

## Parameters

	R - Range	D - Duration	T - Target	Sensory
<b>Base</b>	Pers.	Mom.	Ind. / Circle	Taste
<b>+1</b>	Touch / Eye	Conc. / Diam	Part.	Touch
<b>+2</b>	Voice / Road (F)	Sun / Ring	Group / Room	Smell
<b>+3</b>	Sight	Moon / Fire (F)	Structure / Bloodline (F)	Hearing
<b>+4</b>	Arc. Conn.	Year (R) / Until (F/R) / Year +1 (F/R)	Bound. (R)	Sight
<b>Special</b>		Bargain (F)		

Special: Bargain (duration of the spell after the bargain is broken + 3 magnitudes)

	R - Range	D - Duration	T - Target
<b>Base</b>			
<b>+1</b>		Performance / Minutes (CM)	Arcane Circle (HG)
<b>+2</b>	Road (NM)	Hours (CM)	Road (NM)
<b>+3</b>	Line (HG)	Days (CM) / Arcane Ring (HG)	
<b>+4</b>	Road Network (HG/R)	Signs (CM/R)	Road Network (NM/R)
<b>Special</b>			

CM: Celestial Magic

HG: Hermetic Geometry

NM: Neo-Mercurian

## Mastery

<p>AM5 p 87</p> <ul style="list-style-type: none"> <li>• Fast Casting</li> <li>• Magic Resistance: MR doubled.</li> <li>• Multiple Casting</li> <li>• Penetration: Mastery added to Penetration.</li> <li>• Quiet Casting</li> <li>• Still Casting</li> </ul> <p>HoH:S p 33-34</p> <ul style="list-style-type: none"> <li>• Imperturbable Casting: M added to Concentration.</li> <li>• Obfuscated Casting: M added to EF for identification.</li> <li>• Precise Casting: M added to Finesse, M deducted from botch dice.</li> <li>• Quick Casting: M added to Init.</li> </ul> <p>HoH:S p129</p> <ul style="list-style-type: none"> <li>• Unraveling</li> <li>• Rebuttal</li> </ul> <p>RoP :TI</p> <ul style="list-style-type: none"> <li>• Apotropaic Mastery</li> <li>• Goetic Mastery</li> </ul>	<p>Quaesitorial Magic</p> <ul style="list-style-type: none"> <li>• Acute Sense (HoH :TL p71)</li> </ul> <p>Cult of Mercury</p> <ul style="list-style-type: none"> <li>• Adaptative Casting</li> <li>• Ceremonial Casting: add Artes Liberales and Philosophae while Ceremonial Casting</li> <li>• Disguised Casting: can hide sigil</li> <li>• Lab Mastery: bonus to lab research on similar spells</li> <li>• Learn from Mistakes</li> <li>• Stalwart Casting: ritual long-term fatigue becomes short term, formulaic does not lose fatigue.</li> </ul> <p>Mutante Magic (HoH :TL p99-100)</p> <ul style="list-style-type: none"> <li>• Boosted Casting: virtus can be used to increase T, R, D.</li> <li>• Harnessed Casting: can stop spell at will.</li> <li>• Tethered Casting: can give the spell control to somebody else.</li> </ul>
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## Verditius Mystery

Base: + Craft ability to any labtot for enchanting item

Bonus of: + Philosophae + Shape and Material bonus, max: MT

Vis cost: - Craft ability

Hubris: +Hubris to personal item

Elder Runes:

- Double the value of the specific Art, but add +5 to the final level of the items
- Increase total vis used per season to  $MT \times Philosophae$