Solo Adventures v4

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Edited Further by* [*Thunder Hammer*](https://forum.atlas-games.com/u/thunder_hammer/summary)*. Forum topic with*[*original rules*](http://forum.atlas-games.com/viewtopic.php?f=4&t=30648)*,*[*expanded rules*](http://forum.atlas-games.com/viewtopic.php?p=265566#p265566)*,* [*multi-player rules*](http://forum.atlas-games.com/viewtopic.php?p=266426#p266426), and [*solo play example*](https://forum.atlas-games.com/t/solo-play-theodosis-ex-trianoma/167873)*.*

Perhaps you have a really cool idea of a character that you really want to try out. Perhaps you are geographically isolated and you find PBP games annoying.

Of all the RPG systems available I feel that Ars Magica’s emphasis on laboratory activities and seasonal studies, is ideally suitable for solo play.

A Covenant can be built and finances organized. A character can easily be created and each season planned and played out, research undertaken, spells and items invented.

However, characters do not grow in a vacuum and there will come a point when the Covenants starting resources have been exhausted. What is needed is a method to determine those random events that make life interesting and to provide stimulus for further studies.

Below is a system I use to determine when adventures call forth the wizard from his tower.

# Solo Play

Generate your character and Covenant as per the Core Rules. Perform each seasonal activity as per the rules in the *Ars Magica Core Rulebook*, Chapter 10 (p. 163).

I recommend using the Covenant Finances rules in *Sub Rosa* (Issue 15, page 14) as the random fluctuation tables and Covenant resources are excellent story generators.

Also recommended are the Aura Variation rules (*Realms of Power: Magic*, page 10).

At the beginning of each year, roll for the following:

* Covenant Finances (if applicable) [Covenants p56, City & Guild p38]
* Aura Variation (if applicable)
* Adventures!

# Step 1 – Adventures!

Make a list of Character Story Flaws and Covenant Hooks and anything else you believe might generate stories. Some virtues (such as Guardian Angel or Gossip) are particularly suitable for generating adventures and can be treated as a Minor or Major story flaw. However, they do not generate Bad Omens.

Each year:

* If there are any queued stories from previously delayed challenges, they may be attempted instead of rolling for each flaw, or hook below.
* For each Minor Story Flaw or Covenant Hook, roll a Simple Dice
* For each Major Story flaw or Hook, roll three Simple Dice
* A character may also choose to initiate his own adventure in which he selects from the various options and rewards. This is appropriate when seeking a specific reward.

|  |  |
| --- | --- |
| Roll | Effect |
| 1 | An adventure occurs. Go to step 2. |
| 2-9 | Nothing happens. |
| 10 | Bad omens. Add an extra botch dice to the next adventure that year. |

Example: Darius of Flambeau (ArM5 page 34) has the Story Flaw Enemies (Renounced Magus). He also has Hermetic Prestige and Driven which might also be suitable for generating stories.

The player rolls 7 Simple Dice (three for Enemies, one for Hermetic Prestige three for Driven), resulting in 0, 2, 4 & 0 & 3, 1, 8. An adventure is going to happen as Darius feels compelled to investigate rumors of an infernal hedge wizard.

# Step 2 – Adventure Difficulty

Roll a Stress Die, “botches” result in an Easy adventure.

|  |  |  |
| --- | --- | --- |
| Roll | Difficulty | Base Ease Factor |
| 0,2,3 | Easy | Base Ease Factor9 |
| 4-6 | Average | Base Ease Factor12 |
| 7-10 | Hard | Base Ease Factor15 |
| 11-18 | Very Hard | Base Ease Factor18 |
| 19-25 | Impressive | Base Ease Factor20 |
| 26-32 | Remarkable | Base Ease Factor22 |
| 33+ | Almost impossible | Base Ease Factor24 |

The resulting number is the Base Difficulty of the adventure.

For young magi, those that are 5 years or less after Gauntlet, the difficulty is decreased by 3 points, due to the benevolent help of nearby covenants making your life easier. In fact, to make it more thematic, you could make it last seven years, the duration between two tribunals, a “period of grace”.

Example: Darius of Flambeau. A 5 is rolled making this an average difficulty. The target numbers for the challenges should be 12 and the adventure should take a little over ten days. The difficulty is decreased to 9 because Darius is only two years out of Gauntlet.

# Step 3 – Origin of Adventure (optional)

Roll a d12 to determine the origin of the adventure. This is optional as it may be self-evident depending of what Story Flaw/Hook was rolled. The difficulty rolled in Step 2 should be a guide for particular options.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Roll | Type | Easy/Average | Hard | Impressive | Remarkable+ |
| 1 | Nobility | Knight Errant | Local gentry | Greater nobles | Royal |
| 2 | Religion | Friar | Local priest | Monastery or Bishop | Militant Order |
| 3 | Peasant | Local | Farmer | Merchant | City Guild |
| 4 | Faerie | Knight Errant | Local gentry | Greater nobles | Royal |
| 5 | Official | Village headman | Tax collector | Agent of Noble | Papal Envoy |
| 6 | Criminal | Thief | Outlaws | Murder mystery | Assassin |
| 7 | Hermetic | Mercere | Own House | Quaesitor | Arch Magi |
| 8 | Covenant | Visit by magus | Nearby covenant | Far away covenant | March |
| 9 | Natural | Storm | Wild animal | Disaster | Plague |
| 10 | Supernatural | Ghost | Monster | Monster | Dragon |
| 11 | Non-Hermetic | Hedge Wizard | Hedge Wizard of Significant Power | Group of Rival Magic Practitioners | Damhan-  Allaidh and Allies |
| 12 | Infernal | Minor Demon | Possession or Conspiracy | Significant Demon, or Major Conspiracy | Demon Prince and/or Massive Conspiracy |

These are only suggestion to inspire creativity. There is no mechanical impact. Feel free to alter or come up with your own.

Example: Darius of Flambeau. A 1 is rolled making this an adventure involving the Nobility. Perhaps the local lord takes exception to the sinister Darius wandering his lands.

# Step 4 – Timing

Roll a Simple Die to determine when the adventure will occur during the year. This may modify the difficulty of the adventure as the environment is negotiated.

|  |  |  |
| --- | --- | --- |
| Roll | Season | Notes |
| 1-2 | Spring |  |
| 3-4 | Summer |  |
| 5-6 | Autumn |  |
| 7-8 | Winter | +1 to all target numbers |
| 9-10 | Character choice | This reflects that not all story events have to be dealt with immediately. Sometimes a Magus may wish to put off an adventure until convenient. |

Example: Darius of Flambeau. A 9 is rolled. Darius hears the rumors at the beguiling of the year but does not fancy tramping about the countryside during the dead of winter so he resolves to depart in the spring.

# Step 5 – Complexity

Roll a Simple Die to determine the Complexity of the adventure. This will determine how many sets of challenges will be required to complete the adventure.

|  |  |  |
| --- | --- | --- |
| Roll | Complexity | Challenges |
| 1-3 | Simple | One set of challenges |
| 4-6 | Complex | Two sets of challenges |
| 7-9 | Very Complex | Three sets of challenges |
| 10 | Roll twice on this chart |  |

\* Only roll twice, if a '10' is rolled treat it as a '9'.

Example: Darius of Flambeau. A 4 is rolled. This will be a Complex adventure with two sets of abilities being required.

# Step 6 – Type of Adventure

Roll a d100 (1d10 as the “tens” digit, 1d10 as the “ones” digit) for each set of challenges determined in Step 5.

|  |  |
| --- | --- |
| Roll | Type of Adventure |
| 1-18 | Social |
| 19-36 | Combat |
| 37-54 | Magic |
| 55-72 | Legal/Diplomatic |
| 73-90 | Thriller/Wilderness |
| 91-100 | Character choice. This reflects that there are often multiple approaches of resolving conflict. |

Example: Darius of Flambeau. For the first set of challenges a 1 is rolled, a Social Challenge. For the second set of challenges a 9 is rolled making this Darius’s choice. While he would like to avoid conflict with the Local Lord, he needs to play to his strengths so he elects to use Magic.

# Step 7 – Opt Out (optional)

At this stage, having seen the challenge before him, the character may decide to not proceed with the adventure. This is because the difficulty is too high, the rewards too low, or he does not have the right abilities to complete the challenge sets.

Having decided to opt out, the character suffers a loss as if a '10' was rolled, or the challenge can be attempted later rather than taking the loss, but the difficulty increases by two (to the ease factor). Determine the maximum number of "delay seasons" the challenge can be avoided by rolling 1d10. Once the number of delay seasons exceeds the maximum number of delay seasons, then the challenge is a loss as if the challenge was attempted and failed.

Example: Darius of Flambeau. If he passed on this adventure the only likely consequence to Darius is another possible story in a future year (adding an extra dice in Step 1). However, Darius does not back down in the face of danger!

# Step 8 – Proceed with the Adventure

Resolve each set of challenges rolled up in Steps 5 and 6. Each set of challenges has a number of abilities associated with it. The character must select three of the abilities and, along with an attribute of choice plus a Stress dice, against a target equal to the adventure difficulty in Step 2 and 4.

| Combat | Legal/Diplomatic | Magic | Social | Thriller/Wilderness |
| --- | --- | --- | --- | --- |
| Athletics | Artes Liberales | Awareness | Bargain | Area Lore |
| Awareness | Charm | Concentration | Charm | Athletics |
| Brawl | Folk Ken | Finess | Carouse | Awareness |
| Chirurgy / Medicine | Intrigue | Magic Theory | Etiquette | Chirurgy / Medicine |
| Leadership | Guile | Parma Magica | Folk Ken | Hunt |
| Martial | Law | Penetration | Guile | Ride |
| Stealth | Organization Lore | Realm Lore | Intrigue | Stealth |
|  | Theology | Supernatural Ability | Organization Lore | Survival |

These are Stress Rolls. One Botch Die, plus one extra Both Die for each Bad Omen from step 1.

All Organization, Realm Lore, Supernatural Ability, or Theology rolls should be relevant to the situation.

The character must select a different ability and attribute, and cannot repeat the selection in this adventure until each ability and attribute has been used.

This means very complex missions with several sets of challenges may well involve every attribute.

The character can boost any of the rolls with the use of an appropriate spell or enchanted item. **The magnitude of the spell or item effect** is added to the roll to solve the ability roll. If this option is used for several rolls, then a different spell or effect must be used each time.

You also have the possibility to use a specialist for a single test during a set of challenge. In that case you use his or her Characteristic + Ability instead of yours. You can buy specialists with Build Points, but instead of costing their highest ability in Build Points, each specialist costs their main Abilities, plus their main Characteristics times two. Negative characteristics are treated as zero for the Build Point cost. They basically work like very simplified grogs: they don’t have virtues or flaws, so only the relevant abilities and characteristics are listed. For example: two-handed weapon: 6, Survival: 5, Strength: +1, Perception: +2, Total Build Points cost: 6+5+(1x2)+(2x2)=17.

Finally, your character can initiate mundane combat, once per challenge. Add your character's attack value and the attack value of one companion to the roll. If your character takes damage, you can elect for one companion to take as much as you want before your character receives it. If your character receives damage, they can use their soak value to diminish it.

As with every adventure, Confidence Points may be used to affect these rolls.

Example: Darius of Flambeau. He elects to do the Magic Challenges first. He selects Penetration 6, Parma 5, and Finess 4. Possibly a magical fight as occurred. Darius is a little worried about the Social challenge to come so he reserves his best characteristics for them. He selects Stamina 0 for Parma, Dex +1 for Penetration, and Qik+2 for Finess. He also considers spells. While Leap of Homecoming is his most powerful it is difficult to think how this might be useful in the situation so instead selects Twist of the Tongue level 30 to add 6 to his Finess roll.

For the Social Challenge so he selects Intrigue 3 (Plotting) and Intelligence 3, Perception 1 and Folk Ken 2, Strength of 2 and Guile 3 (Fast Talk). It seems as if Darius is not being entirely honest in his dealings with the local nobility.How precisely Darius is going to use Strength with Guile (Fast Talk) may be worth some consideration but as he has a -6 to Social Rolls due to his Blatant Gift it may be a little academic.

# Step 9 – Determine Results

The character gains one experience point and one confidence point per challenge, whether pass or fail.

The success of the adventure depends on the success of the three Abilities rolls in each of the sets of challenges in Step 8.

Per challenge rewards:

* Three Successes: Select a Reward plus 5 experience points
* Two Successes: Select a Reward
* One Success: Select both a Reward and a Loss (or a Story Event)
* Complete Failure: Select 2 Losses
* Each Botch in step 10: Select an additional Loss

Example: Darius of Flambeau. He rolls his dice against a target of 9.

First challenge:

* Penetration + Dex (6+1) plus Dice roll of 5=12 Success
* Parma + Sta (6+0) plus Dice roll of 3=9 Success
* Finess+Qik+Spell (4+2+6) plus Dice Roll of 12 = Success

Second challenge:

* Intrigue + Int (4+3-6) plus Dice roll of 7=8, then adds +3 for a Confidence point =11 Success
* Folk Ken + Per (2+1-6) plus dice roll of 5=2 Fail
* Guile +Qik (3+2-6) plus dice roll of 0=-1 Fail

The spell casting roll was a zero so this is a possible botch. His botch dice are 2 (one base, two for Bad omens less one for Spell Mastery). He rolls a 3 and 4. Not a botch, and his casting total is sufficient to get the spell successfully cast.

The Intrigue roll was initially a failure but Darius used a point of Confidence to add 3 to the result making this a success.

The Guile roll was a 0 so this is a possible botch. His botch dice are 3 (one base, two for Bad omens). He rolls a 0 and 8 and 0. A double botch is unfortunate for Darius.

The Magical challenge set has 3 successes giving a reward plus 5 experience points.

The Social challenge set has only 1 success and 2 botches. This gives Darius both a Reward and a Loss as well as two additional losses for the 2 botches.

# Step 10 – Rewards

For each challenge determined in Step 9 determine the reward for successfully completing **that challenge**.

Pick from the following effects, which should be related to the story.

* Build Points. Gain a number of Build Points (Covenants page 5) equal to the Base Difficulty of the challenge divided by 2.
* The Character finds a gifted child who will make a suitable apprentice
* The character finds a spouse, servants, or slaves (Build points)
* Remove a Flaw/Hook gained on previous adventure
* Gain a Covenant Boon, Minor. Temporary unlessDifficulty 15+
* Remove Covenant hook, Minor. Difficulty 16+
* Increase a Minor Covenant Boon to Major. Temporary unlessDifficulty15+
* Gain a Covenant Boon, Major.Temporary unlessDifficulty 18+
* Remove Covenant Hook, Major, Difficulty 19+
* New Minor Virtue if difficulty 20+ and 3+ Challenges.
* Reduced Time. The adventure is completed faster than expected in Step 12

The Build Point option allows for enchanted items, Books, Money, Vis, or recruiting specialists.

Temporary effects last a number of seasons equal to the Base Difficulty.

The lists above and below [“What Magi Might Want” from durenmar.de] are not intended to be exhaustive. Players are recommended to be imaginative.

**Magic & Related**  
Vis  
Books (magical or mundane)  
Apprentices  
Hermetic (or other) Lab Equipment  
Magical Items Whose Function Is Known  
Unknown Magical Items  
Lab Time From Skilled Enchanters (Longevity Potions)  
Lab Assistance  
Lab Notes on Magical Developments (esp. Bending Hermetic Limits)  
Large Commission Services (e.g. to kill a Dragon and family)  
Arcane Connections (to important people)  
  
**Commodities**  
Gems, Precious Stones  
Precious or Worked Metals  
Glassware, Pottery, Other Vessels  
Land  
Livestock  
Fodder / Grains  
Spices  
Herbs & Rare Minerals  
Wagons  
Buildings  
Stone / Building Materials  
  
**Agreements & Social Services**  
Locations of Vis Sources  
Locations of any Mystical Auras  
Alliances / Protectorates  
News  
Maps & Guides  
Surveillance / Intelligence (Spying)  
Stories  
Art & Music  
Secrecy / Confidence  
External Contact & Representation  
Votes At Tribunal  
General Security  
  
**Human Resources**  
Craftsmen  
Mercenaries  
Peasants  
Scribes or Scribing  
Managers / Management for Mundanes & Mundane Resources  
Husbands / Wives /Concubines / Whores Gigolos /   
Divinations / Forecasting of Fortune  
Doctors / Healers / Medical Services  
Architects  
Vassals  
  
**Miscellaneous**  
Favours  
Tutelage / Teaching  
Competition / Challenge (Mostly to Tytalus)  
Obligations (Especially Vis)

Example: Darius of Flambeau. He has two rewards. He selects Build Points for a total of 9 points (difficulty 9 divided by 2 times 2 rewards). He recovers a Quality 9 Tractatus.

He also gains 7 experience points and 2 Confidence points.

# Step 11– Losses

For each set of challenges determined in Step 5, determine the possible outcomes for failing each challenge.

Roll a Simple Die on the table, or pick from the following effects.

|  |  |  |
| --- | --- | --- |
| Roll | Losses | Notes |
| 1-5 | Build Points | Lose a number of Build Points (Covenants page 5) equal to the Base Difficulty of the challenge divided by 2 |
| 6 | Warping Points | Number of Points equal to adventure difficulty dived by five (round up) |
| 7-9 | Wound | Each person on the adventure takes damage equal to difficulty plus 5 plus Stress dice |
| 10 | Special | Select from below |

* Story Flaw.Temporary if difficulty 9or12
* Covenant Hook, Minor. Temporary if difficulty 9or12
* Increase Minor Hook to Major. Temporary if difficulty 12or 15
* Covenant Hook, Major if difficulty 18+
* The character loses an apprentice (to death, escape, or a Bonisagus)
* New Minor Flaw if difficulty 15+
* New Major Flaw if difficulty 21+

Temporary effects last a number of seasons equal to the Base Difficulty

Damage may be soaked and healed in the usual fashion. A shield grog may take the wound in addition to his own.

It is anticipated that the nature of the Story Flaw/Hook being rolled in Step 1 should suggest the type of rewards and losses.

Example: Darius of Flambeau. Oh dear, 3 losses. He rolls a 2, 7 and 10. This costs him 5 Covenant Build Points, a wound, and Covenant Hook.

The Build points costs Darius 5 points of Vis and 40 pounds of silver

He takes a heavy wound (difficulty 9 +5 + 6 stress dice less 5 points for armor).

He chooses the Story Flaw hostile local lord. This is a temporary flaw lasting 9 seasons.

# Step 12 – Time

The adventure takes a number of days equal to the from step 1, plus one day for each set of skill challenges, plus one day for each failed ability roll, plus one day for each botch in step 10

The time taken in adventures, as well as applicable healing time, should be taken in consideration when determining how much of each season is available.

Example: Darius of Flambeau. It takes him 13 days in total to track down and deal with the hedge wizard. (9 for base difficulty plus 2 for both the challenges and 2 for the botches)

# Step 13 – End of Year

Activities for end of year:

* XP
* increase ability/Art
* writing/copying books
* learning supernatural abilities
* changing reputations
* warping
* aging

# Conclusion

Weaving all the results from the above process into a cohesive story is well worth the effort.

Example: Darius of Flambeau. In the Spring of 1232 Darius of Flambeau hunts a hedge wizard hiding in the manor of Baron Ramon. A battle ensues with Darius the victor however he suffers a heavy wound and spends some Vis.

Unfortunately, he is heavy handed in his dealings with Baron Ramon culminating in being caught trying to stuff the body of the hedge wizard into a small chest. Darius manages to buy his way out of further trouble however the Baron remains aggrieved. While Darius isconfident that the Baron will eventually calm down, it might be worth avoiding his lands for the next few years. Perhaps he should do something about that.

The payment of so much silver will put his little covenant into financial distress.

He staggers home clutching his precious tractates, while vowing to get better armor or next time to bring along a shield grog.

# Final recommendations

My recommendation, if you want to use this rule set:

* Start with a magus fresh out of gauntlet
* Start with a Spring covenant, with 300 Build Points where you are the only magus.

Two virtues are really powerful in this rule set: Gentle Gift and Self Confident.

If you consider that you have a -3 penalty due to the Gift for any social challenge involving mundane, Gentle Gift is basically a +3 bonus for a lot of challenge. I was facing this issue in about a third of my challenge. After all, 2 types of adventure out of four (social or legal/diplomatic) and five origins (1,2,3,5,6) out of ten will put you in a tough spot if you don't have the Gentle gift (mathematically, that's 25%, I must have been unlucky with my rolls).

Self-confident allows you to burn 2 confidence points for a +6 and it can really help you. Because it is a limited resource, it is not as good as Gentle gift, but when you go for really tough challenges, it will be help you squeeze the win.

Thunder Hammer’s recommendations:

1. If you give XP in addition to seasonal activities, instead of treating the adventure as a source quality (pg 163), the PC will become slightly more powerful over time.

2. Extremely Complex character generation can generate a PC with a significantly broader skill set. Apt Student is particularly powerful, as is taking Independent Study (HoH:MC, pg 86) and self-initiating adventures during seasonal “exposure” activities. For children, I reduce difficulties by 6 for small children, by 3 for youth, and 2 for teenagers. Typical child adventures should ignore a

# Multi-player rules

*By Ezechiel357*

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 ruleset 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 when an adventure beyond their expertise happens and keep the “friendly rivalry” possible;
2. Each magus fits to some extend 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, labtexts 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, the manipulator has to give him (difficulty/2) BP;
* 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 magusgets the usual losses, and the manipulator loses all resources he used to set his plan in motion, and loses (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 difficulty7+1d5, social, legal, or magic. Rewards and losses are assessedby 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). It is a good way to be able in succeeding 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.

# Complex Character Generation

Extremely Complex Character Generation Tables:

Randomly Select a House for your PC and Tribunal. This is intended to play options that you wouldn’t normally think of.

|  |  |  |  |
| --- | --- | --- | --- |
| **Roll** | **House** | **Roll** | **Tribunal** |
| 1 | Bjornear | 1 | Greater Alps |
| 2 | Bonisagus | 2 | Hibernian |
| 3 | Criamon | 3 | Iberian |
| 4 | Ex Miscellenea | 4 | Levant |
| 5 | Flambeau | 5 | Loch Leglean |
| 6 | Geurnicus | 6 | Normandy |
| 7 | Jerbiton | 7 | Novgorod |
| 8 | Mercere | 8 | Provencal |
| 9 | Merineta | 9 | Rhine |
| 10 | Tremere | 10 | Roman |
| 11 | Tytalus | 11 | Stonehenge |
| 12 | Verdituis | 12 | Thebes |
| 13 | Orbus (optional) | 13 | Transalvanian |

Use a d100 for the table below. In this case forgo Weak Parens as a flaw, or Strong Parens as a virtue. This is meant for a more “simulationist” style of play. For a “Typical” Parens Quality, that roughly follows the Canon Teaching quality with a discretized normal distribution:

|  |  |
| --- | --- |
| **Roll** | **Teaching Quality** |
| 1 | 7 |
| 2 - 5 | 8 |
| 6 - 11 | 9 |
| 12 - 19 | 10 |
| 20 - 30 | 11 |
| 31 - 43 | 12 |
| 44 - 57 | 13 |
| 58 - 70 | 14 |
| 71 - 81 | 15 |
| 82 - 89 | 16 |
| 90 - 95 | 17 |
| 96 - 99 | 18 |
| 100 | 19 |

If you want something more extreme, consider the table below. Itfactors in Communication from -5 to +5, Incomprehensible to Good Teacher, Puissant Teach, and Affinity Teach for higher Teach scores. Theoretically, teaching values can get quite high, and the base game does not reflect this, which in my opinion, is a flaw. I derived these values from a bounded Gamma Distribution in excel with: =GAMMA.DIST(x, 5.1,3, TRUE)/0.967940420422027

The minimum teaching quality is 2 = ( base 9 +Com -5 ) and divide by 2 for Incomprehensible. Technically there is no limitation to teach quality, but I capped it at 30.

Random Quality of Master Table, using a d1000 [1d10 as the “hundreds”,1d10 as the “tens” digit, 1d10 as the “ones” digit].

|  |  |
| --- | --- |
| **Roll** | **Teaching Quality** |
| 1 - 2 | 2 |
| 3 - 10 | 3 |
| 11 - 24 | 4 |
| 25 - 48 | 5 |
| 49 - 81 | 6 |
| 82 - 125 | 7 |
| 126 - 176 | 8 |
| 177 - 235 | 9 |
| 236 - 298 | 10 |
| 299 - 364 | 11 |
| 365 - 430 | 12 |
| 431 - 496 | 13 |
| 497 - 558 | 14 |
| 559 - 617 | 15 |
| 618 - 672 | 16 |
| 673 - 722 | 17 |
| 723 - 767 | 18 |
| 768 - 807 | 19 |
| 808 - 842 | 20 |
| 843 - 872 | 21 |
| 873 - 899 | 22 |
| 900 - 921 | 23 |
| 922 - 941 | 24 |
| 942 - 957 | 25 |
| 958 - 970 | 26 |
| 971 - 982 | 27 |
| 983 - 991 | 28 |
| 992 - 999 | 29 |
| 1000 | 30 |