

# Training & Magic

## Arcane Artistry

Artistry	Books Spell level	Staff Power	Scroll Level	Sigil level
1	1-3	1		
2	4-6	2		
3	7-9	3	1-3	
4		4	4-6	1-2
5		5	7-9	3-4
6		6		5-6

## Trainer Daily Rates / spell costs

Skill	Normal	Priest	Mage	Spell
1	2	4	10	1
2	3			
3	5	10	20	2
4	7			
5	10	25	50	3
6	15			
7	25	50	100	4
8	35			
9	50	150	300	5
11	150	300	750	6
13	500	1,000	2,500	7
15	2,000	-	10,000	8

## Magic Training

### Max power

Mage	= Arcane K. x (Arcane K. + Will) +5
Priest	= Faith x (Faith+Will) +5

### Bonus power points

Mage	= INT each level
Priest	= FAITH each level

### Training Point cost per level

Arcane Knowledge	1
Specialisation	2

## Learning spell difficulty

Base	= 8 + spell level (vs Arcane K.)
High Level Caster	-1
Equal level caster	0
Book	+2
Scroll	+3

## Attribute Increases

Attribute increase to	Training points	Skill core/-	Min Spell	SP
Max +2	15	13/15	7	50
Max +1	11	9/11	5	40
Max (start)	8	7/9	4	30
Max -1	6	5/7	3	25
Max -2	5	3/5	2	20
<=Max -3	5	1/3	1	15

## Critical Hits

Location	Encounter Effect	Permanent effect
<b>All</b>	Initiative disadvantage Wild surge +1	Initiative disadvantage Wild surge +1
<b>Legs</b>	Half speed -1 defence	-5' speed
<b>Weapon Arm</b>	Disadvantage to all physical skills (includes spellcasting) Held items are dropped	Damage disadvantage
<b>Shield arm</b>	Shield ineffective 2 handed weapons at disadvantage	Shield @ -1 defence Damage disadvantage 2H
<b>Torso</b>	Disadvantage to all skills Carried flasks may break/explode*	-1 to all skills
<b>Head</b>	Stunned (then Dazed, Frozen) Wild surge +1 (+2 in total)	-1 to all skills Wild surge +1 (+2 in total)