

Gaining XP: Knowledges, Magical Arts, Skills, Spell Mastery & Talents

<p>Exposure: Casual Knowledges Requires: exposure to Casual Knowledge on a daily basis Gain: 2 XP per season if $INT > 0$, else 1 XP per season Skill Limit: 4</p>	<p>Reading Summae: Knowledges or Magical Arts Requires: summa Gain: $INT + concentration + quality$ of book in XP* Skill Limit: 3 full levels / season; may not exceed book's score</p>
<p>Practice: Skills or Talents Requires: score of at least 1 Gain: roll a stress die; if at least 3x current level, gain 3 XP; 2x current level, gain 2 XP; 1x current level, gain 1 XP</p> <p>Practice: Spell Mastery Requires: spell Gain: INT XP toward mastery</p>	<p>Reading Libri Quaestionum: Knowl. or Arts Requires: libri quaestionumm Gain: $INT + concentration + quality$ of book - (5x difference between reader's current <i>score</i> and book <i>level</i>) in XP* Skill Limit: 3 full levels / season Hint: libri quaestionum are usually of higher quality than summae, and so offer more gain if you are at precisely the right level. They may also offer osme gain at even higher levels than the book</p>
<p>Lectio: Knowledges Requires: lecturer, book on subject Gain: teacher's $COM + lectio$ + student's INT + half <i>quality</i> of book (round down), sum divided by 5, rounded up, in XP Pupil Limit: lecturer's $COM + lectio$ Skill Limit: may only learn once per teacher/text combination</p> <p>Disputatio: Knowledges or Magical Arts Requires: lecturer with 3 in knowledge or 5 in magical art Gain: teacher's $INT + disputatio$ + student's $INT + 6$ for magical arts in XP* Pupil Limit: 1 student Skill Limit: 3 full levels / season; may not exceed trainer's score</p> <p>Training: Skills or Knowledges Requires: Trainer who has a score of at least 3, and whose score exceeds the trainee's. Gain: 1 XP + 1 XP if $INT > 0$ + 1 XP if trainer's $COM > 0$ Pupil Limit: Train $COM + ability$ students (min 1) Skill Limit: Trainer's skill</p>	<p>Reading Tractatus: Knowledges or Magical Arts Requires: tractatus, appropriate spell (magic art books only) Gain: $INT + concentration + quality$ of book in XP* Skill Limit: may only study each tractatus once.</p> <p>Studying Vis: Magic Theory Requires: 1 pawn of vis of any variety; or 2 pawns of vis, 1 a technique and 1 a form; or 3 pawns of vis, all different types, at least 1 a technique, at least 1 a form, one season, lab Gain: calculate <i>stress die</i> x <i>number</i> of pawns + <i>aura</i>; if at least 3x <i>magic theory</i>, gain 3 XP; if at least 2x <i>magic theory</i>, gain 2 XP; if at least 1x <i>magic theory</i>, gain 1 XP</p> <p>Studying Vis: Magical Arts Requires: 1, 2, or 3 pawns of appropriate vis, lab Gain: <i>stress die</i> x <i>number</i> of pawn + <i>aura</i> in XP Skill Limit: 3 full levels / season</p>
<p>* <i>Knowledges are harder to learn than Magical Arts! Divide total XP by 5, but round up, for Knowledges</i></p>	

Writing & Copying Books

<p>Writing Summae: Knowledges or Magical Arts Requires: paper, pen, knowledge Gain: write a number of levels equal to $COM + scribe$. <i>Quality</i> is $COM + scribe + 3$. Skill Limit: half of author's skill level</p>	<p>Writing Tractatus: Knowledges Requires: paper, pen, knowledge, one season Gain: quality is $COM + scribe$ Skill Limit: can only write a number of tractati on a knowledge equal to half score in knowledge</p>
<p>Writing Libri Quaestionum: Knowl. or M. Arts Requires: paper, pen, knowledge, one season Gain: target level is selected by author; <i>quality</i> is $COM + scribe + 6$ Skill Limit: a third of author's skill level</p> <p>Writing Tractatus: Magical Arts Requires: paper, pen, knowledge, one season, mastered spell Gain: topic of the book is the magical art of the two related to the mastered spell that is higher; <i>quality</i> is equal to the spell's magnitude Skill Limit: author's $COM + scribe$ total limits spell magnitude</p>	<p>Copying Summae: Knowledges or Magical Arts Requires: paper, pen, existing summae Gain: copy a number of levels equal to $(DEX + scribe)*3$. Skill Limit: existing book's skill level</p> <p>Copying Libri Quaestionum or Tractatus Requires: paper, pen, existing libri quaestionum or tractatus, one season Gain: make a number of copies of a single libri quaestionum or tractatus equal to <i>scribe</i> in one season Skill Limit: existing book's skill level</p>

Spell Work: Learning, Copying, Translating

<p>Training: Spells Requires: Trainer who knows spells Gain: student's <i>Lab Total</i> + trainer's <i>COM</i> + <i>magic theory</i> in spell levels Pupil Limit: 1 student</p> <p>Reading: Spells Requires: clearly written spell, lab Gain: learn spell if student's <i>Lab Total</i> exceeds spell level. Bonus of +1 / 5 levels for similar spells (see p. 69)</p> <p>Inventing: Spells Requires: spell description, lab Gain: Add <i>Lab Total</i> + similar spell bonus + <i>aura</i>. Accumulate one point per point you exceed spell's level by; when you accumulate points equal to level, invent spell. +1 XP MT.</p>	<p>Copying: Spells Requires: clearly written spells Gain: <i>Scribe</i>*60 levels</p> <p>Translating: Own Spells (Writing Spells) Requires: own obscure spells Gain: <i>Scribe</i>*20 levels. Produces clear copy of spell. Comment: May also obscures <i>scribe</i>*20 levels of spells</p> <p>Translating: Other Spell Requires: other obscure spells, lab Gain: Decode by <i>INT</i> + <i>scribe</i> of 6+; increase target by author's <i>INT</i> if purposefully obscured; reduce target by 3 if previously translated this magus's spells. If successful translate in same season by <i>Lab Total</i> + stress die exceeding spells level. Produces clear copy of spell.</p>
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Magical Creations: Enchanted Items, Talismans, Potions, Laboratory Texts

<p>Magic Items: Preparation Requires: unenchanted device, lab, number of pawns of Vim vis appropriate to device (see p. 83) Gain: enchanted device</p> <p>Magic Items: Investing Effects Requires: enchanted device, lab, number of pawns of appropriate vis equal to modified spell level (see pp. 86-87 for modifications) / 10. Gain: Add <i>Lab Total</i> + form bonuses (p. 84) + <i>aura</i> + 1 per effect that has a common Technique or Form with new effect. Any points in excess of modified spell level accumulate. When you have accumulated points equal to the modified spell level, effect is invested. Result is invested effect. +1 XP MT. Limit: points of invested vis may not exceed initial Vim.</p> <p>Lesser Magic Items: Creation Requires: unenchanted device, lab, number of pawns of appropriate vis equal to modified spell level / 10, one season. Gain: <i>Lab Total</i> + form bonuses + <i>aura</i> must exceed 2x level of spell effect. Lesser Enchanted Device is created.</p> <p>Charms Against Magic: Creation Gain: this is a Rego Vim effect which may be put into an enchanted device (including lesser). It offers magic resistance equal to effect level. Remember to buy constant use (+5) Note: Charms are not additive with forms or Parma.</p>	<p>Potions: Creation Requires: spell description, lab Gain: Add <i>Lab Total</i> + <i>aura</i>. For every 5 points (round up) that you exceed the level of the effect you get one dose of the potion. Additional: May add vis equal to magnitude of spell into each potion to increase duration to longer; may add vis to increase <i>Lab Total</i> +5 per pawn Note: Potions only work on what they are applied to.</p> <p>Longevity Potions: Creation Requires: aging person, lab, Creo, Corpus, or Vim vis equal to age divided by 5, plus additional if desired (see below) Gain: Determine Intellego Corpus <i>Lab Total</i> + <i>aura</i>. Add +1 per additional pawn of vis used. Potion for gifted people subtract -1 from aging rolls per 5 points of total. Potions for mundanes subtract -1 per 10. Affliction or decrepitude from aging results in loss of potion. +1 XP Magic Theory. Limits: Intellego Corpus of 20 (self) or 30 (others) is required</p>
<p>Talismans: Creation Requires: enchanted device, one season of attunement Gain: talisman (see p. 85 for effects)</p> <p>Talismans: Additional Attunements Requires: talisman, one season of attunement Gain: talisman attuned to addition form/effect (see p. 85)</p>	<p>Laboratory Texts: Notes Note: enchantments and potions results in laboratory texts of level equal to current magic theory. They provide bonuses to further invention of identical items. To use these texts, all elements, such as amount of vis usage, must be identical. As well, the text must be clear (ie, written by you or translated). You may translate a number of texts equal to <i>scribe</i> in a season.</p>
<p><i>see pp. 92-94 for experimentation for inventing spells, investing devices and potions, enchanting familiars, and investigation</i></p>	
<p>Miscellanea: Rarer Lab Work</p> <ul style="list-style-type: none"> • Investigating Enchantments—Requires a season and Intellego Vim lab totals. See pp. 91-92 • Make Vis—Requires a season and produces (Creo + Vim + Magic Theory + 3*<i>aura</i>)/10, rounded down, Vim vis • Make Familiar—Requires a year, Animal of 10, and decent Intellego and Mentem scores (see p. 96) 	

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POTIONS

TEXTS