Blind: The character can't see anything. -2 Skills based on Strength and Dexterity. Trials or tasks based on vision automatically fail. All opponents are treated as having invisibility towards the blinded character. Attacking a creature invisible to it has a -1d6 attack roll, an invisible creature attacking a blind creature has a +1d6 attack roll.

Charmed:: A charmed creature cannot attack or target the charmer. Any new saving throw threat, if a clear and concrete threat automatically interrupts the effect. An ally of the charmed creature can shake it to allow it to make a new saving throw by spending 2 Actions. The charmer has +1d6 on any ability checks to interact socially with the creature.

Fatigued: Cannot run or charge and suffers a -2 penalty on Attack and Defense Rolls.

Grabbed: A grabbed character cannot move but can try to Push. She must use two Actions to free herself (opposed Fortitude save). She loses her Dexterity bonus on Defense and Reflex saves. She can attack with melee weapons if appropriate.

Drown/Hold breath: Hold breath equal to 6 rounds per Constitution, minimum 3 rounds. For each Action performed -1 round to . Feint air On a DC 12 Fortitude save each round to continue holding the breath. Each round, DC increases by 1.

Deafened: Automatically fails all sound-based Awareness checks and is considered distracted when casting spells that have verbal components.

Blocked: A blocked creature has its arms blocked. He can move trying to Push, he must use two Actions to free himself (ST Fortitude opposed). He loses his Dexterity bonus on Defense and Reflex saves. A blocked spellcaster must make a critically successful Spell Check or fail to cast spells. consider Distracted.

Confused:

d100 Behavior:

01-25 Acts normally

26-50 All he does is stammer incoherently

51-75 Deals 1d8 + Strength to self with weapon in hand

76-100 Attacks closest creature (for this purpose, a Familiar counts as part of the subject itself)

Any confused creature that is attacked automatically attacks its attacker again on its next round.

Exhausted: An exhausted character moves at half speed and suffers a -4 penalty on Attack and Defense Rolls. After 1 hour of complete rest (or lesser restoration), an exhausted character becomes fatigued. A fatigued character becomes exhausted by taking an action that would normally fatigue him.

Table: Fatigue Levels

Conditions	Malus TC-Dif.-TS	Rec.	Malus
see **Fatigued**	2	1h	-1d6 Comp
see **Exhausted** (1)	4	1h	1/2 mov
Exhausted (2)	6	8h	1/4mov
Exhausted (3)	8	24h	0mov
Exhausted (4)	Death	–	

Flat-footed: a flat-footed creature loses its Dexterity and Shield value on Defense and Reflex saves. You will not be able to react, you will not use Actions or Reactions unless explicitly permitted.

Incapacitated: An incapacitated creature cannot take actions or reactions. Melee attacks against an incapacitated creature have a +1d6 bonus. She's unprepared.

Helpless: A character asleep, unconscious, dying, or for some other reason completely at the mercy of his opponents is considered helpless. An unconscious creature is incapacitated, cannot move or speak, and is unaware of its surroundings. The creature drops anything it is holding and falls prone. The creature automatically fails Fortitude and Reflex saves. Cannot perform actions.

Entangled: An entangled creature can move at half speed and cannot run or charge. It takes a -2 penalty on attack rolls and a -2 penalty on Dexterity checks. An entangled character trying to cast a spell is considered distracted.

Paralysed: Helpless and can only perform mental actions. Dexterity=0 (for Defence and Reflex), +1d6 to be hit

Fear, Frightened: A frightened creature has -1d6 on attack rolls, saving throws, and Proficiency Checks as long as the source of its fear is visible. A frightened creature cannot voluntarily approach the source of its fear.

Prone: whoever is prone has a -1d6 to attack and a -4 to Defense. Getting up from prone costs 2 Actions. You cannot become prone if you fly.

Stunned/Knocked Out: is considered Helpless. He cannot move and can hardly speak.

Reading a Scroll
in case of ISY SCROLL scrolls: production cost level*level*160gp
- Understand: Intelligence or Arcana DC 10
- Cast: Intelligence or Arcana DC 12.
in case of normal scrolls: production cost level*level*80gp
- Understand: Arcana difficulty 15
- Cast: Arcana DC 20 and have access to the Magic List

Darkvision
Survival check to search for traps or visual-only Awareness takes a 1d6 penalty.

Recognize Monsters 1 Action, DC=Challenge of the creature + 10 + rarity

Knowledge	Creature	Knowledge	Creature
Arcana	Giants, Constructs, Spirits, Monstrosities, Aberrations, Dragons	*Planes*	Elementals
Occult	Fiends, Spirits, Undead	*Religion*	Spirits, Undead, Celestials
Dungeon	Aberrations, Monstrosities, Oozes, and underground creatures	*Nature*	Beasts, Plants, Fairies

Fate Points
(20-Level)/5

Death
HP=-10-(COS*2)

Cover - Defense
Light +2 (>50%) Average +4 (<50%) Complete +8 (5%)

Power Blows
+1 to damage - 2 CT. MAX CA/4

Combat mastery
+2 Defense -1d6 to Attack Roll
-4 Defense +2 Attack Roll
No more than +-2d6 can be awarded in this manner.

Upload
3 Actions. +1d6 to attack, -4 to defense, -10 attacks beyond

Attack of opportunity
On the move, it exits or crosses the melee zone. This attack is a Reaction that costs an Action.

Multiple Attacks
The first attack action has no penalty while the second attack action has -5 to cumulative hit per attack

Total defense
2 Actions. No Attack, NO Spells, you can only take one Action and gain +4 in Defense. You do not cause attacks of opportunity if you cross an opponent's melee range.

Breaking Objects - DC Force

Object	DC	Object	DC
Rope	23	Simple Door	13
Wooden door	15	Strong door	18
Iron Door	28	Chain	26

Difficulty	Description	Competence
DC 5	Extremely Easy	Mediocre
DC 10	Easy	Normal
DC 15	Normal	Good
DC 20	Difficult	Best
DC 25	Very Difficult	Excellent
DC 30	Extremely Hard	Amazing
DC 35	Near Impossible	Legendary
DC 40	Legendary	Beyond Human

Actions per Round

Action	Cost
Perform an attack	1
Perform two attacks	2
Perform more than two attacks	3
Casting a Spell	*
Perform a Move Action*	1
Shot	1
Standing up from prone	2
Help someone	2
Have a conversation with someone	1-2
Exchange a few jokes with someone	0
Look for something in the ready bag	2
Using an item in hand	1
Drink a potion held at the belt	1
Draw weapon	1
take up the shield	1
Using a magic item	2
Test a skill	1*
hide	1
Focus on a Spell	1
Mount or dismount mount	1
Immediate Action - Action Reaction	I - R
Drink a potion held in hand	I
Throw a held item	R
Fall prone	R
Recognize a Spell	R

Stand up from prone
2 Actions. -4 Defense, -4 Initiative. Acrobatics DC 13
1 Action stand up. Three 1s you lose the round.
Acrobatics (6p) 1 Action, Acrobatics (8p) Immediate Action.

Standard Size and Capacity

Size	Space	Range
Small	25 x 25 cm	0m
Small	0.5 x 0.5m	0m
Medium	1 x 1m	1m
Large	3 x 3m	2m
Huge	5 x 5m	3m
Mammoth	6 x 6m	4m
Colossal	12 x 12m	6m

Mod. to combat
Attack: **+2**: flank
+1d6: you are invisible, charge
-2: dazzled, hampered, grabbed
-1d6: prone, shrunk, frightened, shaken, melee/thrown weapons, unknown weapon, inv creature. but identified, climbing
Defense: +2/4/8: light(30%)/ medium(50%)/ full(80%) coverage
-2: entangled **-4**: blinded, trapped, kneeling, sitting, prone, constricted, dazed, casting a spell, climbing

Rest 8 hours
recovers COS+2xWP+MP HP, minimum 1.

Temporary damage
Every hour you recover, with a minimum of 1 HP, your Constitution value in lost non-lethal HP (damage from stunning).

Surprised Defense
-4 Defense, -4 Reflex save

Touch Defense
NO Shield, NO Armor

Critical Shot
Each time you hit, you roll one additional weapon die and add no more for every two times you rolled a 6 on the Attack Roll.

Burst Damage
If the die roll is the maximum value (min 8) you take the die back and add up again the value (of the die only).

Get defensive
you use one action, +1 Defense until start of round after.

Attacks with Splash Weapons
1 2 3
4 **X** 5
6 7 8
0
X target, 0 origin. range 6 meters. 1d8 per direction, 2d6 per yards.

Sprint Action
x2 Movement. -1d6 to attack, -4 Defense, Distracted

Disengage
it costs 1 Action, you move 1 meter and you do not cause attacks of opportunity, until the end of the round you have a +2 bonus to Defense.

Weapon	Cost	Size/Damage	Range, List, Special
Axe Hammer	16	M/1d6 T/B	**Axes**
Bastard sword	35	M/1d8-1d10 S	**Swords**, 1d8 one-handed, 1d10 two-handed
Battle Axe	10	M/1d10 S	**Axes**
Brandistocco	10	M/2d4 P/S	**Spear**, Counter-Charge, Long Weapon
Broadsword	12	M/2d4 S	**Swords**
Composite Longbow	note*	G/Arrows	36 meters, **Bows**
Composite Shortbow	note*	M/Arrows	20 metres, **Bows**
Cudgel	1	P/1d6 B	**Simple Weapons**, **Skull Breaker**
Dagger	2	P/1d4 P	6 meters, **Simple Weapons**, **Light Weapons**, **Thrown Weapons**
Double Flail	90	M/1d10 B	**Whirling Balls**, **Double Weapons**
Estoc	25	G/1d8 P	**Spears**, Long Weapon
Falchion	75	M/2d4 S	**Graceful Weapons**, **Spears**, ED7
Flail	8	M/1d8 B	**Whirling Balls**, **Skull Breaker**
Great Cudgel	2	M/1d8 B	**Skull Breaker**
Great Double Axe	25	G/1d12 S	**Axes**, **Double Weapons**, Long Weapon
Halberd	10	G/1d10 P/S	**Lance**, **Spear**, Counter-Charge, Long Weapon, ED9
Hand Axe	6	M/1d6 S	6 m, **Axes**, **Thrown Weapons**, Versatile
Heavy crossbow	50	G/Bolts	30 meters **Crossbows**
Heavy Flail	15	M/1d10 B	**Whirling Balls**
Heavy Mace	5	M/1d8 B/S	**Skull Breaker**
Heavy Pike	8	G/1d6 P	**Weapons of Death**, Long Weapon
Infantry spear	2	M/1d8 P	3 m, **Lance**, Long Weapon, Countercharge
Javelin	1	P/1d6P	12 meters, **Spears**, **Thrown Weapons Simple Weapons**
Katana	300	M/1d10 S	**Swords**, **Lethal Weapons**, ED9
Light crossbow	35	P/Bolts	15 meters, **Simple Weapons**, **Crossbows**
Light Mace	3	P/1d6 B/S	**Simple Weapons**, **Light Weapons**, **Skull Breaker**
Light Pike	4	M/1d4 HP	**Weapons of Death**
Longbow	75	G/Arrows	20 meters, **Bows**
Longsword	15	M/1d8 S	**Swords**
Machete	10	M/1d6 S	**Lethal Weapons**
Naginata	8	G/1d12 S	**Lance**, Long Weapon, ED9
One-Handed Crossbow	100	M/Bolts	6m, **Crossbows**
Pole Glaive	12	G/1d10 P/S	**Lance**, Countercharge, Long Weapon, ED9
Punch/Barefoot	note*	P/1d4 B	Versatile
Quaterstaff	3	M/1d6 B	**Simple Weapons**, Long Weapon, Versatile
Rapier	20	P/1d6 P	**Simple Weapons**, **Graceful Weapons**, Versatile
Scimitar	15	M/1d6 S	**Simple Weapons**, **Graceful Weapons**, Versatile
Scythe	18	G/2d4 P/S	**Weapons of Death**, Long Weapon
Shortbow	30	M/1d6 P	15 m, **Bows**
Shortsword	10	P/1d6 P	**Simple Weapons**, **Swords**, Versatile
Sickle	6	P/1d6 S	**Weapons of Death**
Sling	-	P/1d4 B	10 m, **Thrown Weapons**
Spear	10	G/1d8 P	**Spear**, Long Weapon, Countercharge
Spiked Chain	25	G/2d4 P	3 meters, **Whirling Balls**, Long Weapon
Spiked gauntlet	5	P/1d4 P	**Stun Weapons**
Spiked Mace	6	M 1d8 B/P	**Simple Weapons**, **Skull Breaker**
Trident	15	M/1d6 P/S	3 meters, **Spears**, **Thrown Weapons**, Long Weapon, Countercharge
Truncheon	1	P/1d6 B	**Stun Weapons**, non-lethal
Two-bladed sword	100	G/1d8 S	**Dual weapons**, **Swords**
Two-handed sword	50	G/2d6 S	**Swords**
Urgrosh	18	M/1d6 T/P	**Lance**, **Dual Weapons**
Warhammer	5	M/1d8 W/P	6 m, **Skull Breaker**
Warmaul	7	G/1d10 B	**Skull Breaker**
Whip	1	M/1d3 S	**Whirling Balls**, Long Weapon

Project Name	Number/MO	Damage/Type	Weight(kg)
Marble Marbles (slingshots)	15/1 gp	1d4 W	0.2
Crossbow bolts, light	10/1 gp	1d6 P	0.1
Heavy crossbow bolts	3/1 gp	1d10 P	0.3
Hunting Arrows	20/1 gp	1d6 P	0.1
War Arrows	10/1 gp	1d8 P	0.2
Rock (slingshot)	-	1d2 W	0.2

Carrying Capacity and Armor

The CoC is equal to 9 (P), 16 (M), 25 (G) + Strength + Constitution.

A Light Weapon has Encumbrance 1, Medium has 2, Large has 4.

Armor	Cost (gp)	Defense	-Comp.	Type	Move.	Try Magic
Padded	5	1	0	L	0	No
Leather	10	2	0	L	0	SI
Reinforced Leather	25	3	0	L	0	SI
Jersey	15	4	-1	M	0	+1d6
Scales	50	5	-1	M	0	+1d6
Rings	150	6	-1	M	0	+1d6
Breastplate	200	6	-2	M	0	+1d6
Bands	250	7	-2	P	0	+2d6
Half armor	1200	8	-2	P	1	+2d6
from Field	1400	9	-3	P	2	+2d6
Complete	1500	10	-4	P	3	+2d6

Shields	Cost	Defense	TC Penalty	Try Magic	Type
Buckler	5 gp	0	1	SI	L
Light wooden shield	3 gp	0	2	SI	L
Light Metal Shield	9 gp	0	3	SI	L
Medium wood shield	5 gp	-1	4	+1d6	M
Medium metal shield	12 gp	-1	5	+1d6	M
Heavy wooden shield	7 gp	-2	+2d6	5	P
Heavy metal shield	20 gp	-2	+2d6	7	P

Armor and Shield Encumbrances
Light armor has encumbrance 2, medium 4, heavy 8.
A light shield has encumbrance 1, medium 2, heavy 4.

Times to put on and take off the armor

Type of Armor	Put On	quickly	Remove
Shield	1 action	-	1 action
Padded, Leather, Reinforced Leather	1 minute	3 rounds	-
Giaco di Maglia	1 minute	5 rounds	5 rounds
Scales, Rings, Breastplate, Bands	4 minutes	1 minute*	1 minute
Half Armor, Field, Complete	4 minutes**	4 minutes*	1d4+1 minutes

Mount	Cost (mo)	Move	Load	Km/h
Donkey or Mule	8	12m	210kg	6km
Camel	50	15m	240kg	8km
Galloping Horse	75	18m	240kg	12km
Warhorse	400	18m	270kg	9km
Draft Horse	50	12m	270kg	6km
Elephant	200	12m	660kg	6km
Mastiff	25	12m	97,5kg	6km
Pony	30	12m	112.5kg	6km
Cart/Wagon	15/30 gp	9/12 m	150/600kg	3/6km

Container	Capacity
Ampoule or Mug	0.5 liters of liquid
Barrel	160 liquid liters, 4 cubes of 30 cm
Bag	1 cube of 10cm/3kg of items
Bottle	1 liter of liquid
Jug or Carafe	4 liters of liquid
Basket	2 cubes of 30 cm/20 kg of objects
Vial	120ml liquid
Chest	12 cubes of 30cm/150kg of items
Wineskin	2 liters of liquid
Bag	1 cube of 30 cm/15 kg of objects
Bucket	12 liters of liquid, 1 cube of 25 cm
Iron Vase	4 liters of liquid
Backpack*	1 cube of 30 cm/15 kg of items

Item	Cost
Beer	
Mug	4 mr
Carafe (4 litres)	2 but
Dishes	
Banquet (per person)	10 mo
Meat, 1 piece	3 sp
Cheese, 1 piece	1 but
Bread (per loaf)	2 mr
Inn (per day)	
Sleazy	7 mr
Poor	1 but
Modest	5 sp
Wealthy	8 ma
rich	2 mo
Aristocratic	4 mo
Meal (per day)	
Shabby	3 mr
Poor	6 mr
Modest	3 but
Wealthy	5 but
Rich	8 but
Aristocrat	2 mo
Wine	
Voucher (bottle)	10 gp
Common (jug)	2 but

Skills

Strenght
Climbing
Intimidate
Swimming
Jumping

Dexsterity
Acrobatics
Escape Artist
Fairy Hands
Move Silently
Hide in Shadow
Use Rope

Intelligence
Arcana
Craft*
Knowledge*
Disable Device
Herbalism
Falsify
Appraise

Wisdom
Riding
Awareness
Animal Handling
Nature
Orientation
Sense Emotions
First Aid
Track
Survival

Charisma
Diplomacy
Entertain
Deceive
Local lore

Recognize a spell
Arcana DC 11 + spell level. 1 reaction

Evaluate 3 Actions : DC 12 + item rarity, + 2 common, 4 uncommon, 6 rare, 12 very rare, 16 legendary.
With a score of 6 it costs 2 Actions, with a 12 it costs 1 Action.

Golden Rules
The 6s explode - if you roll 6, you add and fold
1's are bad luck, if you roll 1 it's zero
Trust your luck. -4 proficiency/characteristic points = +1d6

Emergency Room
2 minutes/1 p6: DC 15 recover 1d4 HP
+2 ST Fortitude Poison
DC 12+2xBleed -1 Bleed

Intimidate
2 Actions. p12 1 Action. Intimidate is opposed to the Will save (CHA). If the saving throw fails, the opponent until the end of the next round has -1 to attack rolls and -1 to defense against that opponent only.
If the user attempting the Intimidate check fails with a successful critical failure then he must make a Will save with a Charisma modifier at DC 10 + the opponent's Challenge Rating (or level) or suffer the same penalties as if he had been intimidated. If the opposed roll succeeds with a critical success and the opponent fails the saving throw, the duration of the effect lasts until the end of the fight.

Climbing - Climbing
You have Armor penalties

Example of Surface	DC
Movement only halved	-2d6
Slippery surface	+5
Rough with handholds, protruding bricks	10
Tree, a rope without knots	15
Smooth wall with grips	20
Perimeter wall very few holds	25
Natural wall without holds	30
Lean against 2 opposite walls	-10
Lean on 2 corner walls	-5
You can use a string	-8

Double difficult terrain. If you fail 10+ you fall, DC itself Reflex save to grab yourself.

Recognize a monster 1 Action
Arcana: Giants, Constructs, Spirits, Monstrosities
Aberrations, Dragons
Planes: Elementals
Occult: Fiends, Spirits, Undead
Religion: Spirits, Undead, Celestials
Dungeons: Aberrations, Monstrosities, Oozes, underground creatures
Nature: Beasts, Plants, Fairies
DC = Challenge Rating + 10

Identify Potions
Herbalism at DC 12 + plant rarity factor. 1 Share every 10 DC, 6p every 15 DC, 12p every 20 DC

Recognize magic item
1 minute DC 25. Arcana 6p costs 3 rounds, 12p costs 1 round, 18p costs 1 Action.

Jump 1 Action
You have Armor penalties
Long Jump Distance: 30cm per result
Distance jumped up: 10cm per result
Run up 3 meters otherwise half.

Fall Damage: H(m)/3xD6. For every 3 dice over 20, add 6 damage $(X/3)d6+(X/3-20)*6$. Prone. Acrobatic Check DC 15 1/2 damage within 9m. Falls onto soft surfaces (soft ground, mud, etc.) -1d6 damage.

Swimming
Penalty due to Armor on Strength
Calm water DC 10.
White water has DC 15
Stormy Waters DC 20

Sources of Light	Duration	Radius
Torch	1 hour	6m
Lantern	6 hours	9m

Survival

Basic Difficulty	DC 10
If the ground is very soft	DC +5
If the ground is soft	DC +10
If the ground is stable	DC +15
If the ground is hard	DC +20
Every 3 creatures chased	DC -1
Depending on size	DC +-8
Every past 24 hours	DC +2
Every hour of rain	DC +4
Poor visibility	DC +2
Try to hide the traces	DC +5

Escape Artist
1 Action every 10 of DC. 6p 1 Action 15 of DC, 12p 1 Action 20 DC.

Magic Trial
3d6 + 1d6*(1/4 Magic Comp)
You ignore one die for each Adept of Magic beyond the first in the list
Critical Failure: two 1s, one 1 and two 2s

Distracted
You are Distracted if you: Conceal spell casting, Impeded, Disturbed, Bleeding, Under Attack (-4 Defense)- If you fail you lose half Magic Points. No negative or positive effects.

Magic Points
mod. Feature +

CM	P.M	CM	P.M
1	5	2	8
3	11	4	14
5	17	6	21
7	26	8	34
9	42	10	51
11	61	12	72
13	84	14	97
15	111	16	116
17	132	18	149
19	167	20	186
20+	+19		

Save Spell
DC = 10 + spell level + ability modifier per spell + 1 x Skills taken in that Magic List +2 x Critical in Magic Test

Item Magic Saving Throw
DC = 10 + 2 x manifested spell level

Saving Throw Monster Spell
DC is 10 + 2 x spell level + Intelligence

When you have < 50& Magic Points each spell must be done with a Magic Test.

Automatic Critical Success:
x2 cumulative Magic Point cost. Ex. 4,8,16,32..

Follower
2 Common traits with Patron. If you are a follower, you gain +1d6 on Magic Checks in the Patron's favored school. You can use the Patron's favored energy in your spells.

Devoted
3 Traits in common with Patron. A Devotee adds +1d6 to the Magic Test in the Patron's favored schools and ignores one die rolled in the Magic Test. You must use the Patron's favored energy in your spells.

Magic Test Critical Failure - 3d6 -1d6 x Crit. mins 1d6
1. Increase fatigued by 2 ranks
2. For 1 day you are no longer able to channel magical energies. You cannot cast spells except by making a critical magical success in the Magic Trial
3. You exhibit a minor body modification
4. You are hit by a thundering column of Light and Void. In a 10-foot radius around you, anyone must make a DC 15 Reflex save to take half or take 1d6 damage per spell level
5. For 3 rounds you are under the influence of the Confusion spell
6. You are paralyzed for 3 rounds
7. Be teleported within 3d10 meters in a random direction
8. You become invisible and unable to speak for 6 rounds
9. Only you are enveloped in a curtain of impenetrable magical darkness for 6 rounds
10. You can't speak well, you stutter. Each spell cast forces you to pass a Magic Test. Duration 3 rounds
11. The next spell you cast has effects minimized if possible
12. Your heartbeat is like the beating of a drum, it can be heard within 50 meters
13. All your body hair is falling out, luckily it can grow back
14. You emit a loud and pestilential flatulence. A 1m x 50cm luminous sign above your head indicates and mocks you
15. Every object you hold in your hand falls to the ground
16. Earn 2d6 Magic Points
17. An anvil falls, 3d6 damage Reflex save DC 15 to halve, on a random creature, excluding you, within six meters
18. All creatures, except you, within 20 feet of you take 1d10 unresistable damage

Maximum Spell Level that can be cast

- **Adept of Magic** (Rule 1)
  - taken once you can only cast spells up to and including level 4
  - taken 2 times you can only cast spells up to and including level 6
  - taken 3 times you can cast each level of spell

- **Magical Expertise** (Rule 2)
  - you can cast spells within +1 half of the Magic Proficiency value, e.g. CM 7 = (7/2)+1 = 3+1 = 4lv spells

Alter Magic
Effective Magic: Caster or companion Ignores a 1.2 rolled in the Magic Test for every 4 maximum hit points sacrificed.
Ethereal Magic: increasing the Magic Points spent in the spell by 3, your spells have full effect on ethereal or incorporeal creatures
Merciful Magic: spells inflict temporary damage by increasing spent Magic Points by 3.
Increase casting time from 2 Actions to 1 round -1 in Magic Points
Collaborative Magic: another wizard costing half Magic Points grants +1d6 to the companion's Magic Test.
Circle of Power: all Devotees or Followers of the same Patron Cost per mage half the Magic Points of the spell cast by the companion +1d6 to the companion's Magic Test, max +7d6. Cast time at least 1 turn