

Warhammer Fantasy Role Play 2nd Edition

Spell Creation Toolkit

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This system was tested and was able to recreate every Petty Magic and Lesser Magic spell from the WFRP2 core rules, resulting in the correct Casting Numbers.

Spell Facet

Spell Name
Casting Number
Casting Time
Duration
Range
Area/Effect
Effect (1-3)
Enhancement (1-3)
Limitation (1-3)

Casting Number: This is the final objective of this toolkit, to allow players or GMs to "plug in" the other information for a spell, and arrive at the appropriate Casting Number that is consistent with other WFRP2 spells. Casting Numbers range from 30 to 40. The higher a Facet's rating, the higher the final Casting Number is going to be.

Casting Time: This ranges from a Half-Action (HA) to multiple Full Actions (FA) to 10 minutes.

Duration: The amount of time the spell can be triggered, or how long its effects last. Instant Duration is for results that occur in a couple of seconds and usually have permanent effects, such as damage and healing spells. From there, it ranges between 1 round to a year, or permanent.

Range: This starts at Self, or 1/2 yard, meaning only the caster himself, and usually anything he is carrying or wearing, within a moving 1/2 yard diameter. One step up is Touch, which allows a 1 yard reach for the caster to physically touch an item or creature. If it is not a still, willing or inanimate target, the caster must make a Touch Roll at the caster's normal Weapon Skill rating to satisfy the requirements of this Range. A Touch requirement is considered to be part of a spell, and does not count as an attack action; such attacks can be dodged or parried at -20%.

Up from here, the ranges vary between 2 yards (1 square) and the maximum practical distance of 96 yards, though for spells whose effects could be reasonably connected to the broad ability to see and hear in general, the maximum range is roughly 1800 yards, a little over one mile.

Area/Effect: This is the more complicated of the toolkit, including the general area and number of targets that a spell actually affects, within its range, usually in a Template, either Small, Large, Beam or Cone.

Visual Cone Template: The default A/E Visual Template is a Cone, representing approximately 1 yard at the source of vision, being the point, spreading out to a maximum of 10 yards wide (5 squares), 32 yards long (16 squares) and 32 yards (16 squares) elevated,

Hearing Burst Template: The default A/E Hearing Template is basically the Large Template, multiplied in size ten times, to a diameter of 96-100 yards, to make it simple.

Small Burst Template: 6 yard (3 squares) diameter circle, 3 yards (1.5 squares) elevated.

Large Burst Template: 10 yard (5 squares) diameter circle, 4 yards (2 squares) elevated.

Beam/Dart Template: This is not a standard WFRP2 Effect Template, but if used, is an unchanging straight line 1 yard (1/2 square) wide from one end to the other, 26 yards (13 squares) long, 2 yards (1 square) elevated.

Cone Template: 1 yard wide (1/2 square) at its point, 5 yards (4.5 squares) wide at its base, 16 yards (8 squares) long, 2 yards (1 square) elevated. Any targets only partly covered/touched by a template, if using a tactical map, may make an Agl test to leap out of the way to avoid the spell.

Template Obstacles: Solid terrain like floors and walls constrain Templates, stopping and deforming them appropriately, but "gapped" terrain or obstacles not completely solid, such as a copse of trees or series of columns, does not affect a Template.

Targets: The total number of valid, selectable Targets within a spell's effect Template. Spells have a default Target of "Single", meaning it is automatically assumed at least but no more than one individual item or creature will be affected or targeted by the spell. The basically makes any Template worthless, since the spell becomes more of a directly targeted strike against one creature or item.

Targeting Behavior: A spell's default behavior for targeting requires the caster choose where to place the center of Blast Templates, or source points of Beams or Cones.

For Blast Templates, Line of Sight from the caster to a specific target is not strictly required, as he can target an area itself as the center the spell, rather than item or creature. However, it is possible that the caster could place a Template in the area where he believes a specific target to be, miscalculating, only to find the target elsewhere.

Beam and Cone templates may be directed toward one or more targets, striking or affecting targets in linear fashion, starting with those nearest the spell's source point (caster).

Beam and Cone Spells may be targeted on or between solid obstacles if they are not large enough to hamper the Template (meaning if there is a 2yard wide wall which is harboring a target, a Cone Template spell needs to be positioned with its width at the obstacle's point being 3+ yards, in order for the spell to flow by both sides of the obstacle, "wrapping" around it as it flows past, still affecting the unseen target.

Beams/Darts have a non-variable width of 1 yard, so obstacles equal to or wider than 1 yard that are fully interposed between the caster and seeing the target well, effectively block such spells, which act more like crossbow bolts or firearms, needing a straight Line of Sight to the target, hence the Template's secondary "Dart" appellation.

Spell Effects

This can vary greatly, but the effects found in the WFRP2 Core Rules Petty and Lesser magics are below:

Airstairs: walk up to 6 yard into air above ground

Alacrity: move up to 3 times normal Movement

Alert: awoken/mentally alerted when someone approaches within range of a designated 1 yard area, whatever the distance between the Alert area and the caster

Armour: AP to all locations equal to your Magic score

Breeze: cause a noticeable gust of wind to pass through the area, fluttering and blowing around very light objects and papers, dousing candles and knocking over very light items

Bonus: +5% Primary Characteristic

Disrupt Mental Effect: cancels a specified psychological effect, such as the results of a failed Fear test

Distant Hand: clumsily manipulate devices such as opening unlocked doors as if wearing a mail mitten

Distant Hand II: levitate and carry/move items up to 10 encumbrance up to 12 yards from starting location, topple items weighing 50 encumbrance

Drop: target drops everything being carried

Enchant: item counts as a magic weapon

Hamper: cause a penalty equal to your Magic score to all a target's tests

Healing: heal 1 Wound

Ignite: the spell or an element of it, such as a flame in the hand or free-floating, functions as a very small normal fire and may be used to ignite flammable materials, but is too small to cause significant physical harm to anyone

Illumination: creates either a free floating mystical image, or bestows the properties of candle to torch/lantern glow to an object

Mute: target silenced, unable to talk or even grunt

Noise: whispers to loud roars

Nullify: end a non-Ritual Magic spell in effect

Presence: foes must make WP Test to attack you or else choose new target or action

Secure: lock cannot be pick or forced

Shelter: recipient and their possessions within 1/2 yard remain dry even in strong downpour

Sleep: target falls into a deep slumber, Prone and Helpless

Striding: +1 Movement

Stun: target stunned a number of rounds equal to your Mag

Untrackable: leave no visible tracks, all Follow Trail tests to track the target are at -30%

Spell Enhancements

These are things that are applied to existing effects, or even other enhancements that are already tied to an effect.

Autohit: the associated attack requires no hit roll and instead strikes the target automatically, applying its effects and/or damage as appropriate.

Spell Limitations

These all penalize the caster in some way, or otherwise increase a spell's difficulty or "down side".

WP Resist: target may fully resist and negate the spell's effects by making a successful WP test

Focus: spell requires full concentration, preventing any other action on the part of the caster, for the duration

Line of Sight Control: allows caster to control the movement of the spell's image or effect, in Line of Sight

Wisp: send created image/effect off in a chosen direction, where it will randomly travel on its own until duration ends

Unstackable: only one spell of this type may be placed on a target at one time

Cooldown: only usable on the same target once per battle or scene/sequence, until a condition occurs again, such as Wound Loss

Inconvenient Pose: spell requires caster to maintain awkward or inconvenient positioning of body part of body, such as keeping a palm open, to allow spell to progress to its complete duration

Restrictive: can't cast if wearing armor or bearing a shield

Restrictive II: spell ends if armour donned or shield held

Effort: requires a Channeling roll to take effect

Penalized Effort: -10% per original caster's Magic score when making Effort roll

Example Spells

These are core spells reproduced from the core rules using this system. After each property, a number in parenthesis is given, denoting its Casting Number Modifier (CNM) it applied to the running total of the spell's CN.

Spell Facet	Property
Spell Name	Magic Dart
Casting Number	6
Casting Time	Half-Action (0)
Duration	Instant (-5)
Range	16y (1)
Area/Effect	1 Target (0)
Effect 1	Damage: 1 Str 3 Hit (4)
Enhancement 1	Autohit (6)
Limitation 1	none
Spell Name	Marsh Lights
Casting Number	6
Casting Time	Full Action (-1)
Duration	1 Hour (8)
Range	100 yards (4)
Area/Effect	default lights created (0)
Effect 1	Illumination (0)
Effect 2	Line of Sight Control (1)
Effect 3	Wisp (2)
Limitation 1	Focus (-8)

CNM Spell Duration -5 Instant -4 1 round -3 Rounds = Mag -2 3 Rounds/30 sec -1 1d10 rounds/6 rounds (1min) 0 If Critically Hit/Self failed WP 1 Until foe's successful WP Test 2 Until other action 3 Minutes = Mag 4 5 min/1d10 min 5 10 min/2d10 min 6 Minutes = Magx10 7 30 Min/New Spell 8 1 hour/Recast/Triggered 9 Hours = Mag 10 24 hours 11 Until Next Sunrise 12 1 week 13 2 weeks 14 1 month 15 1 season (3 mos.) 16 2 season (6 mos.) 17 3 seasons 18 1 year 19 5 years 20 Permanent	CNM Spell Casting Time 0 Half-Action (HA) -1 2 HA/1 Full Action (FA) -2 3 HA/1.5 FA -3 4 HA/2 FA -4 5 HA/2.5 FA -5 6 HA/3 FA -6 7 HA/3.5 FA -7 8 HA/4 FA -8 9 HA/4.5 FA -9 10 HA/5 FA -10 1d10 FA -11 6 FA/1 min -12 7 FA -13 8 FA -14 9 FA/1.5 min -15 10 FA -16 11 FA -17 12 FA/2 min -18 1d10 min/5 min -19 2d10 min/10 min -20 30 min -21 1 hour -22 2 hours -23 1d10 hours -24 2d10 hours -25 24 hours	CNM Spell Effects 10 Airstairs 10 Alacrity 19 Alert 12 Armour 4 Bonus 3 Breeze 4 Damage 7 Disrupt Mental Effect 4 Distant Hand 4 Distant Hand II 8 Drop 4 Enchant 3 Hamper 18 Healing 2 Ignite 0 Illumination 16 Mute 0 Noise 25 Nullify 17 Presence 10 Secure 2 Shelter 16 Sleep 8 Striding 20 Stun 4 Untrackable
CNM Spell Range -6 Self (1/3 square) -5 1y Tch (1/2 square) -4 2y (1 square) -3 3-4y (2 squares) -2 5-6y (3 squares) -1 7-8y (4 squares) 0 9-12y (6 squares) 1 13-24y (12 squares) 2 25-36y (18 squares) 3 37-48y (24 squares) 4 49-96y (48 squares) 5 97-225y (1/8 mi) 6 226-450y (1/4 mi) 7 451-900y (1/2 mi) 8 901-1800y (1 mi)	CNM Spell Discernment 0 All Within Template 1 Only Daemons and Undead 1 Only Inanimate Objects 1 Only Living 2 Only Daemons 2 Only Undead 2 Natural 2 Man-Made/Structures 2 Only Sentients 2 Only Normal Animals 2 Only Monstrous Animals 2 Only Non-Chaos Tainted 2 Only Chaos Tainted 2 Only Male or Only Female 3 Only Specific Undead Types 3 Only Specific Daemon Types 3 Only Specific Nature Type 3 Only Specific Man-Made Type 3 Only Specific Undiv. Sentients 3 Only Specific Civil. Sentients 3 Only Hostile 3 Only Friendly/Allied/Neutral 3 Only Specific Monstrous An. 3 Only Specific Normal Animals 4 Only Casters 4 Only Non-Casters 4 Only Specific Sentient Group 5 Only Specific Sentient Type 5 Only Priests 5 Only Arcane Casters 5 Only Non-Priests 5 Only Non-Arcane Casters 5 Only Runesmiths 5 Only Non-Runesmiths 6 Only Specific Priests 6 Only Specific Arcane Casters 6 Only Specific Runesmiths	CNM Spell Enhancements 6 Autohit V Spell Discernment CNM Spell Limitations -3 Cooldown -4 Effort -8 Focus -3 Inconvenient Pose 1 Line of Sight Control -4 Penalized Effort -2 Restrictive -2 Restrictive II -2 Unstackable 2 Wisp -4 WP Resist
CNM Spell Effect Template 10 Hearing Burst: 100y diameter 1 Visual Cone: 32y x 10y 1 Odor Burst: Large Burst 0 Small Burst: 6y diameter 1 Large Burst: 10y diameter 0 Beam/Dart: 26y x 2y 0 Cone: 16y x 5y	CNM Spell Area/Effect 0 1 Target in Template 1 (Mag) Targets in Template 3 All Within Template	
CNM Spell Damage 1 Per 1 Hit per Target 1 Per Str. 1 Damage per Hit 3 Per (Mag) Hits per Target 3 Per Str. (Mag) Damage per Hit		