

Mythas Heka Worksheets

Available Heka:

Heka from Traits:

A Full Practitioner in either Dweomercraeft or Priestcraeft automatically has the Primary Trait Heka source. A failed Full Practitioner (Partial Practitioner) of Dweomercraeft or Priestcraeft has a 90% chance of being able to channel Heka through his or her Primary Trait. If the persona can channel Primary Trait Heka (as just determined), he or she has a 10% chance of channeling Secondary Trait Heka (Spiritual for Dweomer, Mental for Priest). If the persona also can channel Secondary Trait Heka, he or she has a 10% chance of channeling Physical Trait Heka as well.

Primary Trait (100%/90%/0%)	Secondary Trait (10%)	Physical Trait (10%)	Total Heka from Traits

Heka from K/S Areas:

To compute the Heka supplied from each K/S Area, enter the *STEEP* for each *K/S Area* that is greater than zero in the column below. If the Persona has a *Factor* from either a Vow or Pact, or because the Persona is a Full Practitioner, enter it below for the appropriate *K/S Area*. If there is no *Factor* for a Vow/Pact/FP, the factor is x1. Multiply *STEEP* x *Factor* and place it in the *Subtotal*.

K/S Area	TRAIT	STEEP	Factor	Subtotal	Attribute Bonus	Heka Generated	*
Alchemy	SPIRITUAL				SM CATEGORY		0
Apotropaism	MENTAL				(MMCap + MRCap)/2		0
Astrology	SPIRITUAL				SPCap		1
Astronomy	MENTAL				MMCap		1
Conjuration	SPIRITUAL				(SMPow + SPPow)/2		0
Demonology	MENTAL				MMCap		2
Divination	SPIRITUAL				SPCap		0
Dweomercraeft	MENTAL				MM CATEGORY		3
Endurance	PHYSICAL				(PMPow + PNPow)/2		9
Exorcism	SPIRITUAL				SMCap		0
Fortune Telling	SPIRITUAL				SPPow		0
Gemsmith/Lapidary	PHYSICAL				PNPow		10
Heka-Forging	PHYSICAL				PM CATEGORY		5
Herbalism	SPIRITUAL				SM CATEGORY		0
Magick	MENTAL				MR CATEGORY		3
Mediumship	SPIRITUAL				SPPow		0
Metaphysics	SPIRITUAL				SMCap		11
Music	PHYSICAL				(PMSpd + PNSpd)/2		4
Musical Composition	SPIRITUAL				SMPow		4
Mysticism	SPIRITUAL				SP CATEGORY		0
Necromancy	SPIRITUAL				SMPow		0
Occultism	SPIRITUAL				none		11
Pantheology	SPIRITUAL				none		11
Poetry/Lyrics	SPIRITUAL				(SMSpd + SPSPd)/2		4
Priestcraeft	SPIRITUAL				SM CATEGORY		6
Religion	SPIRITUAL				SMPow		6
Sorcery	SPRITUAL				(SMPow + SMSpd)/2		2
Spellsongs	MENTAL				(MMCap + MRCap)/2		4
Witchcraeft	SPIRITUAL				SPSPd		7
Yoga	SPIRITUAL				STEEP (total STEEPx2)		8

Total:

See next page for explanations of the footnotes (* column).

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Casting Difficulty Table:

<i>Adjusted</i> STEEP	<i>Grade I</i>	<i>Grade II</i>	<i>Grade III</i>	<i>Grade IV</i>	<i>Grade V</i>	<i>Grade VI</i>	<i>Grade VII</i>	<i>Grade VIII</i>	<i>Grade IX</i>
1-20	Hard	Difficult	V Diff	Extreme	--	--	--	--	--
21-30	Moderate	Hard	Difficult	V Diff	Extreme	--	--	--	--
31-40	Easy	Moderate	Hard	Difficult	V Diff	Extreme	--	--	--
41-50	Easy	Easy	Moderate	Hard	Difficult	V Diff	Extreme	--	--
51-60	Easy	Easy	Easy	Moderate	Hard	Difficult	V Diff	Extreme	--
61-70	Easy	Easy	Easy	Easy	Moderate	Hard	Difficult	V Diff	Extreme
71-80	Easy	Easy	Easy	Easy	Easy	Moderate	Hard	Difficult	V Diff
81-90	Easy	Easy	Easy	Easy	Easy	Easy	Moderate	Hard	Difficult
91+	Easy	Easy	Easy	Easy	Easy	Easy	Easy	Moderate	Hard

The table above assumes a Partial Practitioner. For a Full Practitioner Dweomercrafter using either *Dweomercraeft (General)* or his/her school of specialization, difficulty is one grade easier. For a Full Practitioner Priestcrafter using either *Priestcraeft (General)* or his/her ethos, difficulty is one grade easier. Only a Full Practitioner may attempt Castings of a Grade higher than he/she can normally use (the italicized difficulties above).

Casting Times:

<i>Eyebite</i>	<i>Charm</i>	<i>Cantrip</i>	<i>Spell</i>	<i>Formula</i>	<i>Ritual</i>
1CT*	1CT	5CT	1BT	5BT	1AT or more

* Only the caster's will & gaze are required to activate this type of casting; it takes effect the same CT as the casting, instead of the next CT.

Base Heka Required

<i>Grade I</i>	<i>Grade II</i>	<i>Grade III</i>	<i>Grade IV</i>	<i>Grade V</i>	<i>Grade VI</i>	<i>Grade VII</i>	<i>Grade VIII</i>	<i>Grade IX</i>	<i>Grade X</i>
20	35	50	75	100	125	150	200	250	300

Known and Recallable Castings:

	<i>Primary Trait</i>	<i>Other Traits</i>
Number of Known Castings:		
Number of Recallable Castings:		
Difficulty of Recall:		

Footnotes for Heka from K/S Areas Table:

- 0: There are no unusual footnotes for this K/S Area. Select Castings from the appropriate section of Mythus Magick.
- 1: When used in conjunction with *Astrology* only does *Astronomy* provide Heka.
- 2: *Demonology* is the "activator" for *Sorcery*, and when a Pact is agreed to and bound, the sorcerer gains a multiplier of 2 to 10 to STEEP and uses S TRAIT instead of (SMPow + SMSpd)/2 to determine Heka.
- 3: *Dweomercraeft* & *Magick* are the two K/S Areas required for Magi FP. For a FP only, multiply the lower of the two by 10 and add M TRAIT instead of MM CATEGORY to Dweomercraeft.
- 4: Except for FP Mages & Priests, anyone using *Spellsongs* must use *Music* to accompany the song (or provide the a capella skills). Only individuals with both *Spellsongs* and *Music* may also add Heka from *Musical Composition* and *Poetry/Lyrics* if both are also possessed.
- 5: If only P TRAIT Heka is used for *Heka-Forging*, then the P TRAIT may be used instead of the PM CATEGORY.
- 6: *Priestcraeft* & *Religion* are required for Priest FP. For a FP only, multiply the lower of the two by 10 and add S TRAIT instead of SM CATEGORY to Priestcraeft.
- 7: *Witchcraeft* is enabled by use of a Pact. Upon signing the Pact, the individual gains a 2 to 10 multiplier to STEEP and uses the SMCATEGORY instead of SPSpd.
- 8: *Yoga* is unique in the following respects: for STEEP 1-33, Heka gained through *Yoga* may only be used in Physical-based Magicks. For STEEP 34-66, Heka thus gained may be used for Physical- or Mental-based Magicks. For STEEP 67 and higher, Heka may be applied to any TRAIT's Magicks.
- 9: *Endurance* extends one's endurance (holding breath, enduring torture, etc.) by 1% per Heka used (maximum of 100 Heka); only Heka from *Endurance* may be used thus.
- 10: *Gemsmith/Lapidary* allows a persona to imbue gems with Heka.
- 11: This skill is a source of Heka, but does not use Heka itself.

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Shorthand Spellbook:

Casting is the name of the Casting. *Grade* is the grade (difficulty) of the Casting. *Page* indicates the page in the Mythus Magick (or another book) where the Casting is found. *Heka* is the cost of the Casting. *BUCs* is the cost of Materia for the Casting. List any notes about the Casting in *Notes*.

[illegible]

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Detailed Spellbook: _____

Casting: _____ Grade: _____ Page: _____
Time: _____ Area: _____
Distance: _____ Materia Cost: _____
Other Heka Costs: _____
Effects: _____

Casting: _____ Grade: _____ Page: _____
Time: _____ Area: _____
Distance: _____ Materia Cost: _____
Other Heka Costs: _____
Effects: _____

Casting: _____ Grade: _____ Page: _____
Time: _____ Area: _____
Distance: _____ Materia Cost: _____
Other Heka Costs: _____
Effects: _____

Casting: _____ Grade: _____ Page: _____
Time: _____ Area: _____
Distance: _____ Materia Cost: _____
Other Heka Costs: _____
Effects: _____

Mythas Heka Worksheets

Castings Worksheet:

Casting	Grade	K/S Area	K/S STEEP	Preparedness STEEP Modifier
Modified STEEP	Base Difficulty Rating (DR)	Comprehension DR Modifier	Environment DR Modifier	Final DR
Base Heka	Resistance Cost	Other Heka Cost	Total Heka Cost	
Materia Costs:				

Casting	Grade	K/S Area	K/S STEEP	Preparedness STEEP Modifier
Modified STEEP	Base Difficulty Rating (DR)	Comprehension DR Modifier	Environment DR Modifier	Final DR
Base Heka	Resistance Cost	Other Heka Cost	Total Heka Cost	
Materia Costs:				

Casting	Grade	K/S Area	K/S STEEP	Preparedness STEEP Modifier
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Materia Costs:				