

Advanced Spell Casting

A spell can be cast in five different ways: Normally, Carefully, Patiently, Patiently and Carefully, and Hastily.

Normally

This method uses the standard obstacle and actions for each spell. No special consideration is taken. This is *Basic Spell Casting* as described above.

Carefully

- +1D = x2 actions
- +2D = x4 actions
- +3D = x6 actions, etc...

The maximum bonus dice from casting carefully is equal to the spell obstacle or the Sorcery skill exponent, whichever is lower.

Patiently

- +1D = x3 actions
- +2D = x6 actions
- +3D = x9 actions, etc...

The maximum bonus dice from casting patiently is equal to the spell obstacle or the Forte stat exponent, whichever is lower.

Patiently and Carefully

- +1D Cast/+1D Tax = x5 actions
- +2D Cast/+2D Tax = x10 actions
- +3D Cast/+3D Tax = x20 actions
- +4D Cast/+4D Tax = x40 actions, etc...

The same limits apply as for both Carefully and Patiently.

Hastily

Hurrying a spell can reduce time, but it increases the difficulty of the casting and the chance of making an error. Add +1 Ob to the casting for each action extracted from the incantation. *A spell can never be reduced below half its original actions.*

- +1 Ob Cast/+0 Ob Tax = -1 action
- +2 Ob Cast/+1 Ob Tax = -2 actions
- +3 Ob Cast/+2 Ob Tax = -3 actions
- +4 Ob Cast/+3 Ob Tax = -4 actions

Wheel of Magic and Spell Failure

If you fail to meet the casting obstacle of a spell, roll the Die of Fate!

- 1 Unwanted Summoning
- 2 Garbled Transmission
- 3-6 Harmless Dissipation

Harmless Dissipation

Harmless dissipation indicates that the sorcerer has gotten lucky this time. His spell has no further effects, harmful or otherwise.

Garbled Transmission

Garbled Transmission means that the spell has misfired and has an unexpected effect. Consult the Wheel of Magic!

To use the Wheel of Magic, roll two differently colored dice. The darker die indicates direction on the wheel: Odd is counterclockwise, even is clockwise. The lighter die indicates how many steps the wheel shifts in that direction. Thus if I roll a 2/3, I move clockwise three steps.

Starting in the center ring, find the Element, Impetus, Origin, Duration and Area of the attempted spell. These are the starting points when using the Wheel of Magic.

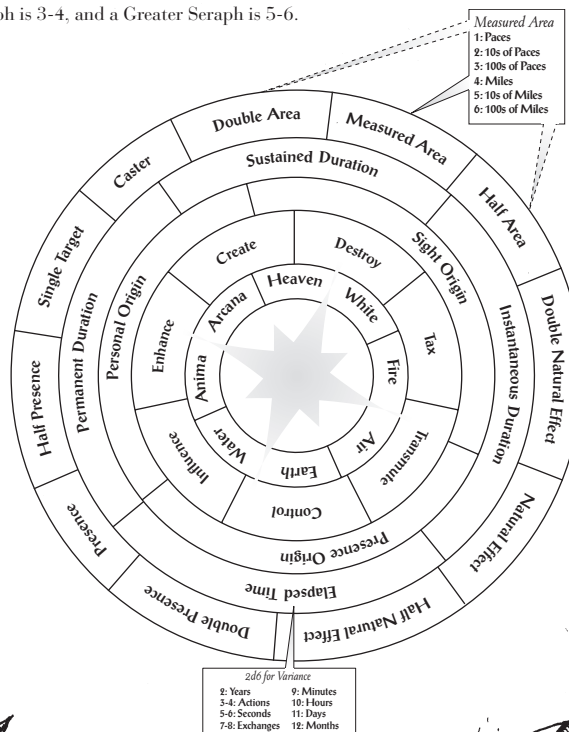
If the Destroy facet result is rolled on the Wheel, use the same mechanics described for Damaging Effects. When factoring the Power of the failure, add to the base Power for each success *below* the spell obstacle!

Unwanted Summoning

This result indicates the sorcerer has torn a rift in the fabric of reality with his senseless prattle. Spellcasting is a dangerous game, and this is about as bad as it gets.

The simple version of it: Roll a Die of Fate. On a 1, a really big bad demon comes tearing through. Anything else, and something weird or creepy scurries out into the darkness.

The other way is to consult the Offering Wheel of the Summoning chapter from the forthcoming Magic Burner (the beta's available on burningwheel.org). Roll a d6 to see what type of calling the summoner has put forth: Even is angelic, odd is daemonic; 1-3 is a roll on the Inner Star, 4-6 is a roll in the Outer Circle. Roll a d6 to determine the precise type of calling: Start with the lowest Named and count up. For example if the daemonic Outer Circle is rolled: a Lesser Imp is 1-2, Imp is 3-4, Greater Imp is 5-6. Or if the angelic Inner Star is rolled: a Lesser Seraph is 1-2, a Seraph is 3-4, and a Greater Seraph is 5-6.



Artha in Brief

Spending

Name	Cost/Type	Effect
Luck	1 Fate	Open-ends 6s
Strug it Off	1 Fate	Temporarily negates Sup. wound penalty
Boon	1 Persona	+1D to a stat or skill for one test; max three points per roll
Focus	1 Persona	Counter a time complication
Grit Your Teeth	1 Persona	Temporarily negates Light Wound penalty
Will to Live	1 Persona	Allows player to test Health so their character may recover from a Mortal Wound
(Complication)	1 Persona	Cheat death!
Divine Inspiration	1 Deeds	Double dice for one test
Saving Grace	1 Deeds	Reroll failed dice from one test
Aristeia	5 F, 3 P, 2 D	Gray skill/stat, or ignore wound penalties

Earning

Name	Earns/Type	Description
Belief	1 Fate	Driving the game forward with a Belief
Instinct	1 Fate	Playing an Instinct that makes the character's life difficult
Trait	1 Fate	Invoking a trait that sends the story in an unforeseen direction
Humor	1 Fate	For an in-character game-stopper
Right Skill Right Time	1 Fate	For having a skill to make the story go
Embodiment	1 Persona	For really good or distinctive roleplaying
Moldbreaker	1 Persona	For going beyond the bounds of character
Workhorse	1 Persona	For doing all the work for the scenario
MVP	1 Persona	For being the crucial element of success
Personal Goals	1 Persona	Revenge, triumph, seduction, victory
Greater Goals	1 Deeds	Accomplishing goals bigger than you!
Beyond the Call	1 Deeds	Helping, no matter the cost



Steel Test Advantages and Disadvantages

Conditions for Steel Advantages

Being startled by something mundane	+2D
Feeling safe in a group of friends/allies	+1D

Conditions for Steel Disadvantages

Being shot at	+1 Ob
Being directly affected by magic	+1 Ob
Witnessing a person killed	+1 Ob
Small explosions	+2 Ob
Committing murder	+2 Ob
Explosions	+3 Ob
Witnessing pronounced sorcery at play	+3 Ob
Seeing a ghost	+3 Ob
Seeing the living dead	+4 Ob
Volcanic eruptions, cataclysm	+4 Ob
Seeing horrible magic at work	+4 Ob
Being in the presence of the supernatural	+5 Ob

The increased obstacle increases the character's hesitation. The more scary and frightening, the longer a character is likely to hesitate.

Circles

Occupation

Broad occupation/profession, an occupation common to your circle	—
Uncommon occupation, an occupation uncommon to your circle	+2 Ob
Specific occupation, an occupation completely outside of or unavailable to your circle	+3 Ob

Station

Same station/rank	—
Higher or lower rank by one iteration	+1 Ob
Lowest station/rank	+2 Ob
Highest station/rank	+3 Ob

Place

Anywhere in the region or GM decides	—
Somewhere local	+1 Ob
In a specific place or player decides	+3 Ob

Disposition and Character Knowledge

Disposition or knowledge common to the circle	—
Disposition/knowledge different from members of circle	+1-2 Ob
A specific disposition or detailed/rare knowledge	+3 Ob

Time

Eventually or GM decides	—
Soon (sometime this game session)	+1 Ob
Now or player decides	+3 Ob

Resources

Sample Resources Obstacles

A list of sample obstacles for Resources tests follows. The examples are taken from items in the various Resources lists and are not all available for purchase. It's not a store, it's reference.

- Ob 1— Food for the day. Lodging for the night. Clothing, shoes, and other simple, mundane material goods. Day laborer's wages.
- Ob 2— Rent for a small flat or farmer's cabin. A *sumptuous* meal. A fancy pair of shoes. A mule. Padded or leather armor. Poor quality arms. Poor quality plated leather. Passage on a ship. Traveling gear. Servant's wages.
- Ob 3— Rent for a townhouse or a country villa. A riding horse. Run of the mill arms. Run of the mill bow. A letter of marque. Pay for household staff or a single professional assistant. Popular books. Riding or draft horse. A small cart. Exotic spices. Quilted or leather barding. A knight's wages.
- Ob 4— Jewelry, exotic fabrics, rare antiques and books. A palfrey or rouncy. Run of the mill chainmail. Craftsman tools. A run of the mill long or great bow. A crossbow. A large baggage wagon, small barge or sturdy 18-man longboat. Rare herbs and minerals (wink, wink). Plated leather or lamellar barding. Pay and support for a bodyguard or trainer.
- Ob 5— Turcoman warhorse. Run of the mill plated chainmail. Superior quality arms. Elven Tome of Lore. Chainmail barding. A lord's or captain's wages.
- Ob 6— Destrier. Run of the mill full platemail. Dwarven arms. Elven bow. Plated mail barding. A donation to the court for consideration of baronial rank.
- Ob 7— Warhorse of renown. Donation to the royal court to be considered for a viscountship. Full plate barding. Dwarven shield or mask.
- Ob 8— Industrial equipment: a printing press, a forge, a small cargo ship.
- Ob 9— A large cargo ship. A legendary warhorse. Elven plated mail.
- Ob 10— A warship. Building a castle. Dwarven mail.

Armor Protection Dice

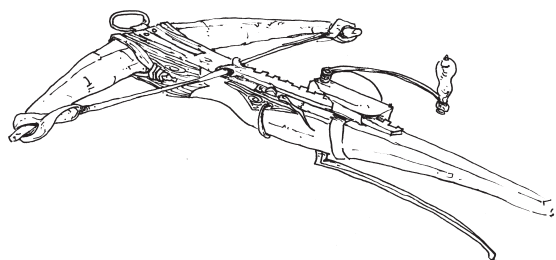
When a player's character is struck in a location covered by armor, he rolls the appropriate number of dice according to the armor type to attempt to ward off the blow.

Armor Types Dice per Location

Skins, Hides, Leather and Quilted Armor	1D
Plated, Reinforced Leather	3D
Chainmail	4D
Plated Mail	5D
Full Plate	6D

Shields Dice

Parrying Blade	1D
Buckler	2D
Target	3D
Heater	4D
Great Shield	5D



Missile Range Dice and Die of Fate

Weapon	Optimal	Extreme	Max. Range
Hunting Bow	1D	2D	100 paces
Great Bow	2D	4D	300 paces
Crossbow	2D	3D	125 paces
Heavy Crossbow	2D	4D	300 paces
Pistol	2D	1D	10 paces
Arquebus	1D	2D	50 paces
Thrown Knife	1D	1D	10 paces*

Crossbow and Gun Dice

These weapons lose access to their Range dice for one volley after they have fired. They may not fire until the character takes one volley to reload. To reload, a player must be unengaged in melee, and not fire for one volley of positioning.

Die of Fate for Missile Weapons

<u>Bow/Crossbow DoF</u>	<u>Thrown DoF</u>	<u>Gunpowder DoF</u>
1-2 Incidental	1-3 Incidental	1-4 Incidental
3-5 Mark	4-5 Mark	5 Mark
5-6 Superb	6 Superb	6 Superb

Extra Successes: Bonus to the Die of Fate

- One extra success gets a +1 to the DoF
- Doubling the obstacle gives +2 to the DoF
- Tripling the obstacle is +3 to the DoF

Melee Weapons

Weapon Type Power Add WSpd VA Strike Dist.

Basic Weapons

Bare Fist	—	2	Fast	—	Shortest
Club or Staff ^{1,2}	2	2	Fast	—	Long
Stone ²	1	2	Slow	—	Shortest

Poor Quality Weapons

Spear ^{1,2}	1	2	Fast	—	Longest
Sword	3	2	Slow	—	Long
Axe ^{1,2}	4	2	Unwieldy	1	Long
Knife, Shiv	0	1	Fast	—	Shortest

Run-of-the-Mill Weapons

Hatchet	3	2	Slow	—	Short
Small Sword	2	2	Fast	—	Short
Spear ^{1,2}	2	2	Fast	1	Longest
Sword ²	3	2	Slow	—	Long
Light Axe ²	3	2	Slow	1	Long
Footman's Axe ^{1,2}	4	2	Slow	1	Long
Hammer ^{1,2}	4	2	Unwieldy	2	Long
Dirk	1	1	Fast	—	Shortest
Mace ²	2	2	Slow	2	Short
Polearm Axe Strike ^{1,2}	4	2	Unwieldy	1	Longer
Polearm Thrust ^{1,2}	2	2	Fast	—	Longer

Superior Quality Weapons

Spear ^{1,2}	2	2	Fast	2	Longest
Sword ²	3	2	Slow	1	Long
Sweet Axe ^{1,2}	4	2	Slow	2	Long
Hammer ^{1,2}	3	2	Slow	2	Long
Dagger	1	1	Fast	1	Shortest
Great Mace ^{1,2}	2	2	Slow	3	Long
Polearm Axe Strike ^{1,2,4}	2	2	Slow	2	Longer
Polearm Thrust ^{1,2}	2	2	Fast	1	Longer

Notes: 1: Two-handed, may not be used with a shield. 2: May Great Strike

Miscellaneous Weapon Gear

Hilt/Pommel ^a	1	2	Slow	—	Shortest
Spiked Pommel ^b	1	2	Slow	1	Shortest
Weighted Pommel ^b	2	2	Slow	—	Shortest
Beak ^c	2	2	Unwieldy	3	As Weapon

Notes: a: All weapons have access to a hilt/pommel Strike. b: Spiked or weighted hilts and pommels may be added to any weapon. A weapon may only have one type of hilt/pommel. c: Beaks can only be mounted on the backs of polearms, axes and at the reverse ends of spears.

Material Statistics

Type	Surface	Breach	Destroyed	Integrity	Strength
Cloth	B4	B5	B10	3	0
Pottery	B3	B4	B5	1	0
Thin Wall	B4	B6	B10	4	1
Glass Window	B3	B5	B6	1	1
Heavy Door	B5	B8	B12	2	2
Brick Wall	B6	B8	B13	1	3
Slate Flooring	B6	B9	B11	1	3
Granite Wall	B8	B14	B16	3	5
Iron Sheet	B7	B12	B14	4	2
Copper Sheet	B3	B4	B10	5	1
Earthworks	B3	B10	B16	8	4

Fighting Distance

Outside Striking Distance

A character who is outside of his striking distance *may not* Strike, Great Strike, Charge, Feint, Push, Lock or Throw his opponent. He may defend from his opponent's advances with Avoid, Block and Counterstrike.

Lunging Distance

If a character is positioned in his lunging distance, all actions (not positioning) made against or toward his opponent are +1 Ob. Actions *defending* against his opponent do not suffer this penalty.

Optimal Striking Distance

When in optimal striking distance, the character has no penalty to act against his opponent.

Inside Arms Reach Striking Distance

Inside striking distance indicates that one of the characters has closed to the point that puts them both inside arm's reach.

Obstacle Penalties for Weapons Used on the Inside:

Pole Weapons, Two-Handed Axes	+4 Ob
Swords, Axes, Clubs	+3 Ob
Small Swords	+2 Ob
Hilt/Butt/Shield Strike	+1 Ob
Knives, Daggers, Fists	No Penalty

Positioning to Start a Fight

When two characters engage in close combat, make a positioning test before any actions are scripted. The winner of the test determines the starting fighting distance—outside of striking, lunging or optimal, *not inside*. After that's set, then script actions and positioning accordingly.

I Position with My Lance and Stab Him with My Knife

The weapon used to gain bonus dice in the positioning test must be used in the melee actions of the volley.

Positioning Tests, Fighting Distance and Timing

Positioning tests are rolled before everything else in the volley. Therefore, fighting distance is determined for the upcoming actions before the actions are rolled. If actions are rendered useless because of fighting distance, *c'est la guerre*. The characters are vying for position. Move on to the next volley.

Bonus Dice to Positioning Tests

Higher Speed <i>multiplier</i>	+1D
Higher Reflexes	+1D
Longer Weapon below	See Length Advantage Dice

Weapon Length

Weapon length is important when determining bonus dice and striking distance in positioning tests. There are five weapon lengths:

Longest: Spears, Lances, Pikes

Longer: Polearms

Long: Swords, Axes, Maces

Short: Small Swords, Clubs, Hatchets

Shortest: Knives, Teeth, Claws, Fists, Feet

Same Weapon Length

If two characters are using weapons of the same length, when one is in optimal striking distance the other is in optimal striking distance.

Longer vs Shorter

If a longer weapon is in optimal striking distance, the next shorter weapon is in lunging distance; a weapon two lengths shorter is outside of striking distance.

Shorter vs Longer

If a shorter weapon is in its optimal striking distance, all longer weapons are in optimal striking distance.

Length Advantage Dice

If your weapon is longer than your opponent's, you get a +1D advantage to positioning tests at outside, lunging and optimal striking distance. If your weapon is *more* than two steps longer than your opponent's, add +2D to positioning tests at lunging and optimal striking distance.

Shortest Weapons Inside Striking Distance

Once one character is on the *inside*, all weapons are considered to be on the inside: The shortest weapon then gains the +1D advantage.

Disadvantage in Fight!

Melee

+1 Ob Disadvantages

Acting against a target in lunging distance. Moving quickly: Closing/Withdrawing while acting. Striking with the hilt of a weapon on the Inside. Defending from the knees. Driving rain or snow. An unarmed Block or Counterstrike versus an armed Strike. Muddy or icy ground, standing on unstable rocks or in water. Dim light or bad visibility: lantern light. Narrow or restricted fighting quarters.

+2 Ob Disadvantages

Using Natural Defenses from the ground, defending from the ground. Striking with a small sword on the Inside. Natural Defenses or positioning from the ground. Defending from your back. Poor visibility: candlelight, heavy rain.

+3 Ob Disadvantages

Striking with a sword or axe on the Inside. Near darkness.

+4 Ob Disadvantages

Attacking from the ground.

Missile and Throwing Weapons (for Fight! only)

Note: In melee, shooters and throwers must Acquire Target to get the Ob 1 base. Bows automatically Acquire during the Draw portion of the reloading cycle. Crossbows, thrown weapons and guns must Acquire as normal. Not taking the Acquire Target action incurs the Snapshot penalty (+2 Ob).

+1 Ob Disadvantages

Shooting while Maintaining, shooting a smaller than man-sized target, shooting in dim light (lantern light), firing from an uncomfortable, restrained or cramped position, hitting a target who is Closing or Withdrawing (hitting a moving target).

+2 Ob Disadvantages

Shooting at target behind cover or shooting at something smaller than a loaf of bread, shooting while Closing or Withdrawing, smoky or hazy visibility, firing a snapshot, firing a crossbow or pistol one-handed.

+3 Ob Disadvantages

Guessing a shot at a known target completely concealed behind cover, firing in near complete darkness or thick smoke, firing at very small targets, mice or small birds.

Task Difficulty Descriptor by Obstacle

Ob 1	Easy
Ob 2	Routine
Ob 3	Difficult
Ob 4	Extremely Difficult
Ob 5	Master-level
Ob 6	Heroic Effort
Ob 7	Ludicrously Difficult
Ob 8	Nearly Impossible
Ob 9	Phenomenally Difficult
Ob 10	Miraculous

Advancement

Tests Required to Advance Skills

TYPE OF TEST:	Routine	Difficult	Challenging
Skill Exponent			
1	1	and (1 or 1)	
2	2	and (1 or 1)	
3	3	and (2 or 1)	
4	4	and (2 or 1)	
5	—	3	and 1
6	—	3	and 2
7	—	4	and 2
8	—	4	and 3
9	—	5	and 3

NUMBER OF TESTS REQUIRED

Advancing Stats

Routine tests don't count for the advancement of stats. Players must get high obstacle tests in order to advance them.

Tests Required to Advance Stats

TYPE OF TEST:	Routine	Difficult	Challenging
Stat Exponent			
1	—	1	and 1
2	—	1	and 1
3	—	2	and 1
4	—	2	and 1
5	—	3	and 1
6	—	3	and 2
7	—	4	and 2
8	—	4	and 3
9	—	5	and 3

NUMBER OF TESTS REQUIRED



Dice vs Obstacle to Determine Difficulty

		Total Dice Rolled														
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	0	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
	1	D	R	R	R	R	R	R	R	R	R	R	R	R	R	R
	2	C	D	D	R	R	R	R	R	R	R	R	R	R	R	R
	3	C	C	D	D	R	R	R	R	R	R	R	R	R	R	R
	4	C	C	C	D	D	R	R	R	R	R	R	R	R	R	R
	5	C	C	C	C	D	D	D	R	R	R	R	R	R	R	R
	6	C	C	C	C	C	D	D	D	R	R	R	R	R	R	R
	7	C	C	C	C	C	C	D	D	D	R	R	R	R	R	R
	8	C	C	C	C	C	C	C	D	D	D	D	R	R	R	R
	9	C	C	C	C	C	C	C	C	D	D	D	D	R	R	R
	10	C	C	C	C	C	C	C	C	C	D	D	D	D	R	R
	11	C	C	C	C	C	C	C	C	C	C	D	D	D	D	R
	12	C	C	C	C	C	C	C	C	C	C	C	C	D	D	D

R= Routine Test; D= Difficult Test; C= Challenging Test.



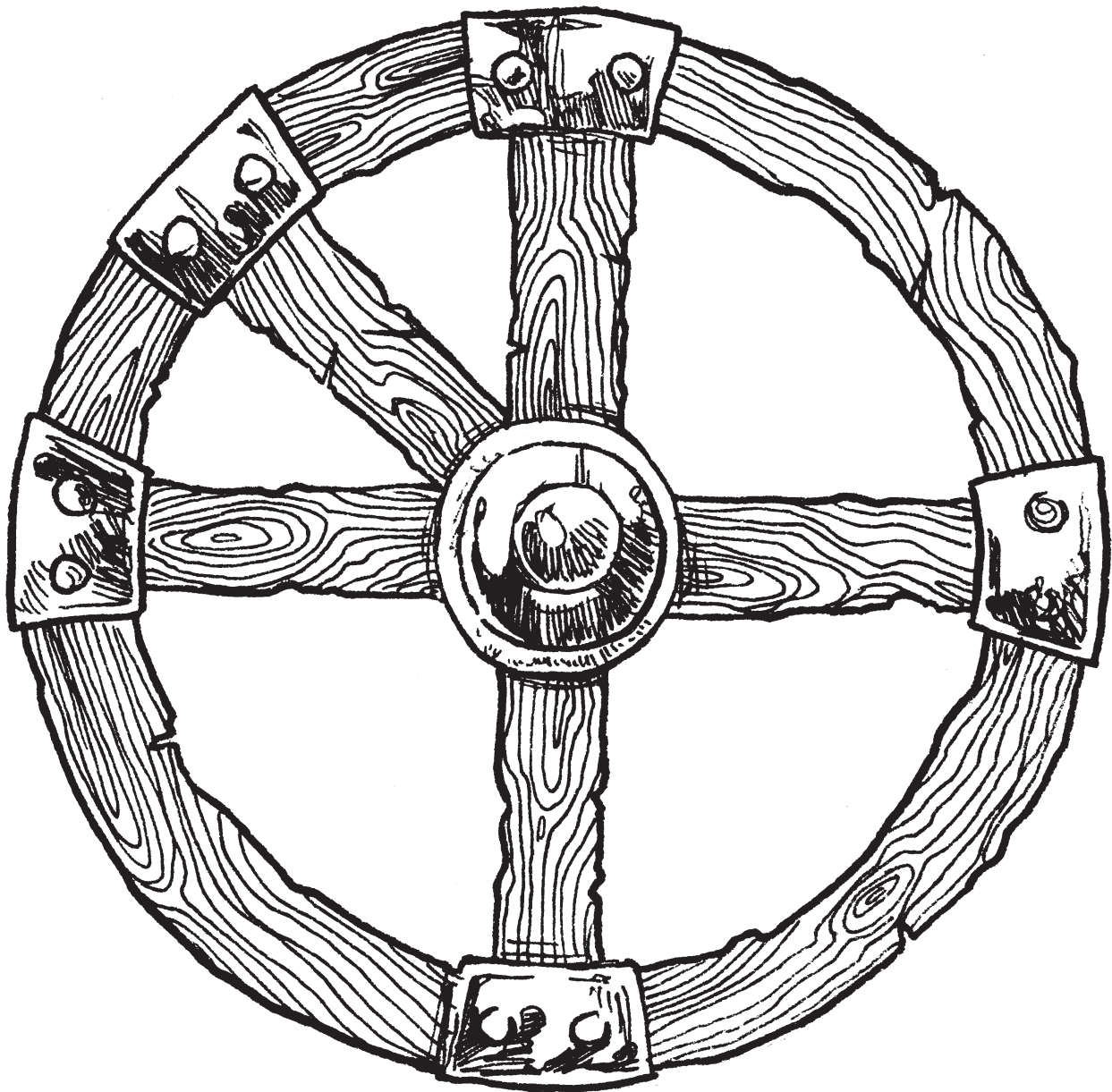
Practice Times

hours per day to earn a test...

Skill Category	Cycle	Routine	Difficult	Challenging
Academic	6 months	2 hours	4 hours	8 hours
Artist	6 months	3 hours	6 hours	12 hours
Craftsman	1 year	3 hours	8 hours	12 hours
Forester	6 months	3 hours	6 hours	12 hours
Martial	1 month	2 hours	4 hours	8 hours
Medicinal	1 year	4 hours	8 hours	12 hours
Military	6 months	2 hours	4 hours	8 hours
Musical	1 month	2 hours	4 hours	8 hours
Peasant	3 months	1 hours	4 hours	12 hours
Physical	1 month	2 hours	4 hours	8 hours
School of Thought	6 months	3 hours	6 hours	12 hours
Seafaring	3 months	2 hours	4 hours	8 hours
Social	1 month	2 hours	4 hours	8 hours
Sorcerous	1 year	5 hours	10 hours	15 hours
Special/Misc	3 months	3 hours	6 hours	12 hours

Stat/Attribute	Cycle	Routine	Difficult	Challenging
Will	1 year	4 hours	8 hours	16 hours
Perception	6 months	3 hours	6 hours	12 hours
Agility	3 months	2 hours	4 hours	8 hours
Speed	3 months	3 hours	6 hours	9 hours
Power	1 month	2 hours	4 hours	8 hours
Forté	2 months	4 hours	8 hours	16 hours
Faith	1 year	5 hours	10 hours	20 hours
Steel	2 months	1 hours	3 hours	9 hours

the Burning Wheel





Stopping the Bleeding vs Treatment

Obstacles for Stopping the Bleeding

Skill Tested:	Per/Agi	Field Dressing	Herbalism	Surgery
Type of Wound	obstacle			
Superficial	—	—	—	—
Light	—	—	—	—
Midi	6	3	3	2
Severe	8	4	4	3
Traumatic	12	6	5	4
Mortal	20	10	10	5

Note: Bloodletting and Apothecary use the Field Dressing obstacles, Song of Soothing uses Herbalism, and Khirurgy uses Surgery.

Obstacles for Treatment

Skill Tested:	Per/Agi	Field Dressing	Herbalism	Surgery
Type of Wound	obstacle			
Superficial	2	1	1	1
Light	4	2	2	2
Midi	8	4	4	3
Severe	—	—	5	4
Traumatic	—	—	6	5
Mortal	—	—	10	7

Note: Bloodletting and Apothecary use the Field Dressing obstacles, Song of Soothing uses Herbalism, and Khirurgy uses Surgery.

Shrugging it Off

Clearing the Cobwebs: Reducing +1 Ob, Ob 2 Health Test, 2 actions or one action die

Gritting Your Teeth: Reducing -1D, Ob 4 Health test, 4 actions or one action die.

Recovery

Obstacles for Recovering from Wounds

Superficial Wounds—Ob 1 Health Test

If successful, the pain fades immediately. If failed, it remains throbbing for the duration of the test. The test takes 10 minus Forte in hours.

Light Wounds—Ob 2 Health Test

If successful, the pain fades immediately. If failed, the penalty remains for 24 hours minus the Forte exponent.

Midi Wounds—Ob 3 Health Test

This test may not be taken until and unless the character receives treatment from Field Dressing, Herbalism, Apothecary, Surgery or an analogous skill. See below for more on tending the wounded.

A Midi Wound takes 2-12 weeks to recover from. The first die is recovered as soon as a successful medical skill test is made. The second die is recovered when the wound closes completely.

Severe Wounds—Ob 4 Health Test

This test may not be taken unless the character receives treatment from Herbalism, Surgery or an analogous skill.

A Severe Wound needs 1-3 months to heal completely. The first die is recovered as soon as a successful medical skill test is made. The second die is recovered at the halfway point in the healing time. The third die is recovered when the wound closes completely.

Traumatic Wounds—Ob 5 Health Test

However, the test may not be taken until the character receives treatment from Herbalism, Surgery or an analogous skill.

2-6 months of rest are required to heal from a Traumatic Wound. The first die is recovered as soon as a successful medical test is made. The second die is recovered in one-third of the healing time, the third die heals in two-thirds of the total time and the fourth die comes back once the wound is completely closed.

Mortal Wound—Ob 6 Health Test

Recovering from a Mortal wound most definitely requires the aid of Herbalism, Surgery or an analogous skill.

