

Secondary Insight (original from ArM5 pg 48)

Secondary Insight

Major, Hermetic Virtue
(modified from ArM5, pg 48)

Your method of magical study is especially versatile, offering you additional insights. These insights are represented mechanically in terms of benefits to three areas:

- I - Learning magical **Arts** and certain **Abilities** (additional experience)
- II - Performing **laboratory activities** (additional experience)
- III - Performing **original research** or investigating foreign magics (increased chance for Discovery)

When learning an Art or appropriate* Ability

(via Practice, Training, Teaching, or Study)
*generally an Arcane or Supernatural Ability

Once per Season, when the character gains experience in an appropriate Art or Ability, they gain:

Four (4) experience points,
split between one or more appropriate Arts or Abilities of their choosing,
other than the primary subject of learning.

When performing laboratory activities

Once per Season, they gain:

Four (4) experience points,
split between one or more related Arts or Abilities of their choosing.

When performing original research

Including investigation of foreign magic, meaning ancient or non-Hermetic magic, or magic outside your tradition.
(see HoH:TL, pg 26-30 , and AncM, pg 7-9).

Due to your insights, when an episode of such research is completed, for purposes of seeking a Discovery, the Risk Modifier to the Extraordinary Results chart may be increased by an additional +1, with no additional botch dice or other hazard from this increase.

Maximum Risk Modifier: (without virtue)
+1 per 5 points of Magic Theory
(Magic Theory / 5, round up)

Gain:

+1 to Risk Modifier, without additional botch die

This Virtue could be taken by characters other than Hermetic magi. When this happens, the benefits should be extrapolated to have similar scope (how often it can be applied), and the Arts or Abilities of that tradition of magic should be eligible to benefit from this virtue.

For example, a Folk Witch with Secondary Insight would apply this Virtue to:

- I - Study of their Supernatural Abilities, with Folk Witch Magic Theory being eligible as Hermetic Magic Theory is for a Hermetic Magus.
- II - Folk Witch laboratory activities.
- III - Performing original research, and investigating "foreign" magic.

For other traditions, similar extrapolations would apply.

A character that expands the scope of their magic via initiation into a Mystery or by learning from another tradition will expand the list of Arts or Abilities to which this Virtue could be applied. Since they are spreading themselves more thinly, the additional XP will help.