

### Detection of Ethereal (Astrological) Influences

Astrology influences all things, especially magic. The following test is used if a player wants to determine if a particular star sign is influencing the current time and place (and to determine which star sign has influence).

	<u>Base Factors</u>		<u>Conditional Factors</u>
	+ Magic Level	<i>Luck (d6)</i>	
<i>Faith</i>		-2 1	
	-2 1-8	-1 2	
	-1 9-10	0 3-4	
	0 11-13	+1 5	
	+1 14-16	+2 6	
	+2 17-19	<i>Number of Correspondences Present*</i>	
	+3 20+	0 0-2	
<i>Intelligence</i>		+1 3-4	
	-2 1-8	+2 5-7	
	-1 9-10	+3 8-11	
	0 11-13	+4 12+	
	+1 14-16		
	+2 17-19		
	+3 20+		
<i>Spell Specialty</i>			
	+2 Astrology		
	+1 Other Divination		

The GM adds all the factors together (\* the number of correspondences is kept secret by the GM) and multiplies by 6. This is the target number to roll under on d%. The GM makes the roll in secret.

## Passive Magic (i.e., Divination)

### Base Factors

+	Magic Level	
<i>Faith</i>		
-2	1-8	
-1	9-10	
0	11-13	
+1	14-15	
+2	16-18	
+3	19-24	
+4	25+	
<i>Intelligence</i>		
-2	1-8	
-1	9-10	
0	11-13	
+1	14-15	
+2	16-18	
+3	19-20	
<i>Agility</i>		
-1	1-8	
0	9-13	
+1	14+	

### Factors for Specific Spells

-	Degree of difficulty (DD) of spell
<i>Mage's Birth Sign</i>	
+1	Controlling sign of spell
-1	Diminishing sign of spell
<i>Knowledge of Spell</i>	
+1	Mastered
0	Done from book or under instruction
-2	No knowledge

### Conditional Factors

+1-4	Preparation in advance
-1	Mage failed in last magical action
-2	No divination equipment *
<i>Luck (d6)</i>	
-2	1
-1	2
0	3-4
+1	5
+2	6
<i>Astrological Influence</i>	
+1-4	Controlling sign of spell
-1-4	Diminishing sign of spell
<i>Target's Birth Sign</i>	
+1	Controlling sign of spell
-1	Diminishing sign of spell
<i>Enchanted devices used by caster</i>	
+	Controlling factors (max +5)
-	Diminishing factors (max -2)
<i>Protective devices used by target</i>	
-	Diminishing factors (max -5)
-1	Relic/holy symbol (max -3)
+	Controlling factors (max +2)
<i>Availability of Target</i>	
+2	Visible
+1	Within 1 mile
-1	Within 1-5 miles
-1	Location of target unknown
-1	Nature of target unknown
-2	5+ miles away
<i>Unpropitious Circumstances (max -3)</i>	
-1	Mage is exhausted
-1	Mage is demoralized
-1	Mage is soaking wet
-1	Mage is isolated
-1	Mage is badly injured
-1	Mage is captive
<i>Danger (apply only the worst factor)</i>	
-1	Mage is in a place of battle
-2	Mage's life is in direct peril
<i>Propitious Circumstances (max +2)</i>	
+1	Mage is at home
+1	Location is quiet and familiar
+1	Mage is supported

\* If a divination is performed without appropriate equipment, do not also apply a bonus/penalty for knowledge of spell.

Add all of the factors above together (minimum 0, maximum 25); this gives the column to roll (d%) on the Linking/Divination table. The GM, of course, rolls in secret. The results are interpreted as follows:

Failure: Answer is untrue.

Partial Success: Answer is incomplete or only partially true.

Total Success: Answer is true and complete.

## Active Magic Formation of an Ethereal Link

The first step in casting a spell (except divination spells) is establishing a link through the ethereal plane to the target.

### Base Factors

+		Magic level
<i>Faith</i>		
-2	1-8	
-1	9-10	
0	11-13	
+1	14-15	
+2	16-18	
+3	19-24	
+4	25+	
<i>Intelligence</i>		
-1	1-8	
0	9-13	
+1	14+	

### Factors for Specific Spells

-	$\frac{1}{2}$	Degree of difficulty (DD) of spell (round down)
±		Spell specialization factors
<i>Mage's Birth Sign</i>		
+1		Controlling sign of spell
-1		Diminishing sign of spell
<i>Knowledge of Spell</i>		
+1		Mastered
0		Done from book or under instruction
-2		No knowledge

### Conditional Factors

+1-4		Preparation in advance
-1		Mage failed in last magical action
<i>Luck (d6)</i>		
-2	1	
-1	2	
0	3-4	
+1	5	
+2	6	
<i>Astrological Influence</i>		
+1-4		Controlling sign of spell
-1-4		Diminishing sign of spell
<i>Target's Birth Sign</i>		
+1		Controlling sign of spell
-1		Diminishing sign of spell
<i>Enchanted devices used by caster</i>		
+		Controlling factors (max +5)
-		Diminishing factors (max -2)
<i>Protective devices used by target</i>		
-		Diminishing factors (max -5)
-1		Relic/holy symbol (max -3)
+		Controlling factors (max +2)
<i>Availability of Target</i>		
+2		Visible
+1		Within 1 mile
-1		Within 1-5 miles
-1		Location of target unknown
-1		Nature of target unknown
-2		5+ miles away
<i>Unpropitious Circumstances (max -3)</i>		
-1		Mage is exhausted
-1		Mage is demoralized
-1		Mage is soaking wet
-1		Mage is isolated
-1		Mage is badly injured
-1		Mage is captive
<i>Danger (apply only the worst factor)</i>		
-1		Mage is in a place of battle
-2		Mage's life is in direct peril
<i>Propitious Circumstances (max +2)</i>		
+1		Mage is at home
+1		Location is quiet and familiar
+1		Mage is supported

Add all of the factors above together (minimum 0, maximum 25); this gives the column to roll (d%) on the Linking/Divination table. If the link is established it may be used for up to 3 spells (7, if the spells are absolute commands) before breaking. It also breaks in 30 minutes or whenever circumstances change drastically.

Mana loss =  $\frac{1}{2}$  DD of spell, rounded up (whether spell was successful or not)

**Active Magic**  
**Casting a Spell**

Once a link to the target is established, a spell may be cast through it.

**Base Factors**

- + 2 x Magic level (minimum +1)

**Factors for Specific Spells**

- Degree of difficulty (DD) of spell

**Conditional Factors**

- Magic level of unwilling target (highest only)
- +1 Per additional mana loss of 50% of the original mana loss (max +2)

*Faith*

- +1 3+ higher than sentient target's faith
- 1 Lower than target's faith

*Charisma*

- +1 3+ higher than sentient target's charisma
- 1 Lower than target's charisma

*Word of Command*

- +1 Spoken aloud
- +1 Inscribed
- +1 Includes target's true name

*Multiple Targets*

- 1 2
- 2 3-4
- 3 5-10
- 4 11-20
- 5 21-50
- 6 51+

*Cooperative Casting*

- +1 per additional, simultaneous casting (max +4)

Add all of the factors above together (minimum -2, maximum 27); this gives the column to roll (d%) on the Active Spellcasting table.

Mana loss = DD of spell (whether spell was successful or not) + magic level of the target (highest only)

## Magical Saving Throw

Only some characters are entitled to a saving throw versus magic. To make a saving throw, a character must meet one of the the following criteria:

- Faith 12+
- Magic Level 2+
- Religious Level 2+

When a hostile spellcaster successfully makes an ethereal link to the character, a saving throw can be made by appeal to a divine power, or through the use of magic. Saving throws using magic are detailed here.

A magical saving throw is simply the command “Desist,” directed at the hostile spellcaster who has made the link. No link needs to be formed, since the command is sent through the hostile spellcaster’s link! The procedure is exactly the same as casting a spell, except for factors involving magic level (of the character or the enemy) and DD of the spell. These are as below:

### Base Factors

+ Magic level of character

### Conditional Factors

- 2 x Magic level of hostile spellcaster

### Factors for Specific Spells

-3 Degree of difficulty (DD) of “Desist” command

Remember that other factors will apply – see the table for casting a spell.

Mana loss = 3 (whether save was successful or not) + magic level of the hostile spellcaster

If the save is successful, the link is broken. The hostile spellcaster loses mana equal to his attempted spell’s DD.

### Accelerated Accumulation of Mana

There is no test to accumulate mana - if the mage is engaged in an appropriate activity, he accumulates mana automatically. However, certain factors may increase the rate at which he accumulates mana.

Each method of accumulating mana has a controlling ability score. These are:

Shamanistic dancing	Agility
Incantation and ululation	Charisma
Meditation and arcane study	Intelligence
Fasting and abstinence	Endurance

Mana accumulating activity also gives a bonus to the next link the mage attempts or the next divination he performs. This counts as "preparation in advance" on the tables above. The bonus is given on the Mana Accumulation by Activity table.

#### Base Factors

+ <i>Faith</i> -1 0 +1 +2 +3  <i>Controlling ability of activity</i> -1 0 +1 +2	Magic level 1-8 9-13 14-15 16-17 18+  1-8 9-13 14-17 18+
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#### Conditional Factors

- Astrological Influence*
- +1 Birth Sign
- 1 Opposing Sign
- Current Mana*
- +1 Below 8 x magic level
- 1 Above 8 x magic level
- Unpropitious Circumstances (max -3)*
- 1 Mage is exhausted
- 1 Mage is demoralized
- 1 Mage is soaking wet
- 1 Mage is isolated
- 1 Mage is badly injured
- 1 Mage is captive
- Danger (apply only the worst factor)*
- 1 Mage is in a place of battle
- 2 Mage's life is in direct peril
- Propitious Circumstances (max +2)*
- +1 Mage is at home
- +1 Location is quiet and familiar
- +1 Mage is supported

Add all the factors together (minimum 0, maximum 12) - this is the value to use on the Accelerated Accumulation of Mana Table (there is no roll).

**Prophetic Dreams or Visions**  
**Having a Dream or Vision**

Any character with a Faith of 14 or higher may have a prophetic dream or vision.

**Base Factors**

- + Faith minus 14
- + 1/2 Magic Level
- + 1/2 Religious Level

**Conditional Factors**

*Luck (d6)*

- 2 1
- 1 2
- 0 3-4
- +1 5
- +2 6

*Astrological Influence*

- +1-4 Strength of ethereal influence (any sign)

*Preparation*

- +2 Per mana accumulated \*

\* Non-mage clerics do not actually accumulate mana in this process, but they may carry out a religious rite equivalent with a type of preparation, and gain the preparation bonus as though they had accumulated the given amount of mana.

Add all factors together; this gives the number to roll under on d%. If the character has a dream or vision, he loses d3 mana, or d2 endurance if he has no mana.

**Interpreting a Dream or Vision**

A character may attempt to interpret his own dream, or someone else's.

**Base Factors**

- + Faith minus 14 (minimum 0)
- + Intelligence minus 12 (minimum 0)
- + 1/2 Magic Level
- + 1/2 Religious Level

**Conditional Factors**

*Luck (d6)*

- 2 1
- 1 2
- 0 3-4
- +1 5
- +2 6

As above, all factors are added together. This is the number to roll under on a d%. The GM makes the roll in secret. Rolling less than 1/2 of this number gives the same result as a Total Success on a divination. Rolling more than 1/2 of this number, but not more than it, gives the same results as a Partial Success on a divination. Rolling more than this number gives the same results as a failure on a divination.