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Preamble

Ars Magica is undoubtedly one of the games that left a significant print in the history of roleplaying games, but we must admit that, intrinsically (all about magic, long-term sagas...) and along successive editions and supplements, it became a rather complicated and possibly intimidating game. This lighter, *much* lighter version aims at facilitating access to Ars Magica, by retaining its main principles, while tearing them down to the bone. Thence, and not to infringe on Ars Magica's publisher rights, you cannot play with this document alone. Owning the game is indeed necessary to master the definition of all its concepts, the description of its background, etc. Nevertheless, I hope Ars Magica Light will be useful to beginners, people who run demo games and even crotchety, crotchety, old, old farts like me, who have littler time to play.

List of abbreviations

- Ars Magica 5th edition: ArM5
- Ars Magica Light: ArML

Acknowledgments

- POP, on the CasusNo¹ forum, for the idea of one-word concepts.
- Imrryan², on CasusNo and G+, for reminding me of my initial intent and pushing me to simplify the rules even further (the idea of difficulty levels for both actions and spells is his).
- Mugen, on CasusNo, for the simplification of weapons and armors.
- Hibbs, on CasusNo, for his nice character sheet³ (still only in French, sorry).
- Damien Rieu, for his thoughts on the impact of simplification on long-term sagas.
- AG, Did, Gillou and Mig, my beloved troupe and primary playtesters.
- Last but not least, Michaël de Verteuil and his Heretic's Corner column in Hermes' Portal⁴, for the inspiration, the use of a d6 and probably much more.

Character creation

Covenant and character concepts

First, unless you only play one-shots, it is good, and even indispensable, that players agree on a group concept, i.e., a covenant concept in Ars Magica. Then, each of them can more easily position the concept(s) of his/her character(s). Each concept must be one single keyword (it sounds crazy, but it works!) and be known by the whole troupe.

Sample covenant concepts: decadent, politics, struggle, rich, threatened, integrated, urban, remote...

¹ <https://www.casusno.fr>

² <http://imrryan.wordpress.com>

³ http://www.scenariotheque.org/Document/info_doc.php?id_doc=8018

⁴ <http://styren.pagesperso-orange.fr/hermesportal/hermes1.htm>

Sample magus/maga concepts: hoplite, researcher, manipulative, ambitious, leader, willful, Diedne ascendance, weird...

Abilities

ArML characters are mainly, i.e., technically speaking, defined by abilities that are subdivided into three categories (Table 1):

- common abilities that everybody can use, even without training;
- specialized abilities that only trained individuals can use;
- magical arts that only magi can use.

Common abilities	Specialized abilities
Athletics	Concentration
Awareness	Dead languages ⁴
Charm	Education
Distance combat	Law
Interpretation	Magic theory
Intrigue	Medicine
Living languages ⁵	Occultism
Melee combat	Order of Hermes lore
Mythic Europe lore	Parma magica
Survival	Profession ⁶
Stealth	Supernatural power ⁷

TABLE 1: ABILITY LIST

Table 2 specifies the scope of ArML abilities with respect to the ArM5 abilities they cover. Arts do not appear in this table, since they are not modified.

ArML abilities	ArM5 abilities
Athletics	Athletics, Ride, Swim
Awareness	Awareness
Charm	Bargain, Carouse, Charm, Leadership
Concentration	Concentration, Finesse, Penetration
Dead languages	(Dead language)
Distance combat	Bows, Thrown weapons
Education	Artes liberales, Philosophiae, Teaching, Theology
Interpretation	Guile, Music
Intrigue	Etiquette, Folk ken, Intrigue
Law	Civil and canon law, Common law
Living languages	(Living language)
Magic theory	Magic theory
Medicine	Chirurgry, Medicine
Melee combat	Brawl, Great weapon, Single weapon

⁵ Languages are modeled with one single ability; whose level directly provides the number of mastered languages.

⁶ Examples: carpenter, juggler, sailor, carter, smith, steward... The ability covers all the know-hows related to the profession.

⁷ Among Animal ken, Dowsing, Enchanting music, Entrancement, Magic sensitivity, Premonitions, Second sight, Sense holiness and unholiness, Skinchanger and Wilderness sense.

ArML abilities	ArM5 abilities
Mythic Europe lore	(Area) lore, (Organization) lore
Occultism	Dominion lore, Faerie lore, Infernal lore, Magic lore
Order of Hermes lore	(Order of Hermes) lore, Code of Hermes
Parma magica	Parma magica
Profession	Craft (type), Profession, Teaching
Stealth	Legerdemain, Stealth
Supernatural power (individual)	One supernatural ability
Survival	Animal handling, Hunt, Survival

TABLE 2: ABILITY OVERLAP BETWEEN ARML AND ARM5

At creation time, a character has level 1 in living languages (to know his/her mother tongue). Non-magi characters also have two other abilities at level 1, typically including their profession. Magi have the following abilities (without which they would not be full magi) at level 1: Order of Hermes lore, education, dead languages (Latin), parma magica and magic theory.

Moreover, players buy additional ability levels with a number of development points equal to the character's age. In addition, magi get 30 more development points to spend in magical arts. The cost of ability levels is provided in Table 3. By default, the level of common abilities and magical arts is 0 (for the latter, only for magi of course!). Specialized abilities unknown to a character can simply not be used.

abilities: character's age development points

magical arts: 30 development points

Ability level	Dev. points to buy	Dev. points to raise
1	1	1
2	3	2
3	6	3
4	10	4
5	15	5
6	21	6
7	28	7
8	36	8
9	45	9
10	55	10

TABLE 3: ABILITY COST

Virtues and flaws

It is possible to further personalize characters by choosing one virtue (Table 5) without counterpart. Virtues only available to magi are tagged by a star in Table 5. Magi, as main characters, benefit from an additional virtue with respect to the house they belong to (Table 4).

It is also possible to freely choose a vice (called flaw) that, when it comes into play and puts the character in an unfavorable position, helps (re)gain one confidence point (see below). Cardinal sins typically make good flaws, but you can choose any other weakness.

House	Virtue	Effect
Bjornaer	Heartbeast	The character can transform at will into his/her heartbeast
Bonisagus	Expert in magic theory or intrigue	See Table 5
Criamon	The Enigma	Grants the ability Enigmatic wisdom, which helps mastering twilight, at level 1
Ex Miscellanea	Any hermetic virtue, including expert in a magical art	See Table 5
Flambeau	Expert in Ignem or Perdo	See Table 5
Guernicus	Hermetic prestige	See Table 5
Jerbiton	Gentle gift	See Table 5
Mercere	Expert in Creo or Muto	See Table 5
Merinita	Faerie magic	Prevents the magi from suffering of additional botch dice in faerie auras
Tremere	Expert in certamen	See Table 5
Tyталus	Self-confidence	See Table 5
Verditius	Verditius magic	Allows adding a craft (profession) ability to lab totals used for creating magic items

TABLE 4: VIRTUES GRANTED BY HERMETIC HOUSES

Virtue	Effect
True love (PC)	Confers a +2 bonus to die rolls related to this love
Guardian angel/Relic	Confers a divine might (and thus a magic resistance, which is though incompatible with the parma magica) of 3
Luck/Self-confident	The character gains two additional confidence points at creation
Social contacts	A Charm, Intrigue or Mythic Europe lore roll against an ease factor of 6 helps know a contact in the city/area wherein the character arrives. The ease factor may increase in remote places
Gentle gift*	Eliminates the +2 difficulty to social interactions resulting from the Gift
Expert	The actual level of an ability is raised by 2
Immunity	The character is immunized against a given danger (fire, drowning, iron weapons...)
Harnessed magic*	The character's spells can be cancelled by simply concentrating
Subtle magic*	Spell casting without the +2 difficulty when adequate gestures and chants are not done/sung ⁸
Supernatural ability	Necessary virtue to develop the corresponding ability, whose starting level is 0
Hermetic prestige*	The character is respected by other magi, who tend to listen to and obey him/her
Protection	A powerful person (noble, churchman...) protects the character
Faerie blood	Aging thresholds at 50 et 100 years old only instead of 35 and 50 years old

⁸ Some call this virtue "Psi".

Virtue	Effect
High social status	Noble, rich burgher, high-ranking ecclesiastic...

TABLE 5: LIST OF VIRTUES

Confidence

Characters have a capital of 3 confidence points at the beginning of a story. Each spent confidence point helps decrease the ease factor of a die roll by 2, even after the roll. Several confidence points may be spent on a single die roll. If the storyguide allows it, confidence points may also be spent to influence the course of the story in a minor way (“Hey, wouldn't I know the village's parish priest?”).

Base system

Except for magic and combat, which require additional precisions, die rolls allow a character to succeed at an action the following way in ArML:

$$1d6 + \text{ability level} \geq \text{ease factor.}$$

On a roll of 1, the player rolls again one or several times (at the storyguide's discretion). If at least another 1 is rolled, it is a botch! Given the use of a d6 in ArML instead of a d10 in ArM5, the number of botch rolls must be substantially reduced, and simple botches must be treated as minor setbacks rather than major catastrophes (Table 6). In the absence of a botch, the 1 result is retained. On a roll of 6 on the stress die, the player rolls again and double the results. In case a new 6 is rolled, the player rerolls and quadruples the result, and so on.

ArML botch dice	Probability of botch	Correspondence with ArM5 botch dice
1	2.7%	3
2	5.1%	7
3	7%	10+

TABLE 6: RISK OF BOTCH

The base ease factor of a die roll is 6. For each element that is susceptible to make the action more difficult, the storyguide adds 2 to the ease factor. For each element that makes the action easier, the storyguide subtracts 2 from the ease factor. For example, a character wants to climb a cliff: ease factor 6. The cliff is almost vertical: +2. The cliff is overhanging: +2. The rain makes the top of the cliff slippery: +2. The character has no specific equipment: +2. Final ease factor: 14; not exactly a piece of cake! Let us now imagine a not-too-high wall (6) with apparent masonry (-2). The ease factor falls down to 4.

$$\text{ease factor} = 6 + 2 \text{ per difficulty element} - 2 \text{ per easiness element}$$

Unlike in ArM5, die rolls in ArML are always stress dice. The idea is to ask rolling dice *only* in stressful or uncertain situations. In normal conditions, the storyguide should consider that an ability level greater or equal to the ease factor allows a character to automatically succeed at an action.

When two characters or creatures oppose each other, their ability level, if the competition is amical, or the result of the stress die, if the outcome is more crucial, constitutes the adversary's ease factor. Concretely, the best ability level or the best roll wins. In case of draw, the best ability level helps decide between the protagonists. If ability levels are equal, nobody wins yet. The confrontation may either stop or go on, depending on the participants' will.

Combat

Melee combat

Melee combat is a particular case of opposition. Both protagonists roll a stress die per combat turn. An attack advantage is computed for the winner, i.e., the difference between the die rolls. The attack advantage helps calculate the damage suffered by the loser (see below). If a character faces several adversaries (in practice, at most 4 or 5), his/her stress die is penalized by the number of adversaries above 1 (i.e., -2 for 2 adversaries, -3 for 3, and so on) and the result is evaluated for each adversary separately. For instance, a character facing two adversaries may be hit by both, by one only and wound the other, and even hit both if s/he is talented or lucky enough! Other modifiers may be applied by the storyguide, e.g., if an adversary is in favorable position (overhead +2, attacking from behind +4, taken by surprise +2, armed versus an unarmed adversary +2, for instance).

Combat options (declare before rolling the die):

- Defensive stance: +2 to the stress die, but the adversary suffers no damage.
- Disarm: if the attack advantage is greater or equal to 4, the adversary is disarmed but suffers no damage.
- Fall: if the attack advantage is greater or equal to 4, the adversary falls and the attack advantage is reduced by 2.
- Immobilize (unarmed combat): if the attack advantage is greater or equal to 4, the adversary is immobilized, and the attack advantage is reduced by 4.

Distance combat

Distance combat only necessitates a stress die against the base ease factor (6), modified by Table 7. Here, the attack advantage is the difference between the die roll and the ease factor.

Circumstances	Ease factor modifier
Small target	+2
Large target	-2
Moving target	+2
Target under cover	+2
Short range	-2
Long range	+2

TABLE 7: DISTANCE COMBAT EASE FACTOR MODIFIERS

Damage and wounds

Combat damage is computed in two steps:

1. **damage total = attack advantage + weapon damage** (Table 8) – **defender protection** (Table 9);
2. wound assessment with respect to the damage total (Table 10). Wound modifiers are cumulative.

ArML weapon types ⁹ and ArM5 equivalence	Damage
Fists	0
Light/improvised weapons: kick, gauntlet, bludgeon, dagger, knife, club, hatchet, short spear, short sword, farm implement, staff, stone, sling	1
Medium weapons: axe, lance, mace and chain, long sword, long spear, cudgel, throwing axe, javelin, short bow	2
Heavy weapons: mace, flail, pole arm, pole axe, great sword, warhammer, long bow	3

TABLE 8: WEAPON DAMAGE

ArML armor types ¹⁰ and ArM5 equivalence	Protection
Fabric	0
Light armors: quilted/fur	1
Medium armors: heavy leather, metal reinf. leather, leather	2
Heavy armors: metal scale, chain mail	3
Shield	+1

TABLE 9: ARMOR PROTECTION

Damage total	Wound	Effect
0	Scratch	None
1-2	Wound	Ease factor +2 for all die rolls
3-4	Serious wound	Ease factor +4 for all die rolls
5+	Coma	The character cannot act any more

TABLE 10: DAMAGE AND WOUNDS

Wounds may be treated individually either by magic, then the injury simply vanishes, or with the help of the medicine ability. The physician then makes a die roll of ease factor 4 + the ease factor modifier associated with the wound. The modifier for coma is considered +6. In case of success, the wound's seriousness decreases by one level (for instance, a serious wound becomes a wound). Not healing a character in a coma will likely end up in his/her demise (at the storyguide's discretion). Eventually, wounds also heal naturally, with time (Table 11). Of course, a naughty storyguide may inflict consequences to a character if wounds are not treated.

⁹ Option: The (distance or melee) combat ability must be greater or equal to a weapon's damage for a fighter to use it effectively. If it is not the case, the fighter suffers from a malus equal to the difference between the weapon's damage and its ability level when rolling the combat stress die.

¹⁰ Option: The athletics ability of the wearer of an armor must be greater or equal to its protection value. Otherwise, the wearer is encumbered and suffers from a malus equal to the difference between the armor protection and its ability level for all athletics, distance and melee combat, stealth and profession (in case a fool works in armor).

Wound	Natural recovery time
Wound	A couple of days
Serious wound	A couple of weeks
Coma	A couple of months

TABLE 11: WOUND RECOVERY TIME

Hermetic magic

Spellcasting

To successfully cast a spell, a magus/maga must roll a stress die with two abilities: one technique and one form. The ease factor is set by the storyguide (examples are provided in Table 12). The ease factor may (at the storyguide's discretion) be modified by the location's mystic aura (+2 for a strong hostile, i.e., infernal or divine, aura; +4 if the aura is very strong; and vice versa for a favorable, i.e., magic or faerie, aura). When a hermetic magus/maga casts a spell in a foreign aura, on a die roll of 1, add one botch die if the aura is strong, two if it is very strong. That's it! No more spontaneous, formal spells, nor rituals.

1d6 + technique + form ≥ ease factor

Ease factor	Sample magical effects
6	Cancel a spell/an effect in an item of lower ease factor (PeVi) See through/dispel illusions of lower ease factor (In/Pelm) Reverse the effects of a spell of lower ease factor (MuVi) Detect an aura (InVi) Send back a spell of lower ease factor (ReVi) Any minor effect: create a spark (Crlg), modify some colors (Mulm), etc.
7	Create fog (CrAu) Detect poison (InAq) Make things rot (PeAn/Co/He) Telekinesis on small objects (ReTe) Ward against elemental/magic/spiritual animals/creatures (ReAn/Au/Aq/Ig/Te/Vi/Me)
8	Calm down (ReAn/Me) Conceal own magical seal (MuVi) Create stench (CrAu) Destroy clothes (PeAn/He) Send to sleep/awake (ReMe) Exalt own presence, charm (Mulm/ReMe) Make light (Crlg) Levitate (ReCo) Speak into the mind of someone else (CrMe) Ward against wooden/metal weapons (ReHe/Te)
9	Increase armor protection by 1 point (MuAn/Te) Change own face (MuCo/Im) Frighten (ReAn/Me) Hear/see from a distance (InAu/Im) Spoil food/drink (MuAn/He/Aq) Paralyze (ReAn/Co)

Ease factor	Sample magical effects
	Talk to a corpse (InCo) Propel a ship (ReAq/CrAu) Find a water source (InAq) Jump high/far (ReCo) Create an emotion (CrMe)
10	Speed up recovery (CrAn/Co) Animate plants (ReHe) Quell the wind (ReAu) Create a dense hedge, a bridge (CrHe) Detect lies (PeMe) Destroy a wall or an armor (PeTe) Locate someone (InCo) Prevent rot (CrAn/Co/He) Cause a light wound, lightly damage a structure (PeAn/Co/He/Te CrAq/Au/Te/Ig) Find his/her way in a regio (InVi) Become invisible (PelM) Heal a light wound, repair a lightly damaged structure (CrAn/Co/He/Te)
11	Drain a water source (PeAq) Create a stone wall (CrTe) Create an illusory person (Crlm) Create a zone of darkness (Pelg) Destroy a house (PeTe) Become more robust (protection +1) (MuAn/Co) Wake a tree (MuHe) Make temperature fall below 0°C (Pelg) Make someone suffocate (PeAn/Co/Au CrAq) Inflict a serious illness, such as leprosy (PeAn/Co) Invoke a small storm (CrAu) Speak with a tree/water point/rock (InHe/Aq/Te) Speak an unknown language (InMe) Cause a serious wound, seriously damage a structure (PeAn/Co/He/Te CrAq/Au/Te/Ig) Ward against fire and heat (Relg) Heal a serious wound, repair a seriously damaged structure (CrAn/Co/He/Te) Transform into an animal (Mu) See in total darkness (InAu/MuCo)
12	Animate and control a tree (ReHe) Split own image (Relm) Freeze a water pond (ReAq) Detect residual magic (InVi) Cause a magus'/maga's twilight (CrVi) Cause a coma, make a structure unserviceable (PeAn/Co/He/Te CrAq/Au/Te/Ig) Cause an earthquake, a fault (ReTe) Heal from a coma, repair an unserviceable structure (CrAn/Co/He/Te) Probe mind (InAn/Me) Fly (CrAu/ReCo)

Ease factor	Sample magical effects
13	Animate a corpse (ReCo)
	Blind (PeAn/Co)
	Bless crops (CrHe)
	Create a horse or a giant spider web (CrAn)
	Create a stone tower (CrTe)
	Invoke a solar eclipse (Pelg)
	Rewrite memories (MuMe)
	Teleport self (ReCo)
	Transform into a magical creature (MuAn/Co)
	Transform into a plant (Mu)
14	Subjugate (ReAn/Me)
	Invoke a ghost (ReMe)
	Trigger an avalanche (ReTe)
	Divert visitors from a zone (ReMe)
	Flood a zone (CrAq)
	Detect active magic (InVi)
	Cause a tsunami (ReAq)
	Drive someone mad (PeMe)
	Transform into a gas, liquid or mineral (Mu)
	Kill (PeAn/Co)
15	Call good weather (ReAu)
16	Invoke a swarm of destructive insects (CrAn)
	Cause drought (PeAq)
17	Cause an epidemic (PeAn/Co)
18	Render a forest haunted (MuHe)
19	Exchange two minds (ReMe)
	Curse a village by sapping its inhabitants' good spirits (PeMe)
	Cause a hurricane (CrAu)

TABLE 12: EASE FACTORS OF MAGICAL EFFECTS

If the target of a spell bears a magic resistance (parma magica + level of the form; or mystic might, whose magnitude, i.e., score divided by 5, is then used), the storyguide must check whether the penetration total is greater or equal to the resistance.

$$\text{penetration total} = \text{die} - \text{ease factor} \geq \text{magic resistance}$$

Certamen

Certamen works just as physical combat, except for the following differences:

- a technique + form combination replaces the combat ability;
- concentration replaces weapon damage;
- parma magica replaces armor protection;
- wounds are metaphorical and disappear a couple of minutes after the duel.

Enchantments

All enchantments are based on the following lab total.

$$\text{lab total} = \text{technique} + \text{form} + \text{magic theory}$$

Magic items

Placing a magical effect into an object helps lift the uncertainty related to spellcasting in the field. It is also possible to instill several magical effects in the same item (just don't lose it!). Once invested with powers, an item is activated without any die roll (however, the storyguide may, if s/he so wishes, limit the number of daily uses). A season is necessary to create a magic item, and the following condition must be met.

$$\text{lab total} \geq \text{magical effect's ease factor}$$

The creation of a magic item also necessitates investing a number of development points equal to the magical effect's ease factor divided by five (round up).

$$\text{development points for creating a magic item} = (\text{ease factor} \div 5)^+$$

Eventually, it is important to note the penetration total of some objects, which is fixed at creation time.

$$\text{penetration total} = \text{lab total} - \text{ease factor}$$

Potions

Potions work as magic items with one use only and no penetration. The difference between the lab total and the ease factor gives the number of doses produced in one season.

Longevity rituals

Achieving a ritual that stops aging necessitates a Creo Corpus lab total greater or equal to the subject's age divided by 5, and as many development points. The ritual must be renewed every 15 years from 35 years old. It is possible to carry out the ritual for another person, which increases the ease factor by 6.

$$\text{CrCo lab total} \geq \text{age} \div 5 \text{ (+6 for someone else)}$$

Familiars

Binding to a (preferably magical) animal takes two seasons: one to find the critter (which generally involves a story) and one to forge the bond. The second task requires a Creo Animal (or any applicable form, such as Auram for a bird) or Vim lab total greater or equal to 6 + the beast's mystic might (expressed as a magnitude, i.e., by dividing the might by 5) and as many development points as the familiar's mystic might.

$$\text{forge the bond: Cr* lab total} \geq 6 + \text{mystic might}$$

$$\text{development points to bind a familiar} = \text{mystic might}$$

Once the bond is forged, magus/maga and familiar are connected by a telepathic link and can use each other's magic resistance (magic resistances do not stack, though, only the best is retained). They also inherit from one of their companion's ability. The familiar ceases aging and generally dies only when its magus/maga does or succumbs to final twilight.

Apprentices

Taking an apprentice is about spending fifteen years teaching magic one season a year to a kid, with all the hassles it may induce. The good side, though, is that the apprentice generally earns one development point a year that is invested in magic theory and that can be used to help the *parens* in his/her lab works. His/her ability then adds to the magus'/maga's. Finding an apprentice generally takes one season and may lead to a story.

A familiar who has inherited from its magus/maga companion's magic theory ability when the bond was forged can also help in this way. Having more than one lab assistant is possible, but in this case, magic theory scores do not stack. Only the greatest is retained (all these guys tend to hinder each other more than anything else).

Character evolution

Study

Whatever the way of studying, by observing a master or receiving his/her teachings, by performing an activity or by training, by reading books or experimenting on raw vis, a character receives development points. Mundanes (companions and grogs) generally earn one point per season. Magi, who have more "free time", earn two points per season. Moreover, development points do not only represent experience points, but also resources (money, magic components, lab equipment, raw vis...). In addition to seasonal development points, some can be earned by adventuring (which should constitute a strong, albeit mechanical, motivation). The amount of adventure development points is at the storyguide's discretion. Development points can be accumulated without limit.

Aging

To make it simple, unless a character is under the effect of a longevity ritual, s/he starts aging at 35. Then, physical abilities cannot increase any more. At 50, all abilities stop increasing and may even decrease. It is time for the character to retire, for s/he is close to his/her demise.

Twilight

Magi generally do not die of old age (this is so vulgar) but fall into twilight. Various events can make them earn twilight points.

- Any spellcasting botch in a foreign aura or any double botch in a magic aura may provoke temporary twilight. To avoid twilight, a magic theory (which measures the mastery of power, in this case) roll must be made against an ease factor equal to the current twilight points of the magus/maga. Temporary twilight automatically increases twilight points by one. Then, twilight must be controlled with an enigmatic wisdom¹¹ roll of ease factor 6, modified by the aura if the storyguide wishes. Failure causes one more

¹¹ Yes, only Criamon magi have a positive score in this ability.

twilight point or even two in case of botch; success grants development points at the storyguide's appreciation. Criamon magi, who have a great mastery of twilight and sometimes search for it, may, if they wish so, add or subtract their enigmatic wisdom score to the magic theory roll's ease factor for avoiding twilight.

avoid temporary twilight: magic theory roll \geq current twilight points

control twilight: enigmatic wisdom roll \geq 6 + aura modifier

- Each longevity ritual casting causes one twilight point.
- Forging a bound with a familiar causes one twilight point.
- The Vim magical art score adds to twilight points¹².

When a magus/maga reaches 24 twilight points, s/he falls into final twilight. Make it memorable!

¹² If some magi have the ludicrous idea not developing this art, limit the number of development points they can invest in their enchantments to their Vim score.

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Appendix 2: Formulae recap

abilities: character's age development points

magical arts: 30 development points

ability test: $1d6 + \text{ability level} \geq \text{ease factor}$.

ease factor = $6 + 2$ per difficulty element -2 per easiness element

damage total = attack advantage + weapon damage – defender protection

spellcasting: $1d6 + \text{technique} + \text{form} \geq \text{ease factor}$

penetration total = die – ease factor \geq magic resistance

lab total = technique + form + magic theory

development points for creating a magic item = $(\text{ease factor} \div 5)^+$

penetration total of a magic item = lab total – ease factor

longevity ritual: $\text{CrCo lab total} \geq \text{age} \div 5$ (+6 for someone else)

forge the bond with a familiar: $\text{Cr}^* \text{ lab total} \geq 6 + \text{mystic might}$

development points to bind a familiar = mystic might

avoid temporary twilight: magic theory roll \geq current twilight points

control twilight: enigmatic wisdom roll $\geq 6 + \text{aura modifier}$

Appendix 3: Conversion ArM5-ArML

Characters and creatures

- Convert the scores of ArM5 abilities into ArML development points and distribute them to the corresponding ArML abilities (Table 2).
- Retain only one ArM5 virtue that is compatible to ArML's (Table 5); ignore flaws.
- Convert the scores in ArM5 magical arts into experience points, divide them by 5 and use the result as development points for buying the corresponding ArML abilities.
- ArM5 confidence points (not the confidence score) directly translate into ArML confidence points.
- ArM5 warping points directly translate into ArML twilight points.
- Divide ArM5 mystic might by 5 to obtain the ArML equivalent.
- Creature powers are used at the storyguide's discretion. If necessary, roll an opposition between the creature's mystic might and its opponent's magic resistance.

Magical effects

- The ArML ease factor of a magical effect is equal to its ArM5 magnitude + 6.

Appendix 4: Character sheet

See opposite.



Player name

Character name.....

Covenant

House

Age

Confidence points.....

Twilight points.....

Virtues and flaws

Abilities

Development points

Common	Score	Specialized	Score	Magical arts	Score
Athletics		Concentration		Creo	
Awareness		Dead languages		Intellego	
Charm		Education		Muto	
Distance combat		Law		Perdo	
Interpretation		Magic theory		Rego	
Intrigue		Medicine		Animal	
Living languages		Occultism		Aquam	
Melee combat		Order of Hermes lore		Auram	
Mythic Europe lore		Parma magica		Corpus	
Survival		Profession:		Herbam	
Stealth		Supernatural power:		Ignem	
				Imaginem	
				Mentem	
				Terram	
				Vim	

Equipment

Health status

Labworks