

Mage Sense: 4/5/8 Int

This skill is the first one an apprentice spellcaster learns.

The character with Mage Sense has developed his ability to sense the magical auras. Characters with Mage Sense gain the following abilities:

- The Mage can attempt to detect the presence of magical energy within (Mage Sense) Feet.
- The Mage may attempt to conceal the presence of magical energy within (Mage Sense/2) feet.
- The Mage gains Power Points equal to 1/4 Willpower
- By concentrating, the caster can attempt to learn the magical properties of an existing spell or enchantment. (*each property is a separate Mage Sense test*) It takes 1d4+2 minutes for each attempt and is rolled against 1/2 skill.
- The mage can attempt to Dispel existing magical effects. This requires an expenditure of PP in excess of the existing effect and a contested roll vs. the original caster's skill.
- The mage can create a new Focus for his spellcasting attempts with no expenditure of Power.
- A Mage can learn a number of spells equal to 1/4 Willpower +5
- The Mage recovers Power Points equal to 1/4 Will after 10 hours or after 5 Hours of Sleep or Meditation.

Effect of Magnitude upon spellcasting

We're going to introduce a new term here (borrowed from Harnmaster), called Skill Index (SI).

SI is equal to the Skill, divided by 10, rounded down.

In other words, Phillip the Magnificent has an Analysis (the spell) skill of 67%, his SI is 6.

The magnitude of the spell will determine the bonus or penalty for attempting to cast that spell.

(This also applies to attempts to learn a spell).

If Magnitude < 1/2 SI, then caster gets a +10% bonus to casting the spell.

If Magnitude is => 1/2 SI to SI, then the spell is cast at current skill.

If Magnitude is > SI, then the caster is subject to a -10% penalty per magnitude over SI.

This is cumulative with any other modifiers.

Casting Spells from Texts

Suppose Phillip the Magnificent has learned all the spells he can possibly learn, but needs to cast the ***Ritual of Summoning Interdimensional Houris***'s for a party he plans to throw later.

Phillip goes into his library and finds his copy of **Spells guaranteed to make your party a Blast!**, and finds the Ritual. He can then take it to his workroom and get to work on casting the spell.

Casting a spell from a written texts has one very strict requirement, but anyone can attempt them.

The spell must be written in a Language the character is capable of reading.

Yep, if you can read the words, you can try to pronounce them and try to cast the Spell. Good Luck with that if you aren't a trained Mage though.

The following modifiers apply. These modifiers are cumulative with all other modifiers.

The Casting Time is multiplied by 10.

You cast the spell against 1/4 Intelligence.

That's it. If you have ritual type spells that you've found in dusty old tomes that you don't think you'll need very often, shelf that book and pull it out when you need it.

The same modifier applies to any other text, like a scroll.

Casting Time is in Rounds, Duration is in Minutes, Magnitude = PP cost
Ranged = 2x Willpower in Feet Maximum Range (must be able to see target)

Progressive means there are multiple versions of the spell - Each one must be purchased and learned separately, and the lower level versions must be one rank higher than the others, until each magnitude of lower level spell reaches rank 5.
HOWEVER, Progressive spells of different Magnitudes do NOT count against the total number of spells that may be learned.

Every spell has some type of effect, typically unique to the caster. Sample effects are in italics in the spell descriptions.

Spell casting requires gestures, clear speaking of words and movement on the part of the caster. When a spell is cast there is a visible and/or audible effect that is obviously apparent to everyone within 1' per Willpower that can see the caster.

ALL Spells have the prerequisite of Mage Sense to Learn them.

Some Spells that Nick's Grandfather and Robin Carsons think may be of interest to him . . .

Arcane Analysis 2/4/5

Casting Time 1, Duration Instant, Magnitude 1, Touch

The item touched begins to glow, as arcane energies race up the arm of the caster to his head.

This spell will allow the caster to identify the function and composition of any one item or substance.

This spell will not reveal any magical powers of an item.

For additional Magic Points, the caster may learn more details about the target:

Identify Origin (time and place) 2 MP

Identify Construction (how an object was made or constructed) 2 MP

Arcane Armor 3/6/8

Casting Time 1, Duration 10, Magnitude 1, Progressive, Ranged

The enchanted target is covered in a shining spider's web of energy which seems to harden around it. The chrysalis then fades, though the lines and planes created can still be faintly seen.

For every point of Magnitude of this spell, one armor point is added to every hit location of the target. This stacks with any existing armor and is treated in the same way.

Babble 2/3/5

Casting Time 1, Duration 5, Magnitude 1, Ranged, Resist (Willpower)

The enchanted target looks confused, as nothing but garbled nonsense spills from its mouth, no matter how hard it seems to concentrate.

If this spell is successful, it garbles the language of the affected creature. The target can still think and, for the most part, act normally, but anything it says comes out as gibberish. Thus, a commanding officer would be unable to give orders to his men and a spellcaster would be unable to cast spells.

Befuddle 3/5/6

Casting Time 1, Duration 5, Magnitude 2, Ranged, Resist (Willpower)

The enchanted target stares dumbly into space, apparently taking little notice of its surroundings.

If successful, this spell confuses an opponent to the extent that it may forget who it is or who its friends are.

The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may dodge and parry normally in combat, though it may not make any attacks unless it is attacked first.

This spell is only effective against humanoids and natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Bind (kind) 4/6/8

Casting Time 1, Duration Special, Magnitude 3, Ranged, Resist (Willpower)

Silver webs flow from the caster's mouth to encircle the target, constricting about its body and disappearing from view.

Causes one creature of the specified kind to obey a single command. Bound, the target must obey one order by the caster, even to attacking its own kind, after which it is freed.

The caster's order must be specific and limited in duration: "protect me from harm forever" would not be a valid command, but "slay that sorcerer" would be. Orders might include carrying someone somewhere, presiding at some ceremony, or going to a specific location to appear as a warning - whatever can be imagined. Each Kind of creature is a separate spell, that does count against total known. Kinds may be of any aware species, even those of a 'monstrous' nature. The command should be kept simple for the safety of the caster, for overly complex commands can negate the effect of the magic.

Body Clock (1/2/3)

Casting Time 1, Duration Special, Magnitude 1, Touch

A glowing hourglass appears before the caster, spinning and shrinking until it disappears into his head.

This spell allows the caster or a willing target to awaken at a pre-determined time.

Conspirators Whisper (2/3/4)

Casting Time 1, Instant, Magnitude 1, Ranged

"There are two guards heading your way from down the street, turn left now." Rupert heard in his ear as Pietor the Mage stood watch atop a nearby tower

This spell allows the caster to speak a simple message that can be heard by the target as if it were whispered in his ear. The target must be within sight and the communication is one way.

Countermagic (4/5/6)

Casting Time 1, Instant, Magnitude 1, Progressive, Ranged

Arcane light flies into the air and strikes the incoming spell head-on. There is a strained split-second where the two magical forces battle, before one breaks the other.

Countermagic is only ever fired as a Reaction, and only when another spell is cast within Countermagic's Range that the character wishes to counter. A successful Countermagic disrupts the other spell and nullifies it. As long as Countermagic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered. The Countermagic is affected by modifiers the same as other Reactions during a combat round.

Cover of Night (3/4/6)

Casting Time 1, Duration 25, Magnitude 1, Progressive, Touch

The target is enveloped in a momentary wash of inky blackness, which swiftly recedes. However, the edges of the enchanted target appear to have faded, making him hard to pick out against the background.

This spell grants the target a 10% bonus on all Stealth tests per point of Magnitude and also provides them with the benefit of being partially obscured (-20% to most attempts to target or strike the character).

Emotion (3/4/5)

Casting Time 2, Duration 5, Magnitude 3, Ranged, Resist (Willpower)

The enchanted target's expression smooths over for a moment. Then the emotion takes hold in force, dominating the target utterly.

If the caster is able to affect the target with this spell, he can cause the target to feel whatever emotion he desires.

For instance, the caster could make the target feel love to get him to stop fighting.

Exorcism (6/8/10)

Casting Time: 1, Special Magnitude 6, Touch, Concentration, Resist (Willpower - Special)

The caster's form is amplified outside his body as he appears to physically wrestle with the possessing spirit.

By means of this spell, a spellcaster can draw out a spirit currently possessing a corporeal being. Whether the possession is dominant or covert is immaterial. The spellcaster must be open to the spirit world in order to cast this spell – he may not be shielded by a Spirit Block, Spirit Screen, Spirit Resistance or similar effect.

In theory, exorcism is quite simple. The exorcist and the possessing spirit engage in a series of opposed Willpower tests. The exorcist gains a +30% bonus to these tests.

Either may use Magic Points to boost their Willpower by +10% per point expended, but this bonus only lasts for a single test.

As soon as the exorcist accumulates enough successes to equal the possessing spirit's 1/4 WIL, the spirit is ousted from the host body and may not re-enter it for a period equal to the exorcist's 1/4 WIL in days. The wise exorcist will ensure that he has sufficient wards and protections ready to be used, as the spirit will likely be vengeful.

This is a dangerous spell to cast, as if the possessing spirit accumulates enough successes to equal the exorcist's 1/4 WIL, the victorious spirit may automatically 'jump' from its current body into the exorcist's.

Good Fortune (3/4/5)

Casting Time 2, Concentration, Magnitude 1, Progressive, Touch

A gentle rain of shimmering particles falls upon every enchanted target. These particles have no substance and yet the recipients feel oddly cheered and optimistic.

A blanket of mildly beneficial good fortune covers the target(s). For as long as the caster maintains concentration, every target gains a +10% bonus to any skill tests he is called upon to make. For every point of Magnitude, one person can be targeted by the spell.

Grasping Roots (5/6/10)

Area 10, Casting Time 2, Duration 5, Magnitude 8, Ranged, Resist (Constitution)

The grass, trees and bushes around the enemies begin entwining the arms, legs and feet of the enemy. Quickly they are wrapped in a layer of grass and tree limbs.

Those in the affected area will be entangled in grass, roots, brush and tree limbs and unable to move. A successful Constitution roll each round will allow the target to move 1 meter or take one combat action (such as firing a bow or swinging a weapon) with a penalty of -20% due to the tenacity of the grasping vegetation.

Grasping Soil (5/6/10)

Area 10, Casting Time 2, Duration 5, Magnitude 8, Ranged, Resist (Constitution)

The very soil and stones around the enemies begin entwining the arms, legs and feet of the enemy. Quickly they are wrapped in a layer of dirt and stones

Those in the affected area will be entangled in dirt, mud and stones and unable to move. A successful Constitution roll each round will allow the target to move 1 meter or take one combat action (such as firing a bow or swinging a weapon) with a penalty of -20% due to the tenacity of the grasping vegetation.

Heal (2/3/5)

Casting Time 1, Instant, Magnitude 1, Progressive, Touch

The enchanted location begins to shudder as the spell infuses it with brilliant healing energy. Bones realign and fuse together; flesh knits with itself, sinews reattach and skin finally smooths over in a scarless finish.

For every point of Magnitude of this spell, the caster can repair one hit point of damage to a hit location of either himself or another target of the same species. Creatures of a different species will have half this damage repaired (minimum of one hit point restored). A Magnitude 6 or higher Heal spell will also re-attach a severed limb if accompanied with a successful First Aid test and accomplished within ten rounds of the loss.

Magnitude 8 or higher Heal spell will also cure any single poison or disease affecting the target.

Levitate (3/5/6)

Casting Time 2, Concentration, Magnitude 5, Ranged, Resist (Willpower, Special)

The target is surrounded by pulsating light, which lifts him slowly from the ground.

Levitate causes the caster or a chosen target to float slowly through the air. The spell levitates the target 1 meter off the ground or floor per round. If falling from a height, the target falls in slow motion and halts several feet off the ground. Each extra magic point expended after the spell is cast allows the user to move him or the target one-yard horizontally or vertically.

If the spell is successful and unresisted, the target floats as the caster wills, helpless to stop moving except by grabbing a tree limb or similar brace: in that case test the target's Brute Force against the caster's Spellcasting skill. If the target wins, the spell is broken - and the target falls, of course.

Light (1/2/4)

Area 10, Casting Time 1, Duration 30, Magnitude 1, Ranged

A wash of bright light emanates from the enchanted object and sweeps over the area, before subsiding into illumination that seems just like strong sunlight – save that it does not warm those within it.

Cast on a physical object (including living material), this spell causes the object to shed light across the area of effect. The area is considered to be illuminated. Note that only the specified area is illuminated – everything outside the area of effect is not. This spell creates raw light, not a flame.

Spirit Bane (5/8/10)

Casting Time 1, Duration 10, Magnitude 3, Touch

The enchanted item seems to phase slightly in and out of existence, leaving behind it a faint trail of its own image if it is moved, which instantly dissipates.

Cast on an item (normally a missile or close combat weapon), this spell allows it to temporarily exist both in the real world and the spirit world. As such, the item can affect (and be affected by) spirits. This makes Spirit Bane an invaluable spell for those who would fight ghosts, wraiths and other incorporeal entities.

Spirit Screen (4/6/8)

Casting Time 1, Duration 10, Magnitude 1, Progressive, Touch

The target's entire body seems to phase slightly in and out of existence, leaving behind it a faint trail of its own image if it is moved, which instantly dissipates.

This Magic spell provides the recipient with spiritual Armor to protect him from attacks by spirits.

Each point of the spell's Magnitude provides one Armor point on all locations that only applies against attacks from incorporeal creatures (such as ghosts and wraiths).

In addition, Spirit Screen allows a character to parry spirit attacks and also renders a recipient immune to spiritual domination (though it will not dislodge a currently dominating spirit).

Wards (type) (3/5/8)

Casting Time: 4, Duration 10, Magnitude 2, Resisted (Willpower)

As you approach the doorway, you notice the glowing markings around the edges and feel the arcane forces pushing against you.

The spell protects an area of up to 20'R from specific types of beings or magic from entering the area. The being attempting to enter must make an Opposed Willpower Roll against the caster's Spellcasting. Some possible type of wards are:

Elemental Ward: This blocks elementals and elemental magic

Gating Ward: This protects against movement and teleportation magic (e.g. Arcane Pathway, Long Door, Passing, etc.)

Mental Ward: This shields against mental control magic.

Scrying Ward: This protects against magic used to divine the future (e.g. Intuitions), scan the past (Past Visions) or the present.

Summoning Ward: This blocks any form of summoning magic

Undead Ward: Blocks undead creatures from entering the area.

Species Ward: Blocks a particular Species from entering the area.

Beings attempting to enter the Warded area take 1 point of stun damage to the head for every round they are within 2' of it.

The type of ward must be specified prior to casting. For an additional 10 Magic Points, the Ward can be made Permanent.

Warmth (2/4/6)

Casting Time 1, Duration 10, Magnitude 1, Progressive, Touch

The enchanted target is wreathed in a momentary burst of heat, which then settles down to a comforting warmth.

This spell keeps the target warm and comfortable in a bitter cold environment. The target suffers no penalties to Fatigue tests from a cold environment while this spell is functioning. Warmth also protects the target from one point of cold damage (magical or mundane) for every point of Magnitude.

Water Breath (3/5/6)

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch

The enchanted target develops a set of gills that stretch down their neck and ripple when underwater.

This spell allows the target to breathe water for the duration of the effect. For every point of Magnitude, one additional person can be included in the spell. Water Breath has no effect on the target's ability to breathe air.