

TRG MAGIC

Graham Seeney

Traris games

TRG

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CREDITS

Writing

Graham Seeney

Editing

Roger Seeney

Illustrations

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Playtesting

Graham Seeney, Roger Seeney, Lewi Jones, Joseph Kent, Jason Dennis, Mike Major & Julia Seeney

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To my wife Julia Seeney who puts up with my constant geeking and who supports me in all ventures.

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MAGIC & ALCHEMY

The Vancian Spell system has been used by d20 roleplaying games for a number of years. It has its merits but often stumbles with the number of spells available to a caster during the course of the day. Historically, this often means an adventuring party making their way into a dungeon, have to leave after a couple of encounters to rest for the day and come back. This results in taking many days or even weeks to explore the hostile area.

The Spell Meditation rules for spell casters and the Recover Infusion rules for alchemists offer a balanced solution to this problem.

The below systems allow casters and alchemists to regain their spell energy or alchemical batches throughout the day. Initially we will focus on the Spell Meditation action.

SPELL MEDITATION

CONCENTRATE EXPLORATION

Requirements You have the ability to cast spells, and you have expended at least one spell slot since you last regained any spell slots using Spell Meditation.

You spend 10 minutes in quiet meditation in an attempt to regain vital spell energy. At the end of this time you must make a skill check appropriate to your spell realm, Arcana, Nature, Occultism or Religion. The DC of the check is determined by the amount of spell levels that you choose to regain. The amount of spell levels that you wish to regain is also limited by your current spell casting proficiency.

Proficiency	Spell Levels	DC
Trained	1	15
Trained	2	18
Trained	3	20
Expert	4	23
Expert	5	26
Expert	6	28
Expert	7	31
Master	8	34
Master	9	36
Legendary	10	39

A Bard may choose to make a Performance check instead of using the Occultism skill.

The outcome is determined by the result of your skill check.

- **Critical Success** You regain the spell levels and may use Spell Meditation again immediately. Your next Spell Meditation check increases in difficulty by one step.
- **Success** You regain the spell levels and may not use Spell Meditation again for 10 minutes. Your next Spell Meditation check increases in difficulty by one step.
- **Failure** You regain no spell levels but may try again after 1 hour. Your next Spell Meditation check increases in difficulty by one step.
- **Critical Failure** You regain no spell levels and may not attempt this action again until after your daily preparation.

Check	DC Modifier
1	-
2	+2
3	+5
4	+10
5+	+5 per step

The GM might adjust the DC based on the circumstances, such as meditating in a storm, or in a rowdy environment such as a tavern.

If your Spell Meditation check is interrupted (GM discretion), you must succeed at a DC 5 flat check to begin the process again with no ill effect. If you take any hit point damage whilst using the Spell Meditation skill, the flat check DC increases to 10. Failing this flat check treats the Spell Meditation as a failed check (see above).

Prepared Casters

Regaining spell levels as a prepared caster enables you to restore a number of spells that you have already cast that day, up to the maximum amount of spell levels. As an example, if you were to regain 4 spells levels, you could restore a previously cast 4th level spell, a 3rd level and a 1st level, or any other combination of spell thereof. A prepared caster can also use Spell Meditation to restore any additional charges which they placed in their staff during their daily preparations (but not the core charges the staff receives).

Spontaneous Casters

Regaining spell levels as a spontaneous caster enables you to restore a number of spell slots that you have already used that day, up to the maximum amount of spell levels. As an example, if you were to regain 4 spells levels, you could restore a previously cast 4th level slot, a 3rd level and a 1st level, or any other combination of spell slot thereof. Please note that a spontaneous caster cannot restore

Be aware that if you regain the spell levels of a spell that is currently active, that spell ends immediately

charges to a staff using Spell Meditation.

Feats

Some feats in the Core Pathfinder ruleset can be used with Spell Meditation and they are explained below.

Assurance (Skill Feat) can be used to make Spell Meditation checks, but a critical success can never be achieved when using this feat.

Steady Spell casting (Class Feat) makes it harder for you to be interrupted when making Spell Meditation checks. Your flat check DC's are reduced by 2 to 3 and 8 respectively.

Kistan is a 7th level Wizard who has a +18 bonus in the Arcana skill. After an intense battle with some evil clowns, Kistan expended a large number of spells and only has his cantrips remaining. Whilst the cleric is patching the party up, he decides to use Spell Meditation to regain some spells. As an expert in the Arcana skill, he can go for a maximum of 7 spells levels with a DC 31. This would require a roll of 13 to get a success. Kistan decides to go for 5 spell levels and due to the fact that this is his first Spell Meditation attempt of the day, he has a DC 26 and needs to roll an 8. Kistan rolls a 9 and gets a success. He regains 5 spell levels and chooses to restore his Fireball (level 3) and See Invisibility spells. The next Spell Meditation check that Kistan makes before his Daily Preparation will have its DC increased by 2.



RECOVER INFUSION

CONCENTRATE EXPLORATION

Requirements You have the quick alchemy class ability, and you have expended at least one Infused Reagent since your last Daily Preparation.

You spend 10 minutes in quiet meditation in an attempt to regain vital alchemical knowledge. At the end of this time you must make a Crafting skill check.

The skill check DC is dependent upon your Alchemist level.

Alchemist Level	DC
1-2	17
3-4	20
5-6	22
7-8	25
9-10	28
11-12	30
13-14	33
15-16	36
17-18	38
19-20	41

The outcome is determined by the result of your skill check.

- **Critical Success** You regain 1 batch which may be used for either advanced alchemy or quick alchemy and you may use Recover Infusion again in 10 minutes.
- **Success** You regain 1 batch which may only be used for quick alchemy and may use Recover Infusion again in 10 minutes.
- **Failure** You regain no batches but may try again in 1 hour.
- **Critical Failure** You regain no batches and may not attempt this action again until after your daily preparation.

The GM might adjust the DC based on the circumstances, such as meditating in a storm, or in a rowdy environment such as a tavern.

If your Recover Infusion check is interrupted (GM discretion), you must succeed at a DC 5 flat check to begin the process again with no ill effect. If you take any hit point damage whilst using the Recover Infusion skill, the flat check DC increases to 10. Failing this flat check treats the Recover Infusion as a failed check (see above).

Haldir is a 2nd level Alchemist. After a legendary battle with a squad of vicious Goblins, Haldir has only a couple of venoms left and no Quick Alchemy slots. Haldir has +8 in Crafting and chooses to spend ten minutes on a Recover Infusion action. He rolls a 10 on the check and gets a success. Haldir regains 1 batch which may only be used for quick alchemy and may use Recover Infusion again in 10 minutes.



SHIFTING & SUMMONING

STUDY FORM

CONCENTRATE EXPLORATION

Requirements You have the ability to alter your form, either using magic or by some supernatural means.

You spend 1 minute studying a creature to memorise its form for future form alteration. At the end of this time you make a Study Form check using a skill appropriate to the creature that you are studying.

Creature Trait	Skills
Aberration	Occultism
Animal	Nature
Astral	Occultism
Beast	Arcana, Nature
Celestial	Religion
Construct	Arcana, Crafting
Dragon	Arcana
Elemental	Arcana, Nature
Ethereal	Occultism
Fey	Nature
Fiend	Religion
Fungus	Nature
Humanoid	Society
Monitor	Religion
Ooze	Occultism
Plant	Nature
Spirit	Occultism
Undead	Religion

Each character may store a number of forms based upon the following table.

Modifier Type	Bonus
INT ability modifier	*
WIS ability modifier	*
CHA ability modifier	*
Professions	
Barbarian, Champion, Fighter, Investigator, Monk, Ranger, Rogue, Swashbuckler	+1 per 4 levels
Alchemist, Bard, Cleric, Oracle	+1 per 2 levels
Druid, Sorcerer, Witch, Wizard	+1 per level

Be aware that the ability score modifier is the sum of all three ability scores. The level bonus is always rounded down.

Ragabash is a 17th level Wizard with a +4 INT modifier, +2 WIS and +3 CHA. This gives him a total of 26 stored forms.

Forms do not have to be specific. So, if you were to Study the form of an Orc, you could use this form to assume the form of a general orc or a specific orc that you have met (if you have the ability to do so).

Conna is a 3rd level Rogue with a +1 INT modifier, +2 WIS and +3 CHA. This gives him a total of 6 stored forms.

You do not need to study multiple variations of the same form to assume a more advanced form. So, if you were to study a Young White Dragon, you would be able to change into an Adult using this form (again, assuming you have the ability to do so).

Your GM will ultimately determine how accurate such form variations need to be.

If you reach your maximum stored forms and wish to replace one with a new form, you may discard an existing form by spending 1 minute in meditation.



SUMMONING CREATURES

As soon as you gain access to a spell which summons creatures you bring forth a wide and fantastic array of summoning options automatically.

With this optional system, you may only summon creatures that you have some prior knowledge of.



STARTING FORMS KNOWN

At 1st level, all characters who are capable of summoning creatures automatically gain the knowledge of an amount of summoned forms equal to their Key spell casting ability score. This amount is known as their Summoned Forms Known.

For each spell which allows you to summon creatures, you add an additional form (appropriate to the spell) to your total amount of summoned forms known.

GAINING ADDITIONAL FORMS KNOWN

If you make a successful Recall Knowledge check upon a creature you encounter that is available as one of your summoning options, you may add this creature to your list of Summoned Forms Known.

HIGHER LEVEL CHARACTERS

Unfortunately, it is not always possible to start the life of your character at 1st level. Character deaths, higher level starting campaigns and a range of situations can force you to bring a character into the game that begins at a level higher than 1st.

If you bring a character into the game at a level of greater than 1st, add an additional two forms per spell level to your list of Summoned Forms Known for each Summoning spell that you possess.



NEW FEATS

The magic rules that are detailed in this supplement are supported by a number of unique feats. The first section deals with Skill Feats

KNOW THE FORM **FEAT 1** **GENERAL SKILL**

Prerequisites ability to alter your form.

You have taught yourself to deduce the workings of the physical form. You gain a +1 circumstance bonus to Study Form checks.

LINKED SUMMONS **FEAT 2** **BARD CLERIC CONCENTRATE DRUID METAMAGIC** **ORACLE SORCERER WITCH WIZARD**

When you cast a Conjunction spell that summons a creature, you may use this feat to grant the creature an additional 10 hit points. Doing this gives you the Drained 1 condition which lasts until the creature is dismissed or destroyed. If the spell used to summon the creature is at least 4th level, the amount of hit points gained increases to 20, at 8th level 30 and at 10th level 40.

PERSONAL CONJURATION **FEAT 2** **BARD CLERIC CONCENTRATE DRUID METAMAGIC** **ORACLE SORCERER WITCH WIZARD**

You may allocate one creature that you are capable of Summoning as your Personal Conjunction. This creature acts instinctively. If you do not use an action during your round to command it, the creature will continue to follow any command that was issued in the previous round.

PRACTISED MEDITATION **FEAT 2** **GENERAL SKILL**

Prerequisites expert in Arcana, Nature, Occultism, or Religion and have the Assurance feat with that skill.

You trained yourself to be very disciplined when it comes to recovering your magical energy. You gain a +1 circumstance bonus to Spell Meditation checks when using the skill which is associated with Assurance.

PRACTISED RECOVERY **FEAT 2** **GENERAL SKILL**

Prerequisites expert in Crafting and have the Assurance feat with that skill.

You trained yourself to be very disciplined when it comes to recovering your alchemical infusions. You gain a +1 circumstance bonus to Recover Infusion checks.

ADVANCED SUMMONS **FEAT 8** **BARD CLERIC CONCENTRATE DRUID METAMAGIC** **ORACLE SORCERER WITCH WIZARD**

Once per day, when you cast a Conjunction spell that summons a creature, you may grant this creature the Elite Template.

QUICK STUDY **FEAT 7** **GENERAL SKILL**

Prerequisites Know the Form.

You can Study Form swiftly. You take only a 3-action activity when using Study Form. If you're a master with the skill that you are using, it takes a 1-action activity, and if you're legendary, it is a Free Action.

VERSATILE MEDITATION **FEAT 7** **GENERAL SKILL**

Prerequisites expert in Arcana, Nature, Occultism, or Religion and have the Assurance feat with that skill.

You have successfully crossed the divide between magical realms with your meditative technique. When making Spell Meditation checks to recover spells from an archetype, you may use your primary realm skill.

Davos is a Cleric with the Wizard archetype. He has +15 in Arcana & +10 in Religion. After taking this feat, he can now use his Arcana bonus to make Spell Meditation checks to recover Divine spells.



INFUSION MASTERY FEAT 15

GENERAL SKILL

Prerequisites master in Crafting and have the Assurance feat with that skill.

You have perfected your technique when restoring alchemical infusions. When making a Recover Infusion check, you treat a failure as a success and a success as a critical success. The first critical failure you roll each day is treated as a failure.

MEDITATION MASTERY FEAT 15

GENERAL SKILL

Prerequisites master in Arcana, Nature, Occultism, or Religion and have the Assurance feat with that skill.

Restoring your magical abilities through meditation has become an art form for you. When making a Spell Meditation check, your difficulty does not increase after your first successful check. Additionally, if your first check results in a Critical Failure, you may treat it as a Failure.

EXTENDED SUMMONS ♦ FEAT 16

CONCENTRATE DRUID METAMAGIC SORCERER

WITCH WIZARD

Prerequisites Personal Conjunction

Your skill with summoning magic has reached exceptional levels and you are capable of holding the form of a summoned creature much longer than most spell casters. When you summon your Personal Conjunction, the creature remains for 10 minutes.

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Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

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Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.

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