

THE INTERLOCK RPG MAGIC SYSTEM

The Nature of magic in the Interlock system.

While there are many possible interpretations of Magic and it's workings, we will only concern ourselves with Magic as it pertains to R.Talsorian Games Interlock© Role Playing System.

The Interlock system is by it's very nature heavily influenced by Japanese Animation and the culture of the orient in General, and thus the magic system should reflect that.

In Anime, Magic is A) Uncommon, B) Very colorful, C) Something to be respected and/or feared and D) In most cases deeply spiritual or elemental in nature.

Magic is a natural energy source, it comes from the earth and the air and is part of all living things (Kind of like the force). Magic travels along natural lines or paths, much like water and electricity. These lines of magic are called Lee Lines or Dragon Lines. While on or near these lines Magic is at it's most powerful, but the farther one gets away from a Dragon Line the weaker Magic will become. When Two (2) or more lines converge they create what is known as a Node. Monuments and shrines are often built on a node to mark it as a place of great power.

In a Node the effects of Magic will be at double strength and creatures of Magic both fair and foul will often be found there, drawn to the energy the way a moth is drawn to a flame (Think Stonehenge) A Mage, that is to say an Anime Mage is a person born with an innate ability to sense and manipulate this energy, even at a young age they will be marked as different and many will see them as a Fairy child or witch.

As they grow older, they will find that it becomes much easier to control this power. Often a young spell caster will be sought out by a more experienced Mage who will help them along their way to understanding their power.

Magic is neither good nor evil, it is energy and it is the personality and desires of those that wield it that give it shape and aspect, as far as the energy itself is concerned the only difference between a

Necromancer and a Healer is how they manipulate the Energy.

Many Mage's have found it easier to understand Magic by grouping it's effects in to Sphere of control that follow the ancient elements. Magic is broken up in to the Sphere of Earth, Air, Fire, Water, Spirit and Shadow.

Many Mage's seem to study every aspect of Magic that they can and only learn general spells (Goblin and One _Eye from the Black Company books would be considered generalist Mage's). While other Mage's seek to focus all there understanding in to one specific aspect of Magic, feeling that true power lies in specialization. A Necromancer would be this type of Mage.

A "Spell" is a easy way to interpret the manipulation of Magic. By practicing a combination of Hand gestures and words the Mage teaches himself to manipulate the energy of magic in a specific way. This is done because the human mind can not comprehend Magic in it's raw state, we are creatures of reason and it is are way to categorize things and create formulas and systems to better understand the way the universe works. Magic in it's raw forum is far to powerful and deadly for us to try and use or understand (though that has not stopped some from trying), by creating specific formulas or spells we find it easier to manipulate and understand magic. Certain creatures are drawn to magic and are themselves innately Magical in nature. Spirits and Fairy's are creatures of pure magic as are the Undead and *Yoma* (Evil spirits). Elf's and Dwarf's are also very in tune with magic. Though a Elf/Dwarf Spell caster is almost unheard of, all Elf's/Dwarfs are Magical creatures and their land and craft will be Magical by it's very nature (Think Lothlorian)

When a spell caster does cast a spell in Anime it will be very colorful and draw lost of attention, even the most simple of healing spells creates a pale white glow and as creatures of Shadow are instinctively drawn to seek out and destroy spell casters, a Mage will use his spells sparingly. Because when you do cast a spell, it's a huge thing and the more destructive the spell the larger and more colorful the

effect (just look what happens when Lena casts the Dragon Slave. Property damage for miles)
Because we are talking Anime here, the power that a spell caster calls upon will be called Chi. Oh sure we could call it Mana or something else, but Chi or Ki just sounds that much more anime.
Although the people at R.Talsorian games may never have intended the Interlock system to be used in a fantasy setting, as this article hopefully shows. Interlock can be adapted to Fantasy or any other setting.

The Laws of Magic.

1: The Law of Physics: Matter can not be created or destroyed, only rearranged.
No act or phenomenon of magic may violate the natural physics of reality unless it operates under certain attainable conditions in a specific limited context.

2:The Law of Harmony: For every action there is an equal and opposite reaction.
Every phenomenon in existence is either linked directly or indirectly to every other phenomenon in existence.

3:The Law of Cause and Effect: For every effect there is a cause, everything you encounter is the result of Phenomenon you understand or Phenomenon you do not understand.
The exact same action performed under the same condition every time will result in the same effect every time it is performed. Only factors which change the conditions will change the result.

4:The Law of Attraction: Like attracts like, but also opposites attract. Shadow attracts light and light attracts shadow. To attract energy of a particular type, one must put out the same type of energy.

5:The Law of Infinitum: Nothing is impossible, though some things are highly improbable. The total number of possible phenomenon is infinite, as it is known to be infinite it is therefore unknown what all the possible outcomes of a phenomenon might be.

6:The Law of Outcomes: You can't always get what you want, but sometimes you get what you need. The result of a phenomenon may not always be the desired effect of the phenomenon but as the universe always works and the universe abhors a

vacuum, there will always be some type of result from a phenomenon.

7: The Law of Commonality: If any element or factors are common between any two or more patterns of energy then they can interact through their common element. For example...
Earth spells are at +1 when underground but are at 1/2 effectiveness when at sea.
Air spells are hard to see (-5 to perception checks) and only operate at 1/2 power when indoors or underground.
Water spells are 2 X effective when cast underwater or at least fully immersed, but are at 1/2 power when cast in a desert. Also since water runs downhill water spells are cast at 1/2 range when aimed at a 450 or higher angle and are X2 range when aimed at a 450 or lower angle
Contact with any fire spell will ignite combustibles; however the spells can easily be blocked by any non-flammable materials and of course water, Fire spells can easily be located by the heat they give off.
Spirit spells are "divine" in their nature as they draw on the very energy of the "Spirit" realm and are thus the bane of Shadow. Spirit Spells are X 2 effective when cast on "holly" ground or within a place that is innately pure and good (Such as an Elf Heaven like Lothlorian) and they are 1/2 effective when cast on "Unholy" ground or in a place that is Evil and Foul (Like Mordor)
Spells of the Shadow realm are X2 effective at night or in a Foul place (like a swamp or graveyard) but 1/2 effective in daylight or in a holy place (like a shrine or an elf heaven)

CHI FORMULA **COOL+EMP+1d10 to start**

General Rules

Duration: Unless a spell is instant (like a bolt) it will last as long as the caster concentrates on it, some spells have a prearranged time limit on them and you will see that in the description of the specific spell.

Range: This is Anime, the range on all spells is line of sight. BUT, magic tends to follow natural lines of force and the farther away from you a spell gets the harder you will find it is to control the spell.. For each HEX past the spell casters COOL there will be a -1 to the effect of the spell.

Drain. Each spell caster will have a CHI Pool from which to draw the energy needed to cast a spell. Each spell level will cost an amount of Chi to cast. IE: To cast a level Three (3) bolt would cost 6 Chi. You can of course chose to cast spells below your Skill level, but you cant cast a spell above your skill level until you "learn" that Rank.

IE: Aki has bolt at Rank Four (4) . She can cast a Bolt of any skill Rank from One (1) to Four(4) but no higher until she learns Rank Five (5).

If you run out of Chi, you may still attempt to cast spells but the energy is now drawn from your own body. The Chi cost will now come off your total BOD score. You are draining your own health to cast the spells now and you could kill yourself.

Limitation: You must rest at least 6 hours a day after casting spells. A spell can be used as many times a day as you can afford to cast it but no matter if you cast One (1) spell that day or Twenty (20) spells you still must rest at least Six (6) hours.

Recovery: Chi recovers at a rate of COOL per hour of rest. A starting Spell caster has an amount of Chi equal to his/her EMPATHY+COOL +1d10.

Targets: Most spells only effect one target at a time. If you wish to effect more then one Individual per casting then you must spend Two (2) extra Chi per person you wish the spell to effect.

Times per day: As Mage may cast any spell he knows as many times a day as he can afford it.

Spheres of magic: 90% of all Spell casters usually only study one style of magic. Most never learn more then the general spells (Goblin and One -Eye of the Black Company books seemed to be just generalist Mage's). A Mage will usually specialize in one sphere of magic (Such as Shadow magic and necromancers) and all his/her spells will be effected by that choice. Most of the spells can be learned in any sphere of magic but they will appear different depending on the sphere.

IE: In the Fire School the Energy Bomb spell is called Fire Ball but in the Shadow School it is called Death Blossom. They are both fundamentally the same spell but the appearance is different.

The "Mage" stat: In the interlock system the TECH skill is the characters ability to understand and sue technology, in a fantasy setting you could say that TECH is the individuals ability to understand and use Magic and things Magical. You May wish to change the name of the skill from TECH to Craft of Magical Aptitude. The Craft stat is generated just like any other stat in Interlock. Note that just because a character has the Craft stat,

they may not be a spell caster. Magic using characters should be rare and wonderful and a Spell caster should be a special character type. Then again that depends on your world and style of game.

If you are running Pure Fantasy (Lord of the Rings, record of Loodos War) then magic and spell casters are rare, on the other hand if you are running Fantasy Light (Slayers, the Black Company) Then magic is only uncommon and there may be several individuals who can use it.

Starting Spells and learning new spells: A Spell caster MUST learn all the basic spells at Level One (1) before the can begin to learn any of the specific magic spells. A Spell Caster starts with as many spells as his master is willing to teach him, usually about One a month. When the master feels that his student has a good general understanding of the basics of magic he will begin to teach him the specific spells that he knows. When the student has shown ample understanding of the general and specific aspects of Magic then the master will let his student go off in to the world to find his own way. It takes one week of study to learn a new spell at Rank One. During that time the Mage must devote at least Six (6) hours of every day to practicing the spell and studying it's effects.

***What no "Detect Evil" spells ?:** Magic, like any other energy source is neither Evil nor Good, it is simply energy. It is only the intent of the user that can label the effects of Magic "evil" or "Good". So there is no spell that can detect Evil or Good Magic. There is however a spell that allows the caster to sense the presence of Spirits and to tell if they are Fair or Foul.

***A Note on "Dragon Line":** A Mage is at his/her best when on or near a Dragon Line. If within One (1) mile of a Dragon Line the spell caster will receive no Bonuses or Negatives to his die rolls when casting a spell, but for every mile the Mage travels away from a Dragon Line he/she will receive a Negative One (-1) to his/her die rolls when casting a spell.

This is why Magic Types generally hate to travel and are so stingy in the use of their spells.

Thankfully though uncommon their are plenty of Dragon lines in the world.

When on or near a Node, a Mage will feel supercharged, as if under the effect of a double espresso. The effect of any spell cast on a Node is doubled and even the most simple of spells become truly powerful. You may find your simple light spell is now bright enough to light up an entire building

and the effect of any destructive spells becomes truly earth shaking.

Ironically there are some spells that are so powerful and require so much energy that they can only be cast on a Node. Lena could only cast the Giga Slave while near a Node and while holding the Sword of Light.

***A note on Shadow Magic:** "Is the Dark Side more powerful?"

"No, quicker, easier not more powerful"

Hey, these Shadow spells are a lot more powerful than the other Spells. Perhaps you are right, perhaps they are more powerful or at least that's what the Dark Side wants you to think.

Remember every time you use a Black spell you lose ONE point of Empathy...PERMANENTLY! Should you ever drop to 0 EMP you have "fallen to the dark side". Your character will become a "Wraith" living in both the shadow realm and the realm of man, doomed forever to serve the Dark Lords (And thus become an NPC in the GM's charge).

You can regain lost EMP through Magic powers or spending time in a Holy place or by doing truly pious and noble things but it is just better to stay away from the dark side.

***The "Read Magic" skill:** All Mage's are taught how to read magical writings and scrolls early in their training. Mage's have long practiced the art of writing down their spells and ideas in a cryptic series of ruins, they do this to keep their knowledge out of the hands of the untrained and uneducated. Each Mage will develop his own style of writing and may even invent new ruins that only he understands.

The skill of "read Magic" is taught so the Mage may recognize magic ruins and attempt to translate them. It is learned just like any other skill. A Mage will start with this skill at Rank Two(2) and then may improve it using the rules found in either Cyberpunk or Mekton.

BASIC SPELLS

1:Sense "Dragon Line"

Cost: One (1) Chi per Skill level

This is the ability to sense the presence of a "Dragon Line" or any other strong source of Chi/Magic energy such as a Node.

Level Range

1: 10"

2: 20"

3: 40"

4: 80"

5: 100"

6: 200"

7: 400"

8: One Mile

9: Two Miles

10: Four Miles

2:Sense "Magic"/Chi energy.

Cost:One (1) Chi per Skill Level.

The ability to "Detect Magic". This general, all purpose spell allows the user to Sense/See the presence of Magic/Chi energy in a Person, Place or Object. In addition the spells also gives the caster a general sense of just how powerful the Magic/Chi energy is.

Level Range

1: 10"

2: 20"

3: 30"

4: 60"

5: 90"

6: 120"

7: 150"

8: 200"

9: 400"

10: 600"

3:Sense "Spirits"

Cost: Two (2) Chi per Skill Level.

Another general, all purpose spell that allows the caster to sense the presence of "Spirits" The term "Spirit" is a generic reference to any creature from the Spirit Realm and would include Fairy, Ghosts, Yoma, Elemental's and the Undead.

Level Range

1: 10"

2: 20"

3: 30"

4: 60"

5: 90"

6: 120"

7: 150"

8: 200"

9: 400"

10: 600"

4:Detect "Noun"

Cost: 2 per skill level

Allows the spell caster to detect the presence of a specific element or energy by inserting the

Name/Noun he wishes to search for at the time of casting, such as Detect"Gold". Detect"Evil". Detect"Water". Detect"Fish".Etc.

Level Range

- 1: 10"
- 2: 20"
- 3: 30"
- 4: 60"
- 5: 90"
- 6: 120"
- 7: 150"
- 8: 200"
- 9: 400"
- 10: 600"

5:Legend Lore

Cost:3 Chi per skill level.

A general, all purpose divination spell, it allows the Mage to get a general idea about the history of an object or location.

Level Effect

- 1: Get Simple sensory impressions associated with the object or place (A color)
- 2: Multiple sensory impressions(A sound)
- 3: Simple emotional impressions associated with the object or place (Something sad happened here)
- 4: Complex emotional impressions
- 5: Simple conceptual associations
- 6: Complex conceptual associations
- 7: Simple history
- 8: Involved history of object or place
- 9: Complex history and biography
- 10: Complete understanding of object or location.

6:Bolt

Cost: Two (2) Chi per Skill level

A general all purpose attack spells (Magic Missile) . A Anime Mage may make the spell take on several appearances depending on there preferred style of combat and of course as any fan of Anime knows when using a Combat spell you MUST call out the name of the spell. Some appearances/effects might include...

Flare Arrow. Freeze Arrow.Digger Bolt. Blam Blazer or the ever popular Almekia Lance.

Level Damage

- 1: 1d6/2
- 2: 1d6
- 3: 1d6+1
- 4: 1d6+2
- 5: 2d6
- 6: 2d6+1

7: 2d6+2

8: 3d6

9: 3d6+1

10: 3d6+2

7:Shield.

Cost: 2 Chi points per level.

The general, all purpose defense spell.This spell will provide the Mage with some protection against physical attacks. It works much the same way normal Armor works, providing an amount of Stopping Points based upon the casters level with the spell. For a full explanation of how Armor works in the Interlock Role Playing System see the Cyberpunk or Mekton rule book.

Level Stopping Points

- 1: 2 Stopping points
- 2: 3 Stopping Points
- 3: 4 Stopping Points
- 5: 6 Stopping Points
- 6: 8 Stopping Points
- 7: 10 Stopping Points
- 8: 12 Stopping Points
- 9: 14 Stopping Points
- 10: 16 Stopping Points

8:Counter spell

Cost: One more then your opponent

The "Dispel magic"trick. This spell allows you to attempt to Counter/Dispel /Disenchant the magic of another spell caster. In order for this to be successful you must First spend One (1) more Chi point then the original caster did on his/her spell.

IE:If Aki is casting a spell that costs her Six (6) Chi then you must spend Seven (7) Chi in your attempt to counter it.

Once you have spent your Chi you must roll 1d10 and add the total to your Counter Spell Skill Level + your Craft Rank. You will compare this number to the Rank of your opponents Spell + His /Her craft rank + 1d10. If your total is equal to or exceeds your opponents total then you have countered the spell.

9:Chi Reserve.

Cost:Special

The ability to place Chi energy in to an artifact, thus creating what might be considered "Magic item,".

The character can either create an Artifact that duplicates an existing Chi power (Wand of fire, sword of dancing) or he can create a Chi "battery". Storing Chi energy in an item (usually a crystal) to be drawn upon later.

The character puts Chi in to an item on a point for point basis.

The character will also need such skills as Blacksmith, Weapon Smith, Wood Carving or what have you as required by the artifact he is forging and what he wants it to do.

10:Protection from "Noun"

Cost: 3 Chi per skill level.

Another general, all purpose defense spell. The spells provides protection from one specific noun, at the point of casting you insert the noun such as Protection from Fire. Protection from Evil.

Protection from Poison. Etc.

Level Effect

- 1: +1 to saving throw
- 2: +2 to save
- 3: +3 to save
- 4: +4 to save
- 5: +5 to saving throw
- 6: +6 to save
- 7: +7 to save
- 8: +8 to save
- 9: +9 to saving throw
- 10: Immune to effect for duration of spell.

11:See Aura

Cost: Two Chi point per level.

The ability to "See" another aura, allowing you to discern several aspects of there personal health and energy level.

Level Effect

- 1: Sense Age, Sex and general Physical Health of target.
- 2: Sense mental health of target
- 3: Sense if the target has Chi potential
- 4: Sense if target has active or latent Chi energy
- 5: Estimate how powerful target is
- 6: Sense how many Chi points target has
- 7: Can Sense what specific Spells the target knows.
- 8: Can Sense what levels each of the targets Magic Spells are at.
- 9: Can read Two (2) individuals at once.
- 10: Can read Four (4) individuals at once.

12:Scribe

Cost: Two) Chi per word plus see below.

The ability to scribe (write) magic ruins. Useful for creating scrolls and spell books as well as other writings. It costs the Mage One (1) Chi point per magic word written down, in addition if the Mage is creating a Scroll that he intends to duplicate a Magic

Spell (like a scroll of Fire Balls) then he must also spend an amount of Chi equal to his skill level with the Spell. It takes One (1) hour to write each spell into a book or scroll.

IE: Aki has the fire ball spell at rank Four(4). She wishes to Scribe a Fire Ball Spell. It would cost her Ten (10) Chi to write the scroll and an additional Eight(8) Chi to empower it and it would take her One(1) hour to do this.

SPECIFIC MAGIC SPELLS

A:SPELLS OF THE "MIND"

This category includes spells of communication, divination, translation and spells that duplicate some well known Psionic abilities like telepathy.

1:Empathy

Cost: Two (2) Chi points per Skill Level.

The ability to "read" the emotions of others.

Level Effect

- 1: Get a basic feeling from the target.
- 2: Gets a detailed feeling from the target
- 3: Can perceive complex emotional patterns and their reasons.
- 4: Can make slight modifications on existing emotions (Hate to dislike)
- 5: Can make moderate modifications on existing emotions (Hatred to neutrality)
- 6: Massive modifications to existing emotions (Like to passionate love)
- 7: Implant simple emotions (Like me)
- 8: Implant moderate emotions (Trust me)
- 9: Implant intense emotions (Love me)
- 10: Effect multiple targets at once. +5 difficulty per target.

2:Animal Empathy

Cost: Two (2) Chi per Skill Level

The ability to communicate with animals.

Level Effect

- 1: Sense all animals within a 100 foot radius.
- 2: Sense/Locate specific animal within a 500 foot radius.
- 3: Sense all animals of a specific type within a 1 mile radius.
- 4: Summon all animals within 500 foot radius.
- 5: Summon specific animal type within a One (1) mile radius.
- 6: Influence animals, transmitting emotions and base

ideas.

7: Summon all animals within a 2 mile radius

8: Summon a specific animal type if it is within a two (2) mile radius

9: Communicate with animals

10: See through an animal's eyes as long as the animal remains within a Two (2) mile range.

3: Mind over Body*

Cost: Two (2) Chi points per skill level.

The ability to control your own body, or to effect the body of another by touching them.

Level Effect

1: Subject gets a second wind. They may ignore fatigue for an amount of rounds equal to their COOL stat

2: Subject does not have to make a Pain/Stun check for an amount of rounds equal to their COOL stat.

3: Subject does not feel pain and can ignore having to make a Death Save for an amount of rounds equal to their COOL .

4: Subject can ignore the effects of hunger for an amount of Days equal to their COOL stat

5: Subject can ignore the effects of thirst for an amount of days equal to their COOL stat

6: Subject can hold their breath for an amount of rounds equal to their COOL stat.

7: Subject can be submerged into a meditative like trance for up to COOL rounds. Upon exiting the trance the subject is Plus Four (+4) to all die rolls for an amount of rounds equal to the time spent within the trance.

8: Subject can ignore the effects of any injected , air based or contact poison for an amount of rounds equal to their COOL.

9: Subject may raise their EMP stat by 1d6 points. This effect lasts for an amount of rounds equal to their COOL stat

10: Subject may make Two (2) Hero/Death saves instead of the normal One (1) allowed.

4: Far Seeing

Cost: Three (3)Chi points per level.

The "Wizards Eye" spell. The ability to perceive events that are happening far away. The Mage can preform this spell simply by closing his/her eyes and concentrating, but if the Mage uses a focus such as a Crystal Ball, Mirror or Clear pool of water then the Range of the spell is doubled.

Level Effect

1: Can See events involving a known person or location up to One (1) mile away

2 As above, up to Two (2) miles away.

3: As above, up to Four (4) miles away. Can also see events involving a Familiar person or location up to One (1) mile away.

4: As above, up to Seven (7) miles away. Can See events involving a Familiar person or location up to Two (2)miles away

5: Known up to Eleven (11) miles. Familiar up to Four (4) miles. Can see events involving a Unknown person or location up to One (1) mile away.

6: Known up to Sixteen (16) miles away. Familiar up to Seven (7) miles away. Unknown up to Two (2) miles away.

7: Known up to Twenty Two (22) miles away. Familiar up to Eleven (11) miles away. Unknown up to Four (4) miles away.

8: Known up to Twenty Nine (29) miles away. Familiar up to Sixteen (16) miles away.

Unknown up to Seven (7) miles away.

9: Known up to Thirty (30) miles away. Familiar up to Twenty two (22) miles away. Unknown up to Eleven (11) miles away.

10: Can see events involving a Known person or location up to Fifty (50) miles away. Can see events involving a Familiar person or location up to Thirty (30) miles away and can see events involving an Unknown person or location up to Sixteen (16) miles away.

5: Oracle

Cost: Three (3) Chi per Skill Level.

This spell allows the caster to consult with the Spirits and be granted a vision of the "Possible" future or the possible outcome of an event. The casting of this spell often involves the use of some focus such as ruin stones, a tarot deck, a open fire.

Level Effect

1: Receive One (1) very vague vision

2: Receive One (1) rather vague vision

3: Receive One (1) simple vision

4: Receive One (1) easy to interpret vision

5: Receive One (1) clear vision

6: Receive One (1) obvious vision

7: Receive One (1) obvious vision and an additional vague vision.

8: Receive One (1) obvious vision and Two (2) additional vague visions

9: Receive Two (2) obvious visions

10: Receive Three (3) obvious visions.

6: Visions

Cost: Three (3) Chi points per Skill Level

This spell allows the caster to look in to the past. The casting of this spell often involves the use of a focus such as a human skull, a mirror or a crystal ball.

Level Effect

- 1: Can see up to an hours in to the past.
- 2: Can see up to Six (6) hours into the past.
- 3: Can see up to One (1) day into the past
- 4: Can see up to One (1) week into the past
- 5: Can see up to one (1) month into the past
- 6: Can see up to Six (6) months into the past
- 7: Can see up to One (1) year into the past.
- 8: Can see up to Five (5) years into the past
- 9: Can see up to Ten (10) years into the past
- 10: Can see up to One Hundred (100) years into the past.

7:Telekinesis

Cost: Four (4) Chi points per Skill Level.
The ability to manipulate and move objects with out touching them..

Level Effect

- 1: Move up to Five (5) pound
- 2: Move up to ten(10) pounds
- 3: Move up to Twenty (20) pounds
- 4: Move up to Fifty (50) pounds
- 5: Move up to One Hundred (100) pounds
- 6: Move up to Two Hundred (200) pounds
- 7: Move up to Three Hundred (300) pounds
- 8: Move up to Four Hundred (400) pounds
- 9: Move up to Five Hundred (500) pounds
- 10: Move up to One Thousand (1000) pounds.

8:Telepathy

Cost: Three (3) Chi points per skill level
This spell allows you to mentally communicate with other minds, bypassing the need for understanding language and communicating on a telepathic level.

Level Effect

- 1: May send simple thoughts to One (1) target.
- 2: May receive simple thoughts from one (1) target.
- 3: May send and receive simple thoughts from One (1) target.
- 4: Send complex thoughts and ideas to Two (2) minds at once.
- 5: Send and receive complex thoughts and ideas from up to Two (2)minds at once.
- 6: As above but up to Four (4) minds at once
- 7: Can transmit large amounts of data(ten minutes of speech in one action) to up to Six (6) minds at once.
- 8: Can Revive large amounts of data from up to Six (6) minds at once

9: Can Send and receive huge amounts of data (an hours worth of information in one action) from up to Eight (8) minds at once

10: As above but now up to ten (10) minds at once

9:Suggestion

Cost:Three (30 Chi per Skill level.

*You must know the Telepathy spell at least at rank Three (3) in order to learn and cast this spell.
The magical ability to effect a subjects memories and implant suggestions in their mind (These are not the Dwarfs you are looking for)

Level Effect

- 1: Modify a minor memory of the subjects(The Dwarfs shirt is blue not red))
- 2: Modify a large chunk of the subjects memory (The Dwarfs all had red hair))
- 3: Make a minor modification to an important memory of the subjects (The Dwarfs name is Alex not Ajax)
- 4: Make a major modification to the subjects memory (You like Dwarfs)
- 5: Implant a slight memory or suggestion (You are looking for Five Dwarfs not Three)
- 6: Implant a sizable memory or suggestion(These are not the Dwarfs you are looking for)
- 7: Implant a massive suggestion or memory modification in the subject (You are looking for Elf's not Dwarfs)
- 8: Implant small "idea" that goes against subjects basic nature(Letting the Dwarfs go would be a good idea)
- 9: Implant large or important suggestion or memory modification in the subject (Actually you love Dwarfs and want to help them any way you can)
- 10: Implant any memory or suggestion in subject you wish (You are a Dwarf)

10:Phantasmal Force

Cost:Three (3) Chi per skill level

*You must know the Telepathy spell at least at Rank Three (3) before you can learn/cast this spell.
The ability to create illusions. The more realistic the illusion the more believable it is. Making an illusion of a Tree in a Forrest is a good idea, making an illusion of a tree in a barren desert is not such a good idea.

One of Goblin and One Eyes favorite spells.

Level Effect

- 1: Create a simple visual illusion
- 2: Create a complex visual illusion
- 3: Create a simple audio illusion

- 4: Create a complex audio illusion
- 5: Create a complex illusion with both visual and audio effects
- 6: Create illusionary smells
- 7: Create the illusion of taste
- 8: Create a tactile illusion (An illusionary fire would now give off "heat")
- 9: Create a complex Three Dimensional illusion that effects all Five senses
- 10: Create a programed illusions that will activate when a certain condition is met.

SPELLS OF THE BODY

This category includes spells of healing and empowerment as well as spells that effect the body of the subject.

1:Empower

Cost: Three (3) Chi points per skill level.

The ability to use magic to enhance your Physical Characteristics. You can use this spell to increase you BOD,MA, ATT or REF stat but not any other.

Level Effect

- 1: +1 to One (1) stat for One (1) action
- 2: +1 to one (1) stat for One (1) round
- 3: +1 to One (10 stat for an amount of rounds equal to the subjects COOL stat.
- 4: +2 to One (1) stat for One(1) action or +1 to two (2) stats for One(1) action
- 5: +2 to One(1) stat for One(1) round or +1 to two (2) stats for One(1) round
- 6: As above for an amount of rounds equal to the subjects COOL stat.
- 7: +3 to One (1) stat or +2 to One(1) stat and +1 to a second stat or +1 to Three (3) stats for One (1) action
- 8: As above for One (1) round
- 9: As above for an amount of rounds equal to the subjects COOL stat.
- 10: Subject gains +2 to his BOD, MA, REF and ATT for an amount of rounds equal to his COOL stat.

2:Cure

Cost: Three (3) Chi points per skill level

The ability to cure yourself or another of the effects of Poison, disease, fatigue and other effects.

Level Effect

- 1: Remove the effects of fatigue from subject
- 2: Purge the subject of the effects of alcohol or

drugs (Look no hangover)

3: Cure minor disease (A cold)

4: Remove effects of venom/toxin from subject

5: Purge the subject of any ingested, inhaled or contact poison

6: Cure major disease(Small pox)

7: Restore 1d6 lost Chi to subject

8: Restore 1d6 lost EMP to subject

9: Restore 1d6 years of youth to subject

10: Cure subject of the effects of a "Black wound"

3:Heal Wounds

Cost: Three (3) Chi points per skill level

This spell allows you to heal damage on your self or others by touch.

Level Effect

- 1: Heal One (1) point of damage
- 2: Heal 1d6/2 points of damage
- 3: Heal 1d6
- 4: Heal 1d6+1
- 5: Heal 1d6+2
- 6: Heal 2d6 points of damage
- 7: Heal 2d6+1
- 8: Heal 2d6+2
- 9: Heal 3d6 points of damage
- 10: Heal 3d6+3

4:Armor

Cost: Four (4)Chi per skill level

* You must know the Shield spell at Rank Three (3) before you can learn this spell.

The spell caster may cover his, or another body with a mystic "Suit of armor" that provides protection against most forms of damage. IT functions just like normal armor.

This spell will often have a wide variety of names such as Stone Skin, Iron Skin, Holy Armor.

Level Stopping Points Provided

- 1: 3 SP
- 2: 6 SP
- 3: 9 SP
- 4: 10 SP
- 5: 12 SP
- 6: 15 SP
- 7: 18 SP
- 8: 20 SP
- 9: 25 SP
- 10: 30 SP

5: Sleep

Cost:Three (3) Chi per subject

The ability to place a subject in to a deep and restful

sleep. Each target is allowed One (1) saving throw vs their COOL stat, but if they fail they will fall asleep until awakened or Six (6) hours have passed. This was another of One Eye's and Goblins favorite spells. There is apparently a more powerful *Stasis* version of this spell but it is very rare and known to only a select few.

6: Spirit Projection.

Cost: Five (5) Chi points per level

The spell caster can cause their physical body to enter a state of deep slumber and then have their "Spirit" body enter in to the "Spirit" real and travel great distances. While in the spirit realm you can only communicate with other Spirits or with those who can see into this realm. Your physical body is vulnerable and should you die while in the spirit realm you will become trapped there.

This can also be known as "Dream Walking" or "Astral Travel"

Level Effect

- 1: Travel up to 100 feet away from your body
- 2: Travel up to 500 feet from body
- 3: Travel One Mile from body
- 4: Travel 3 miles from body
- 5: Travel 10 miles
- 6: Travel up to 15 miles away from your body
- 7: Travel up to Twenty (20) miles
- 8: Travel up to Fifty (50) miles
- 9: Travel up to One Hundred (100) miles
- 10: Travel up to 1000 miles away from your body.

7: Levitation.

Cost: Four (4) Chi points per skill level.

The ability Magically levitate your own weight and eventually Fly

Level Effect

- 1: Lift own weight up to 5 feet off ground
- 2: Lift own weight up to 10 feet off ground
- 3: Flight: MA of 3
- 4: Flight: MA of 4
- 5: Flight: MA=8
- 6: Flight MA of 10. Lift up to 1/2 your normal encumbrance
- 7: Flight at MA 12. Lift up to your full encumbrance
- 8: Flight at MA of 15
- 9: Flight at MA of 20
- 10: Flight at MA of 30

8: Sensory

Cost: Three (3) Chi points per Skill level.

This spell can Magically enhance your senses or the

senses of another, lots of fun at party's.

Level Effect

- 1: +1 to Subjects Perception rolls for an amount of rounds equal to their COOL stats.
- 2: +1 to all five senses/sense rolls for an amount of rounds equal to the subjects COOL stat.
- 3: Subject can see clearly objects that as far as Two(2)
- 4: Subjects sense of hearing is well beyond the normal sensitivity, they can listen to a whispered conversation in a crowded room
- 5: Subject can see clearly in normal darkness as if it was Lit. This "Night Sight" has a range of 20"
- 6: Subjects sense of smell is so acute that he can locate a specific individual within a 1000" simply by their smell.
- 7: Subjects sense of taste is so sensitive that they can tell the ingredients in a meal just from a taste, and they can spot ingested poison simply by having it touch their tongue.
- 8: Subject can sense all individuals within 100". He can not be surprised or snuck up on.
- 9: Subjects sense of touch is so sensitive that he can tell the temperature of an object simply by passing his hand over it. He can tell the colors of a painting simply by touching it and he can read the letters by touch.
- 10: +2 to all Five senses/Sense rolls for an amount of rounds equal to the subjects COOL stat.

9: Shape Shift

Cost: Six (6) Chi per skill level.

A very rare and powerful spell that allows the Mage to alter his appearance and eventually even shape change into another person or creature.

Level Effect

- 1: Subject may alter their ATT stat by +/-1
- 2: Subject may alter his/her size/mass by +/- 10%
- 3: Subject may alter his ATT stat by +/- 1d6
- 4: Subject may alter his/her Size/Mass by +/- 20%
- 5: Subject may alter the length and color of their hair.
- 6: Subject may alter the pigmentation of their skin and the color of their eye's
- 7: Subject may take on basic animalistic characteristics. He/She can grow slight fur over their body, can enlarge the size of their nails and teeth and take on a much more feral appearance.
- 8: Subject may assume the basic shape/Appearance of any Human they have seen.
- 9: Subject may assume the basic shape/appearance of any humanoid they have seen.

10: Subject may assume the shape/ability's of any animal they have seen.

10:Paralysis

Cost: Six (6) Chi points per level

*Must know the Sleep spell at Rank Five before you can learn/cast this spell.

The ability to place a target into a temporary state of *Stasis*. Immobile and unable to act or even be aware of their surroundings.

Level Effect

- 1: Lasts One (1) action
- 2: Lasts One (1) round
- 3: Lasts 1d6 rounds
- 4: Lasts 1/2 an hour.
- 5: Lasts an hour
- 6: Lasts Six (6) hours
- 7: Lasts One (1) day
- 8: Lasts 1d6 days
- 9: Lasts One (1) week
- 10: Lasts 1d6 weeks

SPELLS OF ELEMENTAL ENERGY

These spells deal with the creation and control of the Basic elements of the world, such as Earth and Fire. These would include spells of Light and Darkness and Elemental Energy and Yes the ever popular Energy Blast.

1:Create "Element"

Cost: Four(4) Chi per skill level.

The ability to rearrange particles of energy to cause a mass or force to come in to being. You would use this spell to create water and also to create light.

Level Create Fire Create Water Create Earth Create Air Create Light Create Darkness

- 1: 1d6/2 1 Cup of liquid 1 cubic foot 1" sphere 1" sphere 1"sphere
- 2: 1d6 1 quart 2 Feet 2" sphere 5" sphere 5" sphere
- 3: 1d6+1 1/2 gallon 4 feet 3" sphere 8" sphere 8" sphere
- 4: 2d6 1 gallon 6 cubic feet 4" sphere 10"sphere 10" sphere
- 5: 2d6+2 2 gallons 8 feet 6" sphere 12" sphere 12" sphere
- 6: 3d6 3 gallons 10 feet 8" sphere 15" sphere 15"sphere
- 7: 3d6+3 4 gallons 12 cubic feet 10" sphere 20" sphere 20" sphere
- 8: 4d6 6 gallons 14 feet 12" sphere 25"sphere

25"sphere

9: 4d6+4 8 gallons 16 feet 14"sphere 30" sphere 30" sphere

10: 5d6 10 gallons 20 cubic feet 20" sphere 40" sphere 40" sphere

2:Chill

Cost:Four (4) Chi per Skill Level.

The ability to cause objects to freeze by Magically slowing down their molecules.

Level Effect

- 1: Cool One (1) foot of matter by One (1) degree
- 2: Cool Five (5) feet of mater by Two (2) degrees.
- 3: Cool Ten (10) feet of mater by Four(4) degrees.
- 4: Can freeze light liquids (Water)
- 5: Can freeze dense liquids (Oil)
- 6: Can freeze soft matter(Clay)
- 7: Can freeze hard matter(Rock)
- 8: Can freeze dense matter(Diamond)
- 9: Can freeze flesh(2d6+2 damage)
- 3d6 Can freeze base chemicals and thus could conceivably create Liquid Nitrogen.

3: Burn

Cost: Four (4) Chi per skill level.

The ability to Magically create heat and flame.

Level Effect

- 1: Can start fires in easily flammable objects.
- 2: Can ignite easily flammable objects.
- 3: Can burn easily flammable objects.
- 4: Can ignite flammable objects.
- 5: Can burn flammable objects.
- 6: Can ignite less flammable objects.
- 7: Can burn less flammable objects.
- 8: Can heat up nonflammable objects.
- 9: Can burn flesh (2d6+2 damage)
- 10: Can burn nonflammable objects.

4:Energy Blast/Bomb

Cost: Three (3)Chi point per level.

Here it is the one you have been waiting for, the ability to project a blast of energy. This energy can take two shape, a beam or cone and an explosive blast. This spell has many names depending on what forum you wish the energy to take, for example. Blasts: Lightning Bolt, Spirit Cannon, Howl from Beyond, Flame Wave, Wave of the Sea Dragon, Dragon Slave.

Bombs: Fire Ball, Death Blossom, Spirit Bomb, Ball Lightning.

Level Damage Bomb Radios

- 1: 1d6 1"

- 2: 1d6+1 2"
- 3: 2d6 3"
- 4: 2d6+2 4"
- 5: 3d6 5"
- 6: 3d6+3 10"
- 7: 4d6 12"
- 8: 4d6+4 15"
- 9: 5d6 20"
- 10: 5d6+5 25"

5:Create "Elemental" Wall.

Cost: Five (5) Chi per skill level.

*Must know the Create Element spell at rank Two (2) before you can learn/cast this spell.

The caster can cause to come in to being a Solid wall of his chosen Element. In order for this to work the caster must be within Ten (10) feet of a source for the wall, obviously that makes wall of earth and Air pretty easy to cast but wall of fire and water are somewhat more difficult. A wall of fire will cause Two (2) points of damage per skill level to anyone passing through it.

Level Length/Width/Height Stopping Points of wall.

- 1: 2" X 2" X 2" 2 SP
- 2: 4"X4"X4" 4 SP
- 3: 6"X6"X6" 6 SP
- 4: 8"X8X8" 8 SP
- 5: 10X10X10 10 SP
- 6: 12X12X12 12 SP
- 7: 14X14X14 14 SP
- 8: 16X16X16 16 SP
- 9: 18X18X18 18 SP
- 10: 20X20X20 20 SP

SPELLS OF THE SPIRIT

These are spells dealing with the spirit realms and would include spells to summon and control spirits as well as calling on the "Spirit" of the "Divine" for aid (IE Holy spells).

1:Summon "Spirit"

Cost: Ten (10) Chi per power level of the spirit.

The spell caster attempts to summon a spirit from the spirit realm to appear before them. This is a complex ritual that takes at least One (1) hour to cast and requires that the Mage be in a quiet, safe place and that the Mage has made preparations in case the spirit is angry when it shows up.

Spirits come in Ten (10) power levels. A Power

Level One 91) Spirit would be a simple sprite while a Power Level Ten (10) spirit would be a Major spirit lord or powerful vampire.

Once the spell is cast, the Mage will roll 1d10 + his COOL + his CRAFT and the spirit will roll 1d10+ it's COOL + it's power level. If the Mage's total is equal to or exceeds the Spirits total then when the spirit arrives it will be docile and the Mage may either ask it Three (3) questions or have it preform some task.

If the Mage fails his roll then the Spirit is angry and may attempt to attack the Mage.

See also the *Bind Spirit* spell below.

Power Level Abilities

- 1: BOD:4 MA:4 COOL:5 Damage:1d6. Armor SP:2 points. 10 points for skills or spells.
- 2: BOD:5 MA:5 COOL:5. Damage:1d6+1. Armor SP: 3 points. 15 points for skills or spells
- 3: BOD:6 MA:6. COOL:6. Damage:2d6. Armor SP:4 points. 20 points for skills or spells
- 4: BOD:7.MA:7.COOL:7. Damage:2d6+2. Armor SP:5. 25 points for skills or spells
- 5: BOD:8.MA:8.COOL:8. Damage:3d6. Armor SP:6 points. 30 points for skills and spells
- 6: BOD:9.MA:9.COOL:9. Damage:3d6+3. Armor:7. 35 points for skills or spells.
- 7: BOD:10. MA:10. COOL:10. Damage:4d6. Armor SP: 8. 40 points for skills and spells.
- 8: BOD:11. MA:11. COOL:11. Damage:4d6+4. Armor SP:9. 45 points for skills and spells
- 9: BOD:11. MA:11. COOL:11. Damage:5d6. Armor SP:10. 50 points for skills and spells.
- 10: BOD:12.MA:11. COOL:12. Damage:5d6+5. Armor SP: 12 points. 60 points for skills and spells.

2:Bind Spirit

Cost:Ten (10) per power level of the spirit

A very powerful spell in which the spell caster attempts to capture a spirit and bind that spirit within an object or place. Once bound the spirit is forced to preform a task or service for who ever holds the object/enters the place.It takes at least One (1) hour to cast this spell.

IE: Howler binds Air spirits in to his carpets to make them fly.

You must roll your COOL + your CRAFT +1d10 vs the Power Level of the spirit + it's COOL+1d10. If your total is equal to or exceeds the spirits total then you are successful.

The bound spirit may attempt to break free on the night of the full moon, if it fails it's attempt three times in a row then it is bound forever.

3:Bless Land

Cost:Seven (7)Chi per skill level

The spell caster call upon the spirits of the land to create a consecrated zone of purity. No Undead or evil being may enter the zone and all within the zone will find themselves refreshed and will heal at double the normal rate. Any plants in the zone will be healthy and grow twice as large as normal, animals that live in the zone will be of the most intelligent and largest of it's species.

A blessed zone can not be moved and the spell must be renewed on the night of the Full Moon.

Each skill level is equal to a 100" by 100" area that is blessed. The Elf's heavens are one such example of a blessed realm.

4:Bless Weapon.

Cost:Six (6)Chi per skill level

The spell casters call on the spirits to enter in to a weapon and bless it. The weapon must be of the finest craftsmanship and must be free of any impurity or taint . Once blessed the weapon will be "magical" and posses a keen edge and the ability to strike better and do more damage, as well as being able to strike Spirits as if they were normal flesh and blood.

Level Effect

- 1: +1 to hit
- 2: +1 to hit +1 to damage
- 4: +2 to hit +1 to damage
- 5: +2 to hit +2 to damage
- 6: +3 to hit +2 to damage
- 7: +3 to hit +3 to damage
- 8: +4 to hit +3 to damage
- 9: +4 to hit +4 to damage
- 10: +5 to hit +4 to damage

5:Blessing

Cost: 5 Chi per skill level.

The spell caster call upon the spirits to bless himself or another individual , empowering them with "Spiritual" energy. A blessed individual will glow with spirit energy and will posses great strength and skill at arms, they will fight like a man possessed and be protected from all but the most foul of Shadow.

Level Effects

- 1: +1 to hit. -1 to be hit by "Shadow".
- 2: +1 to hit. +1 to damage. -1 to be hit by "Shadow".
- 3: +1 to hit .+1 to damage. -1 to be hit by "Shadow".
+1 to all saving throws.
- 4: +2 to hit.+1 to damage. -1 to be hit by "Shadow".

+1 to all saving throws.

5: +2 to hit. +2 to damage.-1 to be hit by "Shadow".

+1 to all saving throws.

6: +2 to hit. +2 to damage. -2 to be hit by "Shadow".

+1 to all saving throws

7: +2 to hit. +2 to damage. -2 to be hit by "Shadow".

+2 to all saving throws

8: +3 to hit.+2 to damage. -2 to be hit by "Shadow".

+2 to all saving throws

9: +3 to hit. +3 to damage.-2 to be hit by "Shadow".

+2 to all saving throws

10: +3 to hit.+3 to damage.-3 to be hit by

"Shadow".+3 to all saving throws

6:Chant

Cost: Two (2)Chi per round

A powerful general purpose protection spell, the caster begins to chant and while he is chanting all within the sound of his voice are +1 to all rolls and -1 to be hit.

7:Exorcism.

Cost: Ten (10) Chi per power level of the Spirit in question.

To exorcise or banish a spirit is the opposite of summoning one. You are now attempting to send the spirit back to it's plain of origin. This ritual requires at least One (1) hour to prepare and cast and the Mage must be ready for anything as in most cases the Spirit does not wish to go back.

The Mage and the spirit will engage in a contest of wills. To Mage will roll his COOL+His CRAFT +1d10 and the spirit will roll it's COOL+it's power level +1d10. If the Mage wins the contest then the Spirit is banished but if the Spirit wins the contest then it is free to attack the Mage or even possess the Mage.

See also *Summon Spirit* and *Bind Spirit* above

8:Stream of Life

Cost: Six (6) Chi per skill level

Category: Spirit

The "Abundance" spell. The ability to create a "Stream of life" that will nourish and heal those that drink from it. Once created the stream will bubble and flow for one hour then dry up.Each person can only partake of the magic of the stream Once per day, if they drink again they will just find the water to be sweet and refreshing but it will have no effect on them.

Level Effects

- 1: Provide enough nourishment for One (1) person

for One (1) day
 2: As above but for Three (3) individuals
 3: As above but for Five(5) individuals
 4: As above but for up to Eight (8) individuals
 5: As above, also will heal One (1) point of damage on each individual
 6: As above. Will heal 1d6 points of damage on each individual
 7: As above. Will heal 2d6 points of damage
 8: As above but for up to ten (10) individuals. Will cure disease
 9: As above, will cure poison
 10: As above but for up to Twelve (12) people. Will cure Black Wounds.

9:Zap Undead

Cost: Four (4) per Skill level.

The spell caster has the ability to destroy there Undead and creature of Shadow. This spell will cause no damage to the living but to the Undead it is devastating.

Level Damage

1 1d6+1
 2: 2d6
 3: 2d6+2
 4: 3d6
 5: 3d6+3
 6: 4d6
 7: 4d6+4
 8: 5d6
 9: 5D6+5
 10: 6D6

SPELLS OF SHADOW

Spells that draw their energy from the power of Dark Chi (the dark side of the force). These are spells of Necromancy, Darkness and Evil.

1:Curse

Cost: Two (2) per skill level

A very powerful Shadow spell. The spell caster call upon the evil spirits to curse a person or place. Once cursed the spell remains in effect until the evil spirit is banished (See below).

If the victim of the Curse is an individual then that person is -1 to all Rolls per skill level of the curse and loses One (1) point of EMP per week (Think of this as a very slow acting Black Wound).

If the curse is placed on a location then all entering the location will be -1 to all rolls while in the

location and take 1d6 damage every hour from "Accidents"

2:Pain

Cost: Three (3) Chi per Skill Level

The Mage calls upon the evil spirits to inflict his opponent with great pain, while no physical wounds will appear on the victim they will take damage and as the attack is spiritual in nature armor will not protect the target from the pain.

Level Damage

1: 1d6/2
 2: 1d6
 3: 1d6+1
 4: 2d6
 5: 2d6+2
 6: 3d6
 7: 3d6+3
 8: 4d6
 9: 4d6+4
 10: 5d6

3: Evil Presence

Cost: Three (3) Chi per skill level

The deadly ability to inflict black wounds upon a target. In order for this spell to work you must be able to lay your hands on the bare skin of the target. If you succeed then the victim of the spell will take a black wound as if touched by the Undead.

Level Effect

1: -1 to all rolls until healed
 2: -2 to all rolls until healed
 3: -3 to all rolls until healed
 4: -4 to all rolls until healed.
 5: As above. -1 EMP until healed
 6: As above. -2 EMP until healed
 7: As above.-3 EMP until healed
 8: As above.-4 EMP until healed
 9: As above. -5 EMP until healed
 10: As above +1d6 damage

4:Summon and Control the Undead

Cost: Five (5) Chi per Skill Level.

The Mage has the ability to call upon the fearsome power of the Undead to come and serve him. In order for this spell to succeed there must be a source for the Undead within One (1) mile of the caster (such as a graveyard or battlefield)> The Caster will begin chanting and the Undead will slowly rise up and shamle towards the Undead, once all the Undead have arrived the caster may give them commands. Undead are totally loyal but not very

bright, if not given explicit easy to understand instructions they will just wander about the countryside.

Once summoned the Undead will remain under the caster control for COOL hours.

Level Amount and type of Undead summoned

- 1: One (1) Skeleton or Zombie
- 2: 1d6 Skeletons or Zombies
- 3: 1d6+1 Skeletons or Zombies
- 4: 1d6+2 Skeletons or zombies
- 5: 2d6 Skeletons or Zombies
- 6: As above plus One (1) Ghoul
- 7: As above + 1d6 Ghouls
- 8: As above +1d6+1 ghouls
- 9: 1d6+2 ghouls +1 shadow
- 10: 1d6 Shadows

See my forthcoming Interlock© Beastery supplement for information on the Undead. This Writer assumes there is no difference between a Skeleton and a Zombie other than appearance.

5: Fury

Cost: Two (2) per Skill level.

The caster empowers himself, or another with unholy energy and strength. Engulfed by the dark fury they become a raging beast bent on destruction. Feeling no pain they lash out at their opponents like one possessed.

Level Effect

- 1: +1 to hit
- 2: +1 to hit +1 to damage.
- 3: +2 to hit. +1 to damage. Ignore pain for COOL rounds
- 4: +2 to hit. +2 to Damage. Ignore pain for COOL X 2 rounds
- 5: As above +1 BOD
- 6: As above +2 BOD
- 7: As above. +3 BOD
- 8: As above. +1 REF
- 9: As above. +2 REF
- 10: As above. +3 REF

6: Speak with Dead

Cost: Three (3) Chi per Skill level.

The spell caster may call upon the spirit of the dead to come before them and answer their question. In order to cast this spell the Mage must have the Skull of the person they wish to speak with. The spirit of the dead can only be consulted on subjects they know about, you can not ask them about things they did not know when they were alive.

Level Time Dead

- 1: One Hour dead
- 2: One Day dead
- 3: One week dead
- 4: One month dead
- 5: Six months dead
- 6: One year dead
- 7: Five years dead
- 8: Ten years dead
- 9: Fifty years dead
- 10: 100 years dead

Making new spells.

Chances are I have not covered every conceivable spell with this system, in fact I have barely grazed the surface.

If you wish to adapt your own spells to Interlock just remember two things.

- 1: No spell will cost less than Two (2) Chi per skill level
 - 2: 90% of all spells are Ranked on a 1-10 system. A rank Three(3) spell is more powerful than a Rank two(2) but not as powerful as a Rank Four(4). Using the general guidelines and examples above, you should be able to convert almost any spell to this system. If you think your spell is Cool and Anime enough, go ahead and E-mail it to me and I will add it to the list for the next update .
- Mike Straus Fbkgame@flybyknight.com

Magic Fumble Table

If a spell caster rolls a One(1) while casting a spell, he must roll another d10. If he rolls a Three (3) or less on the second roll then he has Fumbled his spell and must now roll 1d10 on the following catastrophe table.

- 1: All Chi in your Chi pool dissipates and must be recharged
 - 2: Chi pool lost for 1d6 days
 - 3: As above plus you take 1d6 damage from the backlash
 - 4: Chi Pool lost for 2d6 days
 - 5: As above plus you take 2d6 damage.
 - 6: Chi pool lost for 3d6 days
 - 7: As above plus you take 3d6
 - 8: Chi lost for 1d6 months
 - 9: As above plus you lose 1d6 points of COOL
 - 10: Chi lost for one year and you lose 1d6 EMP
-

