

Storytellers Screen™

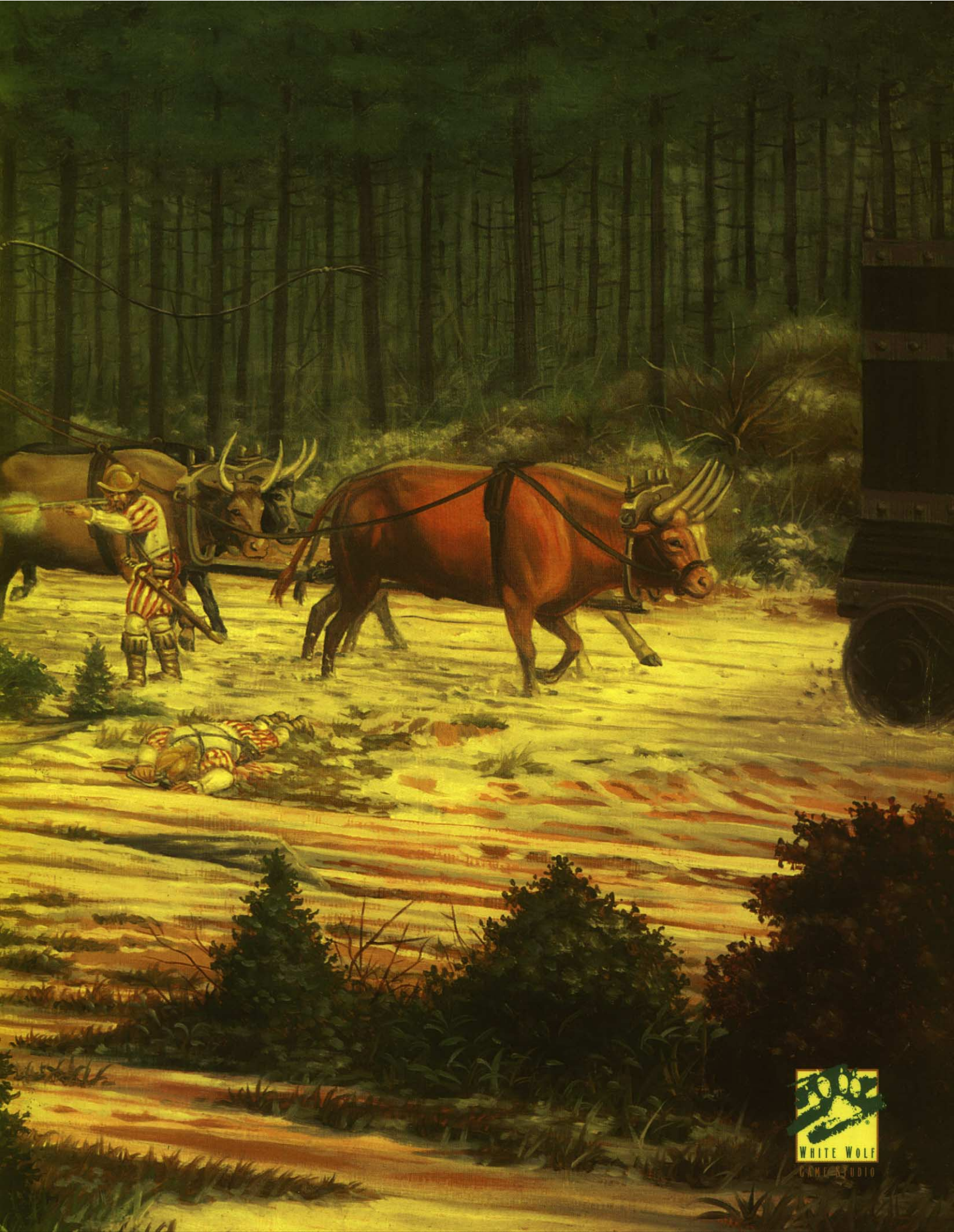


MAGE
THE SORCERERS CRUSADE



ELMORE '98





Casting Magick

- I. What Do You Want to Do, and how Do You Want to Do It?
- II. Do You Know Enough to Do What You Want?
- III. Are You Successful?

- **Magick Difficulties**
 - Casual, Difficulty = highest Sphere + 3
 - Vain, without Witnesses: Difficulty = highest Sphere + 4
 - Vain, with Witnesses: Difficulty = highest Sphere + 5
- Add or subtract any modifiers (maximum +/-3)
- Check Fortune Die

IV. If So, or If Not, What Happens?

- **Botches and the Scourge:**
 - Casual Botch:** gain one point of Scourge per dot in the highest Sphere you used.
 - Vain Botch:** gain one point of Scourge for botching + one per dot in the highest Sphere.
 - Vain Botch with Sleeper Witnesses:** gain two points of Scourge + two points per dot in the highest Sphere.

Aggravated Damage

- Vulgar Life magick attacks, which rend the being's Pattern; not coincidental ones, which work within that Pattern.
- Vulgar Prime magick attacks or attacks charged with Prime; this does not include Effects merely created with Prime.
- Direct (vain) Entropy attacks on a living body.
- Spirit magicks that summon Umbrood to attack a living being.
- Natural weaponry of supernatural creatures (werewolves, vampires).

All other forms of damage are normal unless the target is unusually susceptible to them (werewolves to silver, vampires to fire), or unless the Storyteller decrees that the damage is particularly nasty (leprosy, acid, boiling lead).

Degrees of Success

- **Botch:** The mystick makes a critical mistake and screws everything up. The Effect is wasted and the mage gains Scourge points, unless she spends a Willpower point to cancel out the botch.
- **Total failure:** No successes, but no botch. The sorcerer may continue her spell at +1 difficulty, or try again from scratch.
- **Partial success:** 50% of the necessary successes. The mystick accomplishes what she set out to do, but not as well as she would have liked. Christina de Aeoli, for instance, conjures a sword, but the blade is soft and dull. The magus can keep going if she wants to, at an additional +1 difficulty.
- **Success:** 100% of the successes required. The mage does exactly what she wanted to do. Christina's sword is as sharp and fine as any in the local armory.
- **Extraordinary success:** 150% or better. The mage not only succeeds, she succeeds brilliantly. The sword is uncannily sharp, with an etched blade and a small gem in its basket hilt. (It is *not* a Talisman, however; that requires a separate act of magick.)

Spirit Gauntlet Chart

Area	Difficulty	Successes Needed
Deep Sea/ Beyond Clouds	0	None
Great Cray	1	One
Cray, Glen or Faerie Ring	2	One
Deep Wilderness or Crossroads	3	Two
Woods	4	Two
Countryside	5	Three
Villages & Towns	6	Three
Large Towns & Cities	7	Four
Warded Areas	8	Five
Powerful Areas of Opposing Faith	9	Five

Optional Gauntlet Modifiers

Time	Difficulty
Dawn	+1
Midnight	-1
Beltane or Hallowe'en	-2
Christmas or Easter	+2
Solstice or Equinox	-1

Note: An area with a Gauntlet of 1 or 2 is a Regio; one with 0 is a Shallowing. A modifier may reduce the local Gauntlet to 0 at certain times.

Magickal Feats

Feat	Success Required
Simple Feat (changing the color of your eyes, lighting a candle, using Mind magick to sense someone nearby, conjuring a knife)	1
Standard Feat (changing your own shape, causing a powder keg to explode, influencing someone's mood with Mind magick, conjuring a ball of flame)	2
Difficult Feat (transforming into something bigger or smaller than yourself, igniting a hayloft, deep-reading someone's mind, conjuring a crossbow)	3
Impressive Feat (changing someone else's shape, blowing up a cottage, taking over someone's mind, conjuring a suit of armor, making yourself disappear)	4
Mighty Feat (turning someone into sludge, incinerating a keep, obliterating someone's mind, conjuring a magical beast, making all furniture in a room disappear)	5 - 10
Outlandish Feat (turning a roomful of people into sludge, igniting a castle, Mind-controlling a horde of madmen, conjuring a demon, making a manor house disappear)	11 - 20
Godlike Feat (making a castle disappear, finding one particular person in a kingdom using Mind magick, summoning an archdemon, levitating a mountain, creating a Horizon Realm)	21+

• Damage for these feats is based on the successes rolled. If, for instance, a magus tried to slay a griffin, the method he was using determines the level of the feat. If he rolled four successes after ripping into it with Life magick, he would do (4 x 2 = 8) eight Health Levels of damage.

Magick Difficulties

(Maximum modifier: +/-3. Minimum difficulty 2, maximum 10.)

Activity	Difficulty Modifier
Researches lore on subject before using magick	-1 to -3
Has item Resonating with target's essence	-1 to -3
Near a Cray	-1 to -3
Using a consecrated tool	-1
Using a tool she doesn't need	-1
Extra time spent on magick	-1
Spending a point of Quintessence	-1 per point spent (max. 3/turn)
Using Tass with appropriate Resonance	-1
Using Tass with opposed Resonance	+1
Fast-Casting	+1
Distant or hidden subject	+1
Mage distracted	+1 to +3
Mage in conflict with Daemon	+1 to +3
Waves	+1 per five spells cast
Monumental feat (pulling moon from the sky)	+1 to +3

Connection Ranges

Successes	Range or Connection (Use one or the other.)
One	Line of sight/ blood relation; body part or humour
Two	Very familiar (home)/ best friend; prized possession
Three	Familiar (town square)/ cousin; possession
Four	Visited once/ acquaintance; anything used once
Five	Saw or heard about it/ stranger; item touched casually
Six+	Anywhere on the continent/ no connection

Scourge Pool Total

0-5	Nothing happens; add to Pool.
6-8	Minor event (some small thing — good or ill — stirs around the magus.)
9-15	Significant backlash (the magus receives either a painful, damaging Scourging, or a great boon.)
16+	Catastrophe or miracle (a powerful Scourging or Boon affects the magus and everyone nearby as well.)

Damage and Duration

Successes	Damage	Duration
One	None	One turn
Two	Successes x 1	One scene
Three	Successes x 2	One day
Four	Successes x 2	One story
Five	Successes x 2	Six months
Six+	Successes x 3	Storyteller's option

Forces add one success when used for damage; **Mind** subtracts one success when inflicting damage. Direct **Entropy** attacks do no damage at all until the fourth level, but incidental attacks (crumbling walls, etc.) inflict normal damage.

Spirit Combat

Stage One: Initiative

- As above. Spirits roll Willpower for initiative.

Stage Two: Attack

- Roll Willpower (difficulty 6) unless a Charm is being used (refer to the Charm descriptions).
- Dodge: Willpower (difficulty 6), or split Willpower Dice Pool between attack and dodge.

Stage Three: Resolution

- Roll Rage (difficulty 6); one Health Level of aggravated damage is inflicted per success. (Mages with the Spirit Sphere can soak this with counter-magick, difficulty 6. Other mages can soak with an Arete roll, difficulty 8.) One Power point per success is lost if the target is a spirit.
- Soak damage: spirits cannot soak damage.

Time Ranges

Successes	Timespan
One	Within a month
Two	One season
Three	One year
Four	Five years
Five	10 years
Six to nine	50 years
10 to 14	100 years
15+	500 years



Experience Costs

Trait	Cost
New Ability	3
New Sphere	10
Willpower	current rating
Knowledges	current rating
Talents and Skills	current rating x 2
Attributes	current rating x 4
Affinity Sphere	current rating x 7
Other Spheres	current rating x 8
Arete	current rating x 8

Normal Combat

- Stage One: Initiative**
- Roll Wits + Alertness (difficulty 4). The winner declares her action last (after she has heard everyone else's actions) and performs it first.
 - Declare Dice Pool split if performing multiple actions.
 - Declare any magick cast. Only one magick roll may be made each turn.
- Stage Two: Attack**
- To brawl, roll *Dexterity + Brawl*.
 - For a melee, roll *Dexterity + Melee*.
 - For missile combat, roll *Dexterity + Archery, Firearms or Athletics*.
 - For magickal warfare, roll *Arete*.
 - For a barrage, roll *Perception + Artillerist*.
 - To dodge, roll *Dexterity + Dodge*. A character can forfeit some or all of his Dice Pool to dodge at any time; each success subtracts one from the opponent's successes.
- Stage Three: Resolution**
- Roll damage, determined by weapon or maneuver (difficulty 6).
 - Soak damage, roll *Stamina* (difficulty 6).

Stunts

Move	Roll	Difficulty	Damage
Blind Foe	Dexterity + Subterfuge	9	Special
Frighten Foe	Manipulation + Intimidation	7	0
Kick in Door	Dexterity + Brawl	5	0
Knock Foe Down	Dexterity + Athletics	7	0
Swing on Chandelier	Dexterity + Athletics/Acrobatics	5	0
Yank Rug	Strength + Athletics	6	Strength

Fencing

Fletch	Dexterity + Fencing	7	Weapon + 1
Riposte	Dexterity + Fencing	6	Weapon
Thrust	Dexterity + Fencing	7	Weapon + 2
Tranche	Dexterity + Fencing	7	1 + Special

Hand-to-Hand

Move	Role	Difficulty	Damage
Bind	Strength vs. Strength	6	0
Bite	Dexterity + Brawl	5	Strength + 1
Body-check	Dexterity + Brawl	7	Special; see listing
Claw	Dexterity + Brawl	6	Strength + 2
Disarm	Dexterity + Melee/Fencing	8	0 + Disarm
Grapple	Dexterity + Brawl	6	Strength + Special
Kick	Dexterity + Brawl	7	Strength + 1
Parry	Dexterity + Melee/Fencing	6	0
Punch	Dexterity + Brawl	6	Strength
Stunning Blow	Dexterity + Brawl/Melee	7	Special; see listing
Shield Parry	Dexterity + Melee	6	0
Throw Object	Dexterity + Athletics	(*1)	By weapon

*1: Difficulty is distance to the target in yards divided by thrower's Strength (yards/Strength).

Freebie Points

Trait	Cost
Attributes	5 per dot
Abilities	2 per dot
Backgrounds	1 per dot
Merits & Flaws	(variable)
Arete	4 per dot
Willpower	1 per dot
Spheres	7 per dot
Quintessence	1 point per four dots

Levels	Dice P
Bruised	
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacitated	
An Incapacitated mag	

Move
Punch
Kick
Flying
Throw

Do
Deflect
Flying
Iron Sh
Redire



Do

Move	Roll	Difficulty	Damage
Punch	Dexterity + Do	6	3 + Successes
Kick	Dexterity + Do	7	4 + Successes
Flying Kick	Dexterity + Do	8	5 + Successes
Throw	Dexterity + Do	8	3 + successes

Do Special Moves (minimum: two dots in Do)

Move	Roll	Difficulty	Damage
Deflect Missiles	Dexterity + Do	(varies)	Weapon
Flying Leap	Dexterity + Do	6	0
Iron Shout	Stamina/Manipulation + Do	7/Special	Special; see listing
Redirection	Dexterity + Do	8	Do + successes

Firearms

Complication	Difficulty	Dice or Damage
Aiming	-	+ Perception
Detonation	-	4 + Blinding
Explosion	-	4 - 8
Long Range	+3	Weapon
Moving Target	+1 or +2	
Point-blank	5	Weapon

Health Levels

Dice Pool	Effect
	No action penalties.
-1	Mildly hurt; movement isn't hindered.
-1	Minor injuries; little hindrance to movement.
-2	Character cannot run, but can still walk.
-2	Badly injured; character can only hobble about.
-5	Severely injured; character can only crawl.
	Completely incapable of movement.

Incubated
 Incubated mage is very close to death. If he loses one more Health Level, he dies.

Falling

Distance (in feet)	Injury
Five	One Health Level
Ten	Two Health Levels
Twenty	Three Health Levels
Thirty	Four Health Levels
Forty	Five Health Levels
Fifty	Six Health Levels
Sixty	Seven Health Levels

and so on, to a maximum of 10 Health Levels.

Drowning/Suffocation

Stamina	Holding Breath
1	30 seconds
2	One minute
3	Two minutes
4	Four minutes
5	Eight minutes
6	15 minutes
7	20 minutes
8	30 minutes (!)

Armor

Type	Protection	Penalty
"Crow's Mail"	1	0
Light Armor	2	-1
"Bastard Plate"	3	-1
Mail	4	-2
Full Plate	5	-2
Tournament Armor	6	-3
Titan's Armor	7	-2
Shield	Difficulty Bonus	
Buckler	+1	
War Shield	+2	

Fire

Difficulty	Heat of Fire
3	Candle (first-degree burns)
5	Torch (second-degree burns)
7	Bonfire (third-degree burns)
9	Hellfire
10	Molten lead
Wounds	Size of Fire
One	Torch; part of body burned
Two	Bonfire; half of body burned
Three	Inferno; entire body burned

Normal Healing Times

Health Level	Time
Bruised	One day
Hurt	Three days
Injured	One week
Wounded	One month
Mauled	Three months
Crippled	Three months
Incapacitated*	Three months

* Character often suffers some permanent disability, scars or both if he reaches this level.