Casting Total: $Cast$ = Tech + Form + Int + [Simple/Stress]
Requisites: if Requisite is less than Form used, average the two

Action	Roll	Notes
Formulaic Spell	$Cast$	$< (Level - 10)$ fails, $< Level$ lose 1 Fatigue
Ritual Spell	$Cast$ + Meditation	Lose 1 Long-Term Fatigue, 2 if $< (Level - 10)$
		(15 min and 1 vis) per 5 Levels, x2 for longer Dur.
Spontaneous Spell	$Cast$ / [2,5]	Lose 1 Fatigue: /2, Non-exertion: /5
Magic Penetration	$Cast$ + Penetration	beat target's magic resistance roll
Magic Resistance	Form + 5xParma + [Simple]	
Targeting	Per + Finesse + mods	see *Spell Targeting Table*
Concentration	Int + Concentration	see *Distraction Table*
Fast-Cast Spontaneous	Spontaneous Total - 5	0= side effect + x2 botch dice
Multiple Cast Spell	Int + Finesse	roll 13+(#), roll each spell at -(#)
Casting while Maintaining	Int + Concentration	roll 22+, +3 if same spell or target
Casting from Text	(always succeed, always Stress)	x2 botch dice, 1 round / 5 Lvls, 1 Fatigue per 5 miss by

SPELL TARGETING	
Total	Difficulty
9+	point-blank range, slow or non-moving target
13+	point-blank range, target moving
	standing person, 20 to 50 paces
18+	small or dodging target at point-blank range
	moving human-size target at 20 to 50 paces
22+	dodging target at 20 to 50 paces
	tiny, quick target nearby (like a bat)
	long range shot with a bow
31+	long range shot with a sling
	target obscured by darkness, underbrush, dust

DISTRACTIONS	
Total	Difficulty
9+	Walking
13+	Jostled, sudden noise or flash of light
18+	Running, fall, imminent personal threat
22+	Knocked down
31+	Blown over
18+N	Struck in combat: N is # you missed Soak by

Stress Result	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+
Chance	90%	90%	80%	70%	59%	49%	38%	28%	17%	7%
Stress Result	12+	14+	16+	18+	20+	24+	28+	32+	36+	40+
Chance	5.8%	4.7%	3.7%	2.6%	1.6%	0.6%	0.5%	0.4%	0.3%	0.17%

Botch Chance	1 die	2	3	4	5	6	7	8	9
Any Botch	10%	19%	27%	34%	41%	47%	52%	57%	61%
Mult Botch	-	1%	3%	5%	8%	11%	15%	19%	23%

Lab Total: Lab = Tech + Form + Int + Magic Theory
Experimentation adds simple roll but requires roll on Extraordinary Results chart
Apprentice adds her Int+Theory to any totals with Magic Theory and to the stress roll in studying from *vis*

Lab Action	Roll	Notes
Study from Text	(Text Level)/(Art)	+3 Levels per Season if 3x, +2 if 2x, +1 if 1x
Study from *Vis*	[Stress]x(#)/(Art)	+3 Levels if 3x, +2 if 2x, +1 if 1x
		1 Season if 1-3 pawns, 4-6: 2 Seasons, etc.
Copy Text	Scribe+Theory+1	Levels in Arts per season
Write Text	(Scribe+Theory)/2 - 1	Levels per season until Level=(Art/2)
	1	Level per season thereafter
Write/Copy Grimoire	(Scribe+Theory-2)x10	Levels of Spells per season
Invent Spell	Lab - Level	Accumulated pts, Invented when pts = Level
Extracting Raw *Vis*	Cr+Vi+Theory+3xAura	1 Vim *vis* per 5 pts
Instill Effect in Item	Lab+Aura+Bonus	Must be > Level, 1 *vis* per 10 Levels
		One season per effect
Investigate Item	Int+Vim+Int+Theory+[Stress]	Roll vs lowest effect, if > level succeed and continue
		Season ends with first failure
Open Focus	automatic	1 bonus per season
Brew Potion	(Lab+3xAura-Level)/5	Batches per season
Longevity Potion	Int+Corp+Int+Theory	20+ for self, 30+ for others
		1 *vis* yearly per 10 years of age