

Seasonal activities chart

Activity	Page	Relevant skills
<u>Laboratory activities</u>		
Attuning a Talisman	ArM 98	None; requires enchanted items
Copying Laboratory Texts	ArM 102	Profession: Scribe
Creating a laboratory	ArM 94	None
Creating a Longevity Ritual	ArM 101	Creo Corpus Lab Total
Enchanting a familiar	ArM 103-105	Lab Total
Enchanting items	ArM 96-100	Lab Total
Extracting Vis	ArM 94	Creo Vim Lab Total
Fixing an Arcane Connection	ArM 94	None
Inventing spells	ArM 95	Lab Total
Investigating enchanted items	ArM 100	Lab Total
Learning spells from a teacher	ArM 95	Lab Total
Writing Laboratory Texts	ArM 102	Latin

Lab Total: Technique + Form + Intelligence + Magic Theory + Aura Modifier.

Vis usage limit: Magic Theory x 2 pawns per season.

Hermetic activities (non-laboratory)

Looking for an apprentice	ArM 106	Perception
Studying from Vis	ArM 165	-
Studying Supernatural Abilities	ArM 166	

Academic activities

Copying books	ArM 166	Profession: Scribe
Reading books	ArM 165	-
Writing books	ArM 165	Communication

Mundane activities

Adventuring	ArM 163	As per the Storyteller's whim
Practicing an Ability	ArM 164	Source Quality
Training an Ability	ArM 164	Master's Ability
Teaching / being taught an Ability	ArM 164	Teacher's Communication and Teaching

Artistic Endeavors

Animal Training	A&A 120	Intelligence + Animal Handling
Creating Art	A&A 123-124	Dexterity + Craft OR Communication + Profession