

Ars Magica™ Spellcasting Quick Reference Chart

1. Concentrate

Roll concentration whenever the magus is distracted while casting or maintaining a spell.

$$\text{BASIC CONCENTRATION} = \text{CONCENTRATION}$$

All concentration rolls made for Mastered spells have a +1 bonus

| Spellcasting Distractions Table | |
|---------------------------------|-------------|
| Action | Ease Factor |
| Walking | 6+ |
| Running | 12+ |
| Dodging | 15+ |
| Jostled | 9+ |
| Sudden noise / flash of light | 9+ |
| Knocked Down | 12+ |
| Damaged | 15+ |

If casting one spell while maintaining another, roll

$$\text{DUAL CONCENTRATION} = \text{INT} + \text{CONCENTRATION}$$

- Base difficulty for dual casting is 15
- +3 to roll if second spell is the same as the first, or second target is the same as the first (non-cumulative)
- Failure means second spell can't be cast. Botch means first spell fails as well.

2. Cast the Spell

$$\text{CASTING FORMULAIC SPELL} = \text{STA} + \text{FORM} + \text{TECH} + \text{ENC}$$

$$\text{CASTING SPONTANEOUS SPELL} = \text{INT} + \text{FORM} + \text{TECH} + \text{ENC}$$

- Spellcasting rolls are modified by the type of voice and gestures used, the supernatural aura, and other factors.
- Divide spontaneous spellcasting roll by 2 if spending a Fatigue level, or by 5 otherwise. Divide after applying all other modifiers.

| Spellcasting Voice and Gestures Table | |
|---------------------------------------|----------|
| Voice | Modifier |
| Booming | +1 |
| Firm | 0 |
| Soft | -5 |
| None | -10 |
| Gestures | Modifier |
| Vigorous | +1 |
| Normal | 0 |
| Subtle | -2 |
| None | -5 |

You may also cast Formulaic spells slowly and carefully. Spend one minute per Magnitude of the spell and add your Concentration talent to the die roll. This also reduces botch dice by one.

Multi-Casting (simultaneously)

- Only Mastered spells may be multi-cast
- Roll stress die + Finesse + Intelligence - Number of Spells Cast
- Ease factor is 9; if it fails, no spell is cast
- If it succeeds, roll to cast each spell independently

3. Targeting

Targeting rolls are called for whenever a spell must be directed to the target. If the spell description says "aimed," the spell is always targeted.

$$\text{TARGETING} = \text{PERCEPTION} + \text{FINESSE}$$

Base difficulty is 3.

| Spell Targeting Table | |
|------------------------|----------------------|
| Description of Target | Ease Factor Modifier |
| Still or slow-moving | 0 |
| Hustling | +3 |
| Sprinting | +6 |
| Obscured | +3 |
| at Near Range | 0 |
| at Middle or Far Range | +3 |
| at Sight Range | +6 |
| Size Other than 0 | - Target's Size |

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4. Magic Resistance

HERMETIC MAGIC RESISTANCE = (5 x PARMA MAGICA) + FORM

Supernatural beings have a magic resistance equal to their full Might score

PENETRATION = SPELLCASTING ROLL + PENETRATION TALENT

- Compare your Penetration total to the target's stress die + Magic Resistance
- If Penetration is higher, the spell works.

Using Vis

- The maximum total amount of vis a magus may use in one round is the highest relevant Art score.
- A magus cannot use more vis of a given Art than his score in that Art.
- Vis can increase the spellcasting roll. For each pawn spent, add +5 to the spellcasting roll (before dividing, if the spell is spontaneous) and add one extra botch die.
- Vis can increase the duration or range of a spell, using the second figure (after the slash) listed in the spell's description. The cost is one pawn of vis per five levels of the spell, and one extra botch die per pawn spent.
- Vis may be used in certamen. Each pawn spent adds +5 to the certamen roll. The maximum that may be spent is the lower of the magus' score in the relevant Art, or his Certamen skill.

Fast-Casting

Fast-Cast spells are defensive spontaneous spells.

1. Determine if spell was fast enough
2. Cast a spontaneous spell at -5 to the die roll (before dividing)
3. Roll 3 extra botch dice if a "0" is rolled.

SPELLCASTING INITIATIVE = STRESS DIE + QIK + FINESSE + ENC

Compare with opponent's Spellcasting Initiative or combat Initiative. Fast-cast defense is only allowed if you win.

- Magical attacks are thwarted if the Level of the fast-cast spell equals half the Penetration of the spell or effect.
- A Fast-Cast level 10 protects from one known mundane attack, 15 protects from 3 known, 20 from all known, and 25 from all attacks known or unknown, for one round.

Certamen

Traditionally, aggressor chooses Technique and defender chooses Form.

CERTAMEN = TECH + FORM + INT + CERTAMEN SKILL

- Only two magi at a time may engage in certamen.
- Each magus rolls a stress die + Certamen Total each round.
- Magus with the higher total may use the difference as a bonus next round, or may attempt to fatigue his opponent.

To fatigue opponent, roll

CERTAMEN "DAMAGE" = STRESS DIE INTELLIGENCE + CERTAMEN SKILL + ADVANTAGE BONUS

vs.

CERTAMEN "SOAK" = STRESS DIE + STA + CERTAMEN SKILL

For each 5 full points "damage" exceeds "soak," opponent loses 1 Fatigue level.