

Multi-player rules

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One can wonder why design a sub-set of rules for several people to play together in a solo-player system. I would it's mainly because it can allow players who cannot find a Storyteller, or who cannot find the time to play together, to still share some fun.

To work with the base rule set of solo play, a few assumptions are required:

1. Each magus is too far away from the other to have a meaningful way to interact on a frequent basis directly – any explanation leading to such similar situation is acceptable. The purpose is to prevent magus to help each other while on an adventure and keep the “friendly rivalry” possible.
2. Each magus fits to some extent the stereotype of a hermetic magus: suspicious and generally distrustful about their sodales, and not shy of using them to improve their situation.

Trade between magi

A magus can trade with his sodales books, vis, lab texts and enchanted items as he sees fit. Both sides agree to the deal, and the Redcaps make sure that each magus holds his part of the bargain. No foul play, simple exchange between two gentlemen (with thug mindset).

Hermetic double-cross

Every four years, a magus can force an adventure upon another magus. Through indirect manipulation and careful scheming, a magus set in motion a series of events that should bring him significant benefits without risking much.

The scheming magus will be called “the manipulator” to differentiate him from the other magus. The manipulator selects the difficulty of the adventure, the complexity, and the type of situation(s).

The magus caught in the web of intrigue can still decide to flee and avoid it. He faces the usual penalty for opting out and the manipulator does not gain anything. If the magus decides to take part of the adventure, it resolves normally, with a few modifications:

- In case of **three successes** in a situation, the magus controls perfectly the situation and reap all the benefits of it: on top of the regular rewards, he gets an extra (difficulty/2) BP and the manipulator loses that much BP – unless good reasons, the identity of the manipulator is not discovered and the mage might not realize somebody tried to use him;
- With **two successes** in a situation, the manipulator’s plan succeeds perfectly: the magus gets the normal rewards, but the manipulator gets as well (difficulty + 5) BP – he reaps the full benefits of his master plan;
- With **one success** in a situation, the manipulator’s plan did not succeed perfectly, but could still be salvaged: the magus gets the normal loss, but the manipulator still gets (difficulty -2) BP, better than nothing.
- If there are **no successes at all**: the plan completely fails. The magus gets the usual losses, and the manipulator loses all resources he used to set his plan in motion with equals to (difficulty/2) BP.

It is a tweak on the prisoner’s dilemma: if the challenge is too high, both loose, but if it too easy, the manipulator loses as well. The manipulator should know the strength and weakness of his sodales to be able to reap the maximum benefits...

Tribunal

Every seven years, a Tribunal occurs. It is the opportunity to trade and call some favors. The Tribunal always happens in Summer (magi only travels when it is the most comfortable) and takes the whole season for the participants.

For this occasion, a magus can:

- **Ignore the Tribunal** – He has better to do than waste time in pointless debates: he still needs to undergo an adventure of difficulty $7+1d5$, social, legal, or magic. Rewards and losses are assessed by normal rules. Success means that the magus manages to get some small benefits out of this Tribunal, losses probably means that other magi took the opportunity to tarnish his reputation or maybe he was fine for a low crime.
- **Ask for Favor or Great Favor** – Such Favor grant a bonus of +3/+5 for each test, in each challenge in a single adventure. However, the magus has to repay the favor before the next Tribunal by giving away BP (equal to the difficulty of the adventure for a Favor, or twice the difficulty for a Great Favor – the harder the adventure, the more resources the magi/covenants had to commit to assist the magus, the more he has to repay them back – the negotiation happens during a Tribunal, but it does not mean that the Tribunal is supporting the mage). It is a good way to be able to increase chances of success for the most difficult challenges, at a cost. To get a favor, it is in itself an adventure, very complex, with two out of the three challenges being either Social, Magical or Diplomatic in nature. The third one is up to the magus to choose (to prove he is worthy or to start already paying back). The difficulty is $7+1d5/11+1d5$. The magus needs to achieve at least two successes in two of the three challenges to get the favor and it is the only rewards he gets (he gets regular XP and confidence). Losses are determined as per the standard rules.
- **Trade and deals** – Tribunals are also a magical fair and a unique opportunity to get what the magus was looking for. It is resolved as an adventure of the difficulty and complexity of the magus' choice. Usually Combat or Subtlety & Trickery are not acceptable unless good justification (Combat in Normandy Tribunal could be considered as part of the joust tournament). The magus gets regular rewards and losses. In case of success (one or more), the magus can trade a quantity of BP up to the difficulty level at a preferential rate: each BP counts for 2, but can only be used to acquire Summae, Tractati, Lab Texts or enchanted items. If the magus set for a complex or very complex adventure, he gets two or three opportunities to make deals at preferential rate.