

# FATE OF ARS MAGICA

## CONVERSION GUIDE TO FATE CORE



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# FATE OF ARS MAGICA

Why fate? Ars Magica is perfect what it is meant for – a simulation for the life and progression of a group of mages living in mythic Europe.

What it is not great for: a quick game for busy people living their lives, going to work, taking care of children.

Rules light version is easier for the game master so he can focus on the story and the fun, not realism.

What do you need?

1. Copy of Ars Magica  
[https://atlas-games.com/product\\_tables/AG0204](https://atlas-games.com/product_tables/AG0204)

2. Book of Fate core, or SRD  
<https://fate-srd.com/>

## CHARACTER CREATION

### STEP 1, CHOOSE ASPECTS

High concept, the idea of your magus

House, what house do you belong to

Nationality, defines your culture and native language. (all mages know latin)

Other (detail if you need)

### STEP 2, DETAILS

Name and description

### STEP 3 SKILL TREE

Character gets

1. Great skill
2. Good skills
3. Fair skills
4. Average skills
5. The rest are mediocre

Skill list

- Alertness
- Athletics
- Burglary
- Contacts
- Influence
- Investigate
- Lore (1 lore per skill lvl, church, hermetic, faerie, infernal)
- Magic Theory (Parma Magica)
- Medicine
- Melee
- Physique
- Ranged
- Resources
- Ride
- Stealth
- Survival
- Will

### STEP 4, MAGICAL ARTS (OR STUNTS)

A companion can choose 1-3 stunts, but a magus has to take these

- Hermetic magic
- Parma Magica

So he has refresh of 1.

Magus as 15 xp points of magical arts to spend

<b>Art rating</b>	<b>Cost of xp</b>
1	1p
2	3p
3	6p
4	10p
5	16p

So character can choose different play styles

- Specialist, 1 art at 5
- Focused, arts 4,2,1
- General focused, 3,3,2,1
- Generalist, 2,2,2,2
- Academic, all arts at 1

Magic skill used for skill tests

- Technique + Form
- So Tech 4 + Form 2 = Fantastic (+6)

## **SPELLS**

Magus gets 30 levels of spells

## **STEP 5, VIRTUES AND FLAWS**

Character can choose up to 3p worth of virtues and flaws, one major or 3 minors. Flaws can give fate points; Virtues can be used with fate points. For bonuses, use +2, if appropriate.

## **SYSTEM CONVERSION**

5 Ars Magica spell levels is 1 spell level in Fate of Ars Magica.

Ball of Abysmal flame level 35 spell is level 7 in FOAM.

Spell levels under 5

Characters are not meant to study formulaic spells under 1, they can be cast as spontaneous spells Difficulty 1.

## **CASTING SPELLS**

Your skill is Technique plus Form, roll 4DF. If spell is resisted, this is the success rating.

Formulaic spell:

- if your result is equal to spell level, you succeed.
- If your result is 1 or 2 lower than spell level, you succeed, but lose a fatigue level.
- If your result is 3 lower than spell level, your spell fails, and you still lose a fatigue level.

Spontaneous magic:

Caster can choose to define spell effect fully, so if caster's final roll is lower than spell level, the spell just fails.

Or she can choose spell with one or more variables, and if success rating is high enough for minimal spell to succeed, she can set extra success to variables to get the effect she wants.

Fatiguing spontaneous magic.

- (Tech + Form + 4DF) divided by 2

Non-Fatiguing spontaneous magic

- (Tech + Form + 4DF) divided by 2



- Spend a few rounds to cast the spell or spend a fate point to cast it on one round.

3. 2 handed weapon
4. extra heavy weapon

## STRESS AND CONSEQUENCES

### PHYSIQUE, WILL

Physique determines physical stress and consequence.

Will determines mental stress and consequence

Mediocre	OOO
Average, Fair	OOOO
Good, Great	OOOOO
Superb +	OOOOO Mild consequence

One stress point absorbs one damage point.

### FATIGUE

Is a new consequence, it works like mental consequence, but accumulates faster.

Fatigue	Penalty	Recovery
Mild	-0	4 min
Moderate	-1	6 min
Severe	-2	10 min
Incapacitated	out	60 min

Recovery time shows time when fatigue drops one level, from incapacitated to severe.

## WEAPONS AND ARMOR

### Weapon

1. small weapon
2. one handed weapon

### Armor

1. light armor
2. medium armor
3. heavy armor
4. Magical battle armor

Weapon rating add to damage, armor rating reduces damage.

Parma Magica works as an armor versus magical attacks.

Armor rating reduces Parma Magica rating.

You always add Parma Magica to defense, passive and active defense. That is why mage versus mage combat might not lead to any bloodshed, better to send companions to finish the job.

Then again, combat between hermetic mages is forbidden, unless you challenge the mage to a duel.

When mage does a Parma Magica ritual, he spends a few minutes and gets magical protection equal to Magic theory rating.

## EXPERIENCE

Skills and stunts: use fate Core

### MAGIC.

Mages are academics, always studying and pondering magic.

Mages can afford only a few days per season to go to missions, if the need is great enough. Between each session or mission there is a full season worth of studying.

### PER SEASON OF STUDY CHARACTER GETS

- 1 xp for arts
- Learn or invent a spell

Study a spell from a book or library

- Character gets number of spell levels equal to his Technique + Form


If no suitable spell available, invent a spell(s).

- Character gets a number of spell levels of new spell(s) equal to his  $(\text{Technique} + \text{Form})/2$



# CHARACTERS

Name	Arders Wirtsenius	
Description	Obese academic, true nerd, cheerful	
Refresh	1	



ASPECTS	Skills
High concept	True nerd of magic
House	Bonitasagus
Nationality	Danish
	Fair (+2)
	Average (+1)
	Mediocre (+0)
	Superb (+5)
	Great (+4)
	Good (+3)
	Will
	Resources
	Stealth
	Physique
	Magic Theory
	Lore
	Ranged
	Athletics
	Survival
	Investigate
	Contacts
	Melee
	Medicine
	Ride

Stress	Magical arts
Physical	Creo (Cr) 0
Mental	Intellego (In) 0
Indebted	Muto (Mu) 0
	Perdo (Pe) 0
	Rego (Re) 0
	Animal (An) 0
	Auram (Au) 0
	Aquam (Aq) 0
	Corpus (Co) 0
	Herbam (He) 0
	Ignem (Ig) 0
	Imaginem (Im) 5
	Mentem (Me) 0
	Terram (Te) 0
	Vim (Vi) 0

Consequences	Combat	rank	weapon size
2 mild	-0		
4 moderate	-1		1. small weapon
6 severe	-2		
8 permanent	-3		


Fatigue	Recovery
mild	4 min
moderate	6 min
severe	10 min
incapacitated	60 min

Virtues	Flaws	Decrepitude	Warping
Adapt laboratory student	Obese		
Bonus to learn from lab text of others	Clumsy		
Clear thinker (bonus vs lies)	Compassionate, minor		
Free Expression			
(+2 to create new art)			

Equipment	Lore
Danish nobility clothes, ritual knife, sometimes composite bow.	Hermetic lore
	Church Lore
	Faerie lore

30 level spells																																																																
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Name	Marco Polo	
Description	Quiet brooding mage	
Refresh	1	



ASPECTS	Skills
High concept	Manipulator
House	Tremiere
Nationality	Italian
	Fair (+2)
	Average (+1)
	Mediocre (+0)
	Superb (+5)
	Great (+4)
	Good (+3)
	Will
	Burglary
	Stealth
	Physique
	Magic Theory
	Lore
	Athletics
	Burglary
	Investigate
	Contacts
	Melee
	Resources

Stress	Magical arts
Physical	Creo (Cr) 0
Mental	Intellego (In) 0
Indebted	Muto (Mu) 0
	Perdo (Pe) 0
	Rego (Re) 3
	Animal (An) 0
	Auram (Au) 0
	Aquam (Aq) 0
	Corpus (Co) 3
	Herbam (He) 0
	Ignem (Ig) 0
	Imaginem (Im) 0
	Mentem (Me) 2
	Terram (Te) 0
	Vim (Vi) 0

Consequences	Combat	rank	weapon size
2 mild	-0		
4 moderate	-1		1. small weapon
6 severe	-2		
8 permanent	-3		

Fatigue	Recovery
mild	4 min
moderate	6 min
severe	10 min
incapacitated	60 min

Virtues	Flaws	Decrepitude	Warping
Subtle Magic (gestures)	Pessimistic		
quiet magic (voice)	Oversensitive to disrespect		
inoffensive to animal	Animal companion		

Equipment	Lore
	Hermetic lore
	Church Lore

30 level spells																																														
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Name Harry Rothchild  
Description Handsome young noble.  
Refresh 1

ASPECTS		Skills	
High concept	Charlatan	Superb (+5)	
House	Jerbiton	Great (+4)	Influence
Nationality	Swiss	Good (+3)	Physique
		Fair (+2)	Will
		Average (+1)	Stealth
		mediocre (+0)	Alertness
			Burglary
			Contacts
			Ride

Stress		Magical arts	
Physical	□□□□	Creo (Cr)	0
Mental	□□□□	Intellego (In)	0
Indebted	□□□□	Muto (Mu)	4
		Perdo (Pe)	0
		Rego (Re)	0
		Herbam (He)	0
		Vim (Vi)	0

Consequences		Combat		rank		weapon size	
2 mild		-0					
4 moderate		-1	Ritual knife	Fair (+2)	2		1. small weapon
6 severe		-2	Long sword	Fair (+2)	2		2. one handed weapon
8 permanent		-3	Boxing	Good (+3)	3		0. Unarmed

Fatigue		Recovery	
mild	□ -0	4 min	Muto Cogus
moderate	□ -1	6 min	Muto Animad
severe	□ -2	10 min	Cogus
incapacitated	□ -3	60 min	Armor

Virtues		Flaws		Deceititude		Warping	
Gentle Gift		Chaotic magic					
No social penalties		Spontaneous magic easily out of control					

Equipment		Lore	
		Hermetic lore	
		Faerie lore	

30 level spells

Spell		Cloak of black feathers		Shape of the woodland prowler	
Form	Muto	Level	6	Durati	Sun
Tech	AniCorp	Range	Person	Target	Indiv
Shape of the raven, requires raven feather		Shape of the wolf, need a wolf skin			

Spell		Gift of the Bears fortitude		Disguise of the new visage	
Form	Muto	Level	5	Durati	Sun
Tech	Ani/Cor	Range	per	Target	Ind
Gain armor 1		Facial features to any form you choose			

Spell		Aura of ennobled presence		Recollection of a memory never quite lived	
Form	Muto	Level	2	Durati	Sun
Tech	Imaginem	Range	touch	Target	Indiv
Target appears more forceful, authoritative and believable. Numerous subtle changes in appearance brings about this change, including a slight supernatural illumination of the face. +1 to influence		Changes details of a memory			

Spell		The Fog		Lungs of the fish	
Form	Muto	Level	4	Durati	Diam
Tech	Auram	Range	touch	Target	bound
creates a fog in the area of a mile across		AquaAurs		Range	touch

Name Nixie  
Description Impulsive redhead, pretty and hot headed  
Refresh 1

ASPECTS		Skill	
High concept	Pyromaniac	Superb (+5)	
House	Flambeau	Great (+4)	Magic Theory
Nationality	France	Good (+3)	Will
	Female	Fair (+2)	Physique
		Average (+1)	Stealth
		mediocre (+0)	Alertness
			Burglary
			Contacts
			Ride

Stress		Magical arts	
Physical	□□□□	Creo (Cr)	4
Mental	□□□□	Intellego (In)	0
Indebted	□□□□	Muto (Mu)	0
		Perdo (Pe)	0
		Rego (Re)	0
		Herbam (He)	0
		Vim (Vi)	0

Consequences		Combat		rank		weapon size	
2 mild		-0					
4 moderate		-1	Blawling	Fair (+2)	2		0. unarmed
6 severe		-2	Rapier	Fair (+2)	2		2. one handed weapon
8 permanent		-3	Creo Ignem	Fastasie (+6)	6		

Fatigue		Recovery	
mild	□ -0	4 min	Creo
moderate	□ -1	6 min	Ignem
severe	□ -2	10 min	Terram
incapacitated	□ -3	60 min	Armor

Virtues		Flaws		Deceititude		Warping	
Venus blessing		Wrathful (minor)					

Equipment		Lore	
		Hermetic lore	
		Church lore	

30 level spells

Spell		Ball of Abysmal Flame		Flash of the Scarlett flames	
Form	Creo	Level	7	Form	Creo
Tech	Ignem	Range	voice	Tech	Ignem
Duration moment Target Individual		A ball of flame shoots from your hand to stike a single target, doing +6 damage		where you designate. Target rolls physique save or is blinded	

Spell		Wall of protecting Stone		Healing touch	
Form	Creo	Level	5	Form	Creo
Tech	Terram	Range	Touch	Tech	Corpus
Duration Target		Makes a wall of granity up to 19 meters wide, 3 meters high and one meter thick.		remove a mild consequence	

Spell		Panic of the trembling Heart		Touch of Midas	
Form	Creo	Level	3	Durati	Sun
Tech	Mentem	Range	eye	Target	Ind.
creates a 40 kg lump of gold					

Spell		Footsteps of slippery oil		Blade of the virulent Flame	
Form	Creo	Level	1	Durati	diam
Tech	Aquam	Range	touch	Target	Ind
7 m wide area of slippery oil.		Damage +1, blade is ignited.			

Wolf

Aspects

- Hungry predator
- Pack mentality

Skills

Fair (+2): Bite/Claw(Fight)  
Average (+1): Hunt(Athletics/Investigate)

Stunts

Pack Tactics. +2 to attack with Bite/Claw when a target is already engaged with another wolf.

Stress & Consequences

Stress 1 □



Wolf Dice

Aspects

- Territorial alpha hunter
- Pack mentality

Skills

Great (+4): Bite/Claw(Fight)  
Good (+3): Howl(Rapport/Provoked)  
Fair (+2): Hunt(Athletics/Investigate)

Stunts

Pack Tactics. +2 to attack with Bite/Claw when a target is already engaged with another wolf.  
Alpha. When you Howl to create an advantage by encouraging other wolves to attack, any free invokes give a +3 bonus instead of +2.

Stress & Consequences

Stress 1 □ 2 □

Mild (2)





## TABLE OF CONTENTS

Fate of Ars Magica.....	1
CHARACTER CREATION .....	1
Step 1, choose aspects .....	1
Step 2, details .....	1
Step 3 skill tree.....	1
Step 4, magical arts (or stunts) .....	1
Step 5, virtues and flaws .....	2
System Conversion.....	2
Casting spells .....	2
Stress and Consequences .....	3
Fatigue .....	3
Weapons and Armor.....	3
Experience .....	4
Characters.....	5
Table of contents .....	7





# CHEAT SHEET

## The Ladder (p. 9)

+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
+0	Mediocre
-1	Poor
-2	Terrible

## Game Time (p. 194)

- **Exchange:** time for every-one to get a turn
- **Scene:** time to resolve a situation
- **Session:** a single sitting
- **Scenario:** an episode
- **Arc:** a season
- **Campaign:** the entire game in a particular setting

## Skill Roll (p. 130)

Roll four **Fate dice** and add to **skill** rating. Compare to opposition. For each step on the ladder greater than your opposition, you earn a **shift**.

## Opposition Types (p. 131)

- **Active:** another character rolls against you
- **Passive:** a static rating on the ladder

## Four Outcomes (p. 132)

- **Fail:** fail your action or succeed at major cost
- **Tie (0 shifts):** succeed at minor cost
- **Succeed (1–2 shifts):** succeed with no cost
- **Succeed with style (3+ shifts):** succeed with additional benefit

## Four Actions (p. 134)



**Overcome:** get past an obstacle



**Create an Advantage:** invoke an aspect for free



**Attack:** harm another character



**Defend:** prevent attacks or advantages on you

## Mitigating damage (p. 160)

Fill in one stress box greater than or equal to the value of an attack, take one or more consequence, or fill in one stress box and take consequences—if you can't do one of these three things, you're taken out.

## Consequences (p. 162)

- **Mild:** –2 to attack value
- **Moderate:** –4 to attack value
- **Severe:** –6 to attack value
- **Extreme:** –8 to attack and permanent character aspect

## Recovery (p. 164)

- **Mild:** overcome Fair (+2), one whole scene
- **Moderate:** overcome Great (+4), one whole session
- **Severe:** overcome Fantastic (+6), one whole scenario

## Aspect Types (p. 57)

- **Game aspects:** permanent, made during game creation
- **Character aspects:** permanent, made during character creation
- **Situation aspects:** last for a scene, until overcome, or until irrelevant
- **Boosts:** last until invoked one time
- **Consequences:** last until recovered

## Invoking Aspects (p. 68)

Spend a fate point or free invoke. Choose one:

- +2 to your skill roll
- Reroll all your dice
- Teamwork: +2 to another character's roll versus relevant passive opposition
- Obstacle: +2 to the passive opposition

Free invokes stack with a paid one and each other.

## Compelling Aspects (p. 71)

Accept a complication for a fate point.

- **Event-based:** You have \_\_\_\_ aspect and are in \_\_\_\_ situation, so it makes sense that, unfortunately, \_\_\_\_ would happen to you. Damn your luck.
- **Decision-based:** You have \_\_\_\_ aspect in \_\_\_\_ situation, so it makes sense that you'd decide to \_\_\_\_\_. This goes wrong when \_\_\_\_ happens.

## Refresh (p. 80)

At the start of a new session, you reset your fate points to your refresh rate. If you ended the last session with more points, you keep the extra. At the end of a scenario, you reset to your refresh rate no matter what.

## Spending Fate Points (p. 80)

Spend fate points to:

- Invoke an aspect
- Power a stunt
- Refuse a compel
- Declare a story detail

## Challenges (p. 147)

- Each obstacle or goal that requires a different skill gets an overcome roll.
- Interpret failure, costs, and success of each roll together to determine final outcome.

## Contests (p. 150)

- Contesting characters roll appropriate skills.
- If you got the highest result, you score a victory.
- If you succeed with style and no one else does, then you get two victories.
- If there's a tie for the highest result, no one gets a victory, and an unexpected twist occurs.
- The first participant to achieve three victories wins the contest.

## Conflicts (p. 154)

- Set the scene, describing the environment the conflict takes place in, creating situation aspects and zones, and establishing who's participating and what side they're on.
- Determine the turn order.
- Start the first exchange:
  - On your turn, take an action and then resolve it.
  - On other people's turns, defend or respond to their actions as necessary.
  - At the end of everyone's turn, start again with a new exchange.
- Conflict is over when everyone on one side has conceded or been taken out.

## Earning Fate Points (p. 81)

Earn fate points when you:

- Accept a compel
- Have your aspects invoked against you
- Concede a conflict