelagh, thorn whip</i>
1st	<i>entangle, hail of thorns</i>
2nd	<i>barkskin, spike growth</i>
3rd	<i>plant growth, speak with plants</i>
4th	<i>grasping vine, conjure woodland beings</i>
5th	<i>awaken, commune with nature</i>

Ignem

Level	Spells
Cantrip	<i>firebolt, produce flame</i>
1st	<i>burning hands, faerie fire</i>
2nd	<i>flaming sphere, scorching ray</i>
3rd	<i>daylight, fireball</i>
4th	<i>conjure minor elementals, wall of fire</i>
5th	<i>flame strike, conjure elemental</i>

Imaginem

Level	Spells
Cantrip	<i>dancing lights, minor illusion</i>
1st	<i>color spray, silent image</i>
2nd	<i>mirror image, phantasmal force</i>
3rd	<i>hypnotic pattern, major image</i>
4th	<i>hallucinatory terrain, phantasmal killer</i>
5th	<i>creation, seeming</i>

Mentem

Level	Spells
Cantrip	<i>friends, vicious mockery</i>
1st	<i>charm person, sleep</i>
2nd	<i>calm emotions, suggestion</i>
3rd	<i>bestow curse, catnap*</i>
4th	<i>compulsion, confusion</i>
5th	<i>geas, modify memory</i>

Terram

Level	Spells
Cantrip	<i>blade ward, mold earth*</i>
1st	<i>earth tremor*, longstrider</i>
2nd	<i>cloud of daggers, heat metal</i>
3rd	<i>erupting earth*, meld into stone</i>
4th	<i>conjure minor elementals, stone shape</i>
5th	<i>conjure elemental, wall of stone</i>

Vim

Level	Spells
Cantrip	<i>eldritch blast, resistance</i>
1st	<i>detect magic, magic missile</i>
2nd	<i>magic weapon, Nystul's magic aura</i>
3rd	<i>counterspell, dispel magic</i>
4th	<i>banishment, Mordenkainen's private sanctum</i>
5th	<i>legend lore, planar binding</i>

HERMETIC MAGIC: WARLOCK STYLE

Instead of basing Hermetic magic on the full spellcasting abilities of bards, clerics, druids, sorcerers, and wizards, one could base it on the spellcasting style of the warlock's Pact Magic. If this option is used, the Hermetic Magic trait follows the cantrips known, spells known, spell slots, and slot levels of the warlock class. Follow the rules under Pact Magic in the Players' Handbook, page 107. The Hermetic magus may choose spells that do not violate the Limits of Magic from the spell lists of all classes. The Hermetic magus may not replace spells when gaining levels and their spellcasting ability is their highest ability.

Furthermore, Hermetic Magic grants the Mystic Arcanum warlock class features at 11th, 13th, 15th, and 17th character levels. The Hermetic magus can choose spells that do not violate the Limits of Magic from the spell lists of all classes.

Note that the Hermetic Magic trait is not the warlock's Pact Magic and Mystic Arcanum class features. These class features are simply used to describe this version of Hermetic Magic. Hermetic magi may take class levels in warlock and gain all features of the warlock class in addition to what they receive from Hermetic magic. This version of Hermetic Magic stacks with full spellcasting just like Pact Magic does. For any other unforeseen interactions between Hermetic Magic and other class abilities, the DM can use good judgment (as they always do).

SPONTANEOUS MAGIC

The rule for spontaneous magic allows the Hermetic magus to cast a spell they do not know or do not have prepared by using a spell slot of a level equal to twice the level of the spell itself. They must also expend Inspiration to cast a spontaneous spell. This serves as an important check on the flexibility and power of this ability. The table below shows the minimum character levels required to cast spontaneous spells of given spell levels.

Table: Spontaneous Magic

Character Level	Maximum Spontaneous Spell Level	Spell Slot Required for Maximum
1	Cantrip	1st
3	1st	2nd
7	2nd	4th
11	3rd	6th
15	4th	8th

As can be seen, the maximum spell level for a spontaneous spell is 4th and this can be achieved at a minimum character level of 15 by spending an 8th level spell slot. Even 1st level characters can cast cantrips they do not know, but they must sacrifice a 1st level spell slot for each.

Some new options for spontaneous magic are listed below.

NO SPONTANEOUS MAGIC

This is the simplest option. The DM can choose to eliminate this background trait and not translate the Hermetic magus' ability to cast spontaneous spells into their Mythic Europe campaign.

MASTERY OF CANTRIPS

Instead of using the trait as described in **Adventures in Mythic Europe**, the DM can decide that spontaneous spellcasting will be represented by granting all Hermetic magi the ability to cast any cantrip. Since all Hermetic magi have some familiarity with every Art, it follows that they would know all cantrips (since cantrips represent the lowest level of spell in the D&D game).

The DM could also delay this version of spontaneous magic by setting a minimum level before Hermetic magi gain this ability, requiring characters to use a 1st level spell slot to spontaneously cast cantrips before then (expending Inspiration is unnecessary with this option). A good level to have this ability manifest is 5th character level, as this is the minimum character level for Hermetic magi that have completed their Gauntlet. So under this option, Hermetic magi of character levels 1 through 4 (i.e., apprentices) would need to expend a 1st level spell slot to cast a cantrip they do not know, but Hermetic magi of 5th character level or higher would essentially know all cantrips (since they wouldn't need to spend a 1st level spell slot anymore).

This rule could even be combined with the normal rules for spontaneous magic to make Hermetic magi more flexible.

HARDER SPONTANEOUS MAGIC

Under this option, a Hermetic magus must use a spell slot that is three times the spell level of the spontaneously cast spell. The table below shows the new benchmarks.

Table: Harder Spontaneous Magic

Character Level	Maximum Spontaneous Spell Level	Spell Slot Required for Maximum
3	Cantrip	2nd
5	1st	3rd
11	2nd	6th
17	3rd	9th

The DM can decide whether to keep the Inspiration requirement for casting spells spontaneously. Even harder spontaneous magic can be achieved by requiring spell slots of four times the spell's level (the maximum then will be 2nd level spells requiring an 8th level slot), but if you go this far, you may as well go with the No Spontaneous Magic option.

EASIER SPONTANEOUS MAGIC

Perhaps you'd like to go with more effective spontaneous magic, possibly using this to represent Diedne magi. In this case, you can require spell slots that are 1.5 times the spontaneous spell's level (round up). In this case, the table looks like:

Table: Easier Spontaneous Magic

Character Level	Maximum Spontaneous Spell Level	Spell Slot Required for Maximum
1	Cantrip	1st
3	1st	2nd
5	2nd	3rd
9	3rd	5th
11	4th	6th
15	5th	8th
17	6th	9th

A character should only be able to spontaneously cast a 6th level spell once per day. The Inspiration requirement can be retained or eliminated.

HERMETIC HOUSE

The House benefits from the Hermetic Magus background probably do not need to be altered or changed. Each benefit is a D&D version of the House benefit that Ars Magica Hermetic magi receive. In some cases, removing the House benefit will fundamentally change a House and no longer render that House effective (such as Heartbeast for House Bjornaer).

It is recommended that House benefits be left intact.

VIRTUES AND FLAWS

To further differentiate magi, options in this document can be used in concert to create Virtue/Flaw packages. This assumes that the Hermetic Magus background as found in **Adventures in Mythic Europe** will be used with its normal rules for The Gift, Parma Magica, Hermetic Magic, Spontaneous Magic, and Hermetic House.

Each Virtue and Flaw has a point value. These point values are used to balance Virtues and Flaws.

VIRTUES

Cantrip Mastery (+2)

You know all cantrips from the spell lists of all classes.

Cautious Sorcerer (+1)

You may add your proficiency bonus to your check to see if you have botched a spell (see **Adventures in Mythic Europe**, page 50). If you have a bound familiar, you may add your proficiency bonus to the roll as normal (meaning you will add your proficiency bonus twice, once for Cautious Sorcerer and once for having a bound familiar).

Easier Spontaneous Magic (+3)

You have an easier time managing spontaneous magic. Use the rules in the Easier Spontaneous Magic section. You must expend your Inspiration to cast a spell spontaneously (unless you also have the Inspired Spontaneous Magic Virtue).

Fast Caster (+1)

You have advantage on your initiative check if your first action in combat is Cast a Spell (**Players' Handbook**, page 192). This applies whether you are casting a spell gained from Hermetic Magic or from a character class.

Gentle Gift (+3)

Your Gift does not impose disadvantage on all Charisma ability checks. Even if this Virtue/Flaw system is used, Gentle Gift is still available as a feat and can be taken as either a Major Virtue (and balanced with Flaws) or as a feat. You may not take the Blatant Gift Flaw.

Inoffensive to Animals (+1)

Your Gift does not bother creatures with the beast type, although it still has the normal effects on people.

Inspired Spontaneous Magic (+1)

You do not need to expend Inspiration to cast a spell spontaneously.

Life-Linked Spontaneous Magic (+3)

Instead of expending a spell slot and Inspiration when casting a spontaneous spell, you may expend a number of hit dice equal to the spell's level. A cantrip counts as one-half of a hit die (you can keep track of half hit dice, right?). You must still be of the minimum character level to cast the spontaneous spell (i.e., have the ability to expend a spell slot or double the spell's level, in most cases).

Magic Initiate (+1)

You gain the Magic Initiate feat as detailed in the **Players' Handbook**.

Mercurian Magic (+3)

You gain the Ritual Caster feat.

Quiet Magic (+2)

You may cast spells gained from Hermetic Magic without having to meet the requirement for the verbal component. For example, if you are gagged or in an area of silence, you can cast spells that have a verbal component.

Subtle Magic (+1)

You may cast spells gained from Hermetic Magic without having to meet the requirement for the somatic component. For example, if you have no free hands (because they are bound or you are hanging from the edge of a cliff) you can cast spells requiring a somatic component.

FLAWS

Blatant Gift (-3)

You have a -5 penalty on all Charisma ability checks. This penalty applies whether you also have disadvantage on Charisma ability checks or not. You may not take the Gentle Gift feat or Virtue.

Careless Sorcerer (-1)

When rolling to see if you have botched a spell, the DC is 10 + the spell's level (not 5 + the spell's level, as normal). See **Adventures in Mythic Europe**, page 50.

Deficient Arts (-2)

You use the rules for Specialties for your Hermetic Magic trait instead of the normal rules found in **Adventures in Mythic Europe**.

Flawed Parma Magica (-1)

When you roll a saving throw against magic for an effect that causes half damage on a successful save, you do not gain the Parma Magica effect that reduces this damage to zero (i.e., you don't get the fourth effect of the Parma Magica).

Harder Spontaneous Magic (-1)

You have a harder time managing spontaneous magic. Use the rules in the Harder Spontaneous Magic section. You must expend your Inspiration to cast a spell spontaneously (unless you also have the Inspired Spontaneous Magic Virtue).

Limited Hermetic Magic (-1)

You use the Warlock Style rules for your Hermetic Magic trait instead of the normal rules found in **Adventures in Mythic Europe**.

Necessary Condition (-3)

In order for your magic to work, you must perform a specific action while casting any spell. This should be something simple, such as singing or spinning around three times. If you cannot perform the action, you cannot cast the spell. Virtues or effects like Quiet Magic and Subtle Magic cannot negate the Necessary Condition.

No Hermetic Magic (-4)

You do not gain the Hermetic Magic background trait. You may gain all normal spellcasting associated with your classes, should you have any that grant spellcasting.

No Spontaneous Magic (-4)

You cannot cast spells spontaneously. You may not take any other Virtue or Flaw that has "Spontaneous Magic" in its title.

Offensive to Animals (-1)

Animals react to you as if you had The Gift. This Flaw may only be taken if the character has the Gentle Gift feat or Virtue.

Restriction (-3)

You cannot cast spells at all under certain uncommon conditions. These might refer to your state, such as touching the earth directly or having no beard, or to the target, such as birds or glass, or to your location when you use the magic, such as on a small boat or in a storm. The Restriction also applies to effects generated by any magical items you create. Spells cast remain in effect even if the Restriction comes into play. Thus, if your Restriction is that you must not have a beard, you cast a spell with a duration of a year, and then grow a beard, the spell does not fail.

Slow Caster (-1)

You have disadvantage on your initiative check if your first action in combat is Cast a Spell (**Players' Handbook**, page 192).

Twilight Prone (-3)

You have disadvantage on rolls to see if you botch a spell (see **Adventures in Mythic Europe**, page 50).

Weak Magic Resistance (-2)

You do not gain proficiency in all saving throws against magic from your Parma Magica and you do not add your proficiency bonus to your AC when the target of a magical attack (i.e., you don't get the second effect of the Parma Magica). You retain all of your other saving throw proficiencies (due to class, feats, etc.) and Armor Class bonuses from other sources.

USING VIRTUES AND FLAWS

Virtue/Flaw packages can be created for individual characters, in which case the point total must equal zero or less (just add up the costs associated with each Virtue and Flaw for the character and make sure the number isn't positive). In individual Hermetic magus may not have more than one Virtue costing +3 or more and may not have more than five Flaws with point values of -1 or -2. The normal Ars Magica requirement that a Hermetic magus must take at least one Hermetic Flaw isn't used here because of the limited selection of Hermetic Flaws in this document. An individual Hermetic magus may not take more than ten points of Virtues or negative ten points of Flaws.

Some examples of Virtue/Flaw package builds for individual characters are below.

The Flexible Magus

The player wants their Hermetic magus to be greatly skilled in spontaneous magic.

Point Total: +0

Virtues/Flaws: Cantrip Mastery (+2), Deficient Arts (-2), Easier Spontaneous Magic (+3), Inspired Spontaneous Magic (+1), Necessary Condition: Must gesture with a wand when casting spells (-3), Slow Caster (-1)

The Social Magus

The player wants their Hermetic magus to interact normally with members of society.

Point Total: +0

Virtues/Flaws: Gentle Gift (+3), Restriction: cannot cast spells within sight of a crucifix (-3)

The Stealthy Magus

For the player who wants their magus to cast spells at the speed of thought but doesn't mind taking bigger risks with magic.

Point Total: +0

Virtues/Flaws: Careless Sorcerer (-1), Fast Caster (+1), Quiet Magic (+2), Subtle Magic (+1), Twilight Prone (-3)

Dungeon Masters could also create a Virtue/Flaw package to be universally applied to all Hermetic magi in their Mythic Europe campaign. In this case, the point total need not be zero or less and the DM does not have to abide by the limitations above. They are simply envisioning a different sort of Hermetic magus for their campaign. Some examples are below.

Simple Hermetic Magi

In this case, the DM wants to avoid most of the additional powers found in the Hermetic Magus background. They also want Twilight to be rarer.

Point Total: -9

Virtues/Flaws: Cautious Sorcerer (+1), Flawed Parma Magica (-1), Magic Initiate (+1), No Hermetic Magic (-4), No Spontaneous Magic (-4), Weak Magic Resistance (-2)

Reasonable Hermetic Magi

The DM likes the traits of the Hermetic Magus background, but wants to scale them down.

Point Total: -3

Virtues/Flaws: Flawed Parma Magica (-1), Harder Spontaneous Magic (-1), Limited Hermetic Magic (-1)

Skilled Hermetic Magi

The DM wants Hermetic magi in the campaign to be very skilled in spellcasting. They retain all of the normal traits of the Hermetic Magus background and add further Virtues.

Point Total: +6

Virtues/Flaws: Cantrip Mastery (+2), Easier Spontaneous Magic (+3), Inspired Spontaneous Magic (+1)