

# Demorthen Art

## SIGIL RANN Summoning chart

cf. p.246

| Stance | Difficulty Threshold | FACTORS |         |             |               |         | Rindath Cost | Summoning Time<br>(= penalty to Speed) |
|--------|----------------------|---------|---------|-------------|---------------|---------|--------------|--|
|        |                      | Targets | Scale   | Persistency | Bonus/Penalty | Damage  |              |  |
| 1      | Standard (11)        | 1       | Touch   | 1 Round.    | +1 / -1       | 1D10    | 3            | 1                                      |
| 2      | Complicated (14)     | 2       | 5 yd    | 3 Round.    | +1 / -1       | 1D10    | 5            | 2                                      |
| 3      | Difficult (17)       | 3       | 50 yd   | 1 minute    | +2 / -2       | 2D10    | 10           | 3                                      |
| 4      | Very Difficult (20)  | 4       | 100 yd  | 1 hour      | +2 / -2       | 3D10    | 15           | 4                                      |
| 5      | Exceptional (25)     | 5       | 1000 yd | 1 day       | +3 / -3       | 4D10    | 20           | 5                                      |
| 6      | Heroic (30)          | special | special | special     | +5 / -5       | special | special      | special                                |

## SIXTH STANCE

cf. p.249

| Degree | FACTORS |        |             |       |        | Rindath Cost | Summoning Time<br>(= penalty to Speed) |
|--------|---------|--------|-------------|-------|--------|--------------|--|
|        | Targets | Scale  | Persistency | Bonus | Damage |              |  |
| 1      | 10      | 6 mi   | 1 week      | +5    | 5D10   | 30           | 1 Round                                |
| 2      | 50      | 30 mi  | 1 month     | +5    | 6D10   | 40           | 2 Rounds                               |
| 3      | 100     | 60 mi  | 1 season    | +5    | 7D10   | 50           | 3 Rounds                               |
| 4      | 200     | 120 mi | 1 years     | +5    | 8D10   | 60           | 5 Rounds                               |
| 5      | 300     | 180 mi | 2 years     | +5    | 9D10   | 70           | 1 minute                               |
| 6+     | +100    | +60 mi | +1 year     | +5    | +1D10  | +10          | +1 minute                              |

## RESISTING A POWER

cf. p.251

| Power Circle | Difficulty Threshold |
|--------------|----------------------|
| First        | Standard (11)        |
| Second       | Complicated (14)     |
| Third        | Difficult (17)       |
| Fourth       | Very Difficult (20)  |
| Fifth        | Exceptional (25)     |
| Sixth        | Heroic (30)          |

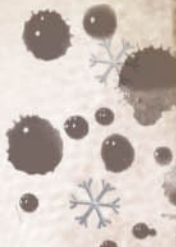




# Miracle of the Temple

## MIRACLE Summoning chart

cf. p.257



| Stance | Difficulty Threshold | FACTORS |         |             |               |         | Rindath Cost | Summoning Time<br>(= penalty to Speed) |
|--------|----------------------|---------|---------|-------------|---------------|---------|--------------|--|
|        |                      | Targets | Scale   | Persistency | Bonus/Penalty | Damage  |              |  |
| 1      | Standard (11)        | 1       | Touch   | 1 Round.    | +1 / -1       | 1D10    | 3            | 1                                      |
| 2      | Complicated (14)     | 2       | 5 yd    | 3 Round.    | +1 / -1       | 1D10    | 5            | 2                                      |
| 3      | Difficult (17)       | 3       | 50 yd   | 1 minute    | +2 / -2       | 2D10    | 10           | 3                                      |
| 4      | Very Difficult (20)  | 4       | 100 yd  | 1 hour      | +2 / -2       | 3D10    | 15           | 4                                      |
| 5      | Exceptional (25)     | 5       | 1000 yd | 1 day       | +3 / -3       | 4D10    | 20           | 5                                      |
| 6      | Heroic (30)          | special | special | special     | +5 / -5       | special | special      | special                                |

## SIXTH STANCE

cf. p.249

| Degree | FACTORS |        |             |       |        | Rindath Cost | Summoning Time<br>(= penalty to Speed) |
|--------|---------|--------|-------------|-------|--------|--------------|--|
|        | Targets | Scale  | Persistency | Bonus | Damage |              |  |
| 1      | 10      | 6 mi   | 1 week      | +5    | 5D10   | 30           | 1 Round                                |
| 2      | 50      | 30 mi  | 1 month     | +5    | 6D10   | 40           | 2 Rounds                               |
| 3      | 100     | 60 mi  | 1 season    | +5    | 7D10   | 50           | 3 Rounds                               |
| 4      | 200     | 120 mi | 1 years     | +5    | 8D10   | 60           | 5 Rounds                               |
| 5      | 300     | 180 mi | 2 years     | +5    | 9D10   | 70           | 1 minute                               |
| 6+     | +100    | +60 mi | +1 year     | +5    | +1D10  | +10          | +1 minute                              |

## RESISTING A MIRACLE

cf. p.251

| Power Circle | Difficulty Threshold |
|--------------|----------------------|
| First        | Standard (11)        |
| Second       | Complicated (14)     |
| Third        | Difficult (17)       |
| Fourth       | Very Difficult (20)  |
| Fifth        | Exceptional (25)     |
| Sixth        | Heroic (30)          |







# Magience



## RAW MATERIAL

cf. p.252

| Type of Matter                                       | Quality          | Rarity           | Type of Flux   | Amount for one dose                                    |
|--|------------------|------------------|----------------|--|
| <i>Stones, rocks, pebbles, sand</i>                  | <i>Mediocre</i>  | <i>Common</i>    | <i>Mineral</i> | <i>400 lb</i>  |
| <i>Trees, plants, and vegetal matter</i>             | <i>Average</i>   | <i>Common</i>    | <i>Vegetal</i> | <i>200 lb (1 tree weighs between 2000 and 4000 lb)</i> |
| <i>Very old tree or vegetal essence rich in Flux</i> | <i>Good</i>      | <i>Rare</i>      | <i>Vegetal</i> | <i>20 lb</i>   |
| <i>Flesh, bones, skin, fur</i>                       | <i>Mediocre</i>  | <i>Common</i>    | <i>Organic</i> | <i>100 lb</i>  |
| <i>Blood or live organic matter</i>                  | <i>Average</i>   | <i>Common</i>    | <i>Organic</i> | <i>2 pints</i>   |
| <i>Fossil Flux</i>                                   | <i>Excellent</i> | <i>Very rare</i> | <i>Special</i> | <i>Special</i>   |



## EXTRACTION

cf. p.263

| Adjustments on the roll | Time spent                  | Doses of crude Flux | Technical equipment | Raw material quality |
|-------------------------|-----------------------------|---------------------|---------------------|----------------------|
| -9                      | -                           | 4D10                | <i>Bad</i>          | <i>N.A.</i>          |
| -6                      | <i>Half a day (6 hours)</i> | 3D10                | <i>Mediocre</i>     | <i>Mediocre</i>      |
| 0                       | <i>One day (12 hours)</i>   | 2D10                | <i>Average</i>      | <i>Average</i>       |
| +3                      | <i>3 days</i>               | 1D10                | <i>Good</i>         | <i>Good</i>          |
| +6                      | <i>1 week</i>               | <i>1</i>            | <i>Excellent</i>    | <i>Excellent</i>     |

## REFINING CRUDE FLUX

cf. p.264

| Adjustments | Time spent                  | Doses of Flux | Technical equipment | Crude Flux type |
|-------------|-----------------------------|---------------|---------------------|-----------------|
| -9          | <i>N.A.</i>                 | 30            | <i>Bad</i>          | <i>N.A.</i>     |
| -6          | <i>Half a day (6 hours)</i> | 15            | <i>Mediocre</i>     | <i>Organic</i>  |
| 0           | <i>One day (12 hours)</i>   | 10            | <i>Average</i>      | <i>Vegetal</i>  |
| +3          | <i>3 days</i>               | 5             | <i>Good</i>         | <i>Mineral</i>  |
| +6          | <i>1 week</i>               | <i>1</i>      | <i>Excellent</i>    | <i>Fossil</i>   |

## FAILING OPERATIONS OF EXTRACTION

cf. p.263

|                   |   |
|-------------------|---|
| <b>1 or lower</b> | <i>Overheating, sparks, smoke... but no accident this time.</i>   |
| <b>2-5</b>        | <i>The equipment breaks down.</i>   |
| <b>6</b>          | <i>Malfunction! The equipment is damaged, and the person working suffers 1D10 damage.</i>   |
| <b>7</b>          | <i>A toxic fog spreads within 3D10 yards and brings death to any living being who does not leave the area for fresh air.</i>              |
| <b>8</b>          | <i>Acid burst! Anyone within 1D10 yards suffers 1D10 damage.</i>  |
| <b>9-10</b>       | <i>A fire breaks out and devastates everything within 2D10 yards.</i>   |
| <b>11-13</b>      | <i>Explosion! Anyone within 2D10 yards suffers 2D10 damage and any equipment within the area is destroyed. A fire may also break out.</i> |

