Atomik Magick
Second Edition

Written By: Mark Chase (mchase@meta-earth.com)

Meta-Earth
http://www.meta-earth.com

What is Fuzion?

Fuzion is a unified set of role-playing rules combining the best of the *Hero System*™ (*Champions*) and *Interlock*™ (*Cyberpunk*®, *Mekton Z*™). Not only can Fuzion be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing *Hero*™ and *Interlock*™ rules and materials; if it is marketed as *Fuzion Capable*, it can be used as part of the Fuzion system.

Hero Games and R.Talsorian Games, Inc., jointly developed Fuzion. Many existing games systems use Fuzion, including *Champions: The New Millennium*, *Usagi Yojimbo*, *Bubblegum Crisis the RPG*, *VOTOMS*, *Mekton*, and many more. Fuzion uses a unique Plug-In system that allows for easy addition and removal of rules. For instance, to add Martial Arts to your campaign, you need only turn to a Martial Arts plug-in. To add Magic, Psionics, or Superpowers, these too may be easily plugged-in to the core rules (Total Fuzion).

Where Can I Get Fuzion?

The basic Fuzion rules (for character generation, combat, game mechanics, and basic plug-ins) can be found in any Fuzion product produced by R.Talsorian Games, Hero Games, or Gold Rush Games. However, as it is, these companies were kind enough to provide an on-line version of their core rules system. To obtain this file, please visit the following URL:

http://www.meta-earth.com/fuzion/core.html

What is Atomik Fuzion?

Atomik Fuzion is collection of Fuzionable materials developed by Mark Chase, primarily plug-ins for Mekton and other Fuzion RPG gameworlds. These plug-ins include the fantasy gameworld, *Lodoss War RPG,* as well as generic plug-ins for psionics, magic, sci-fi, and alien characters.

Playing Fuzion

You have this Atomik Fuzion plug-in game, so how do you play Fuzion? First, you must get a set of Total Fuzion rules. As mentioned, the rules to create characters and play the game can be found in any Fuzion Capable RPG book or at the web site listed earlier. If you are having trouble finding a Fuzion game book, visit your local gaming store and ask about the R.Talsorian Games or Heroes Games product line. I recommend *Champions: The New Millennium* or *Bubblegum Crisis* for a good source.

In late 1998 or 1999, R.Talsorian will be coming out with a Fuzion version of *Cyberpunk* and *Mekton*, which I would highly recommend.

Creating a Fuzion Character

To create a character for any Fuzion game, you must have a Fuzion rulebook (see above). Most any Fuzion rulebook should do.

The first step is to develop your character's lifepath (see step one Fuzion character creation rules). I would recommend the lifepath chart shown in *Bubblegum Crisis* (or *Cyberpunk* or *Mekton*, when they come out), or the on-line rules which you can download off the web. There are other lifepath systems, some made by fans, and these are acceptable at the GM's discretion.

The Origins Path for *Champions* is relevant only for superhero characters. If you are playing a superhero, Origins is a good way to flesh out his or her past. If not, you may ignore Origins all together.

Primary Characteristics as listed in Atomik Fuzion Plug-Ins are INT, WILL, PRE, TECH, REF, DEX, CON, STR, BOD, and MOVE. This is the same as it is for *Bubblegum Crisis* and *Champions*. PSI and MAGE may be added for Psionic or Magic plug-ins. Derived characteristics are calculated as normal.

Atomik Magick: 2nd Edition

This is a Fuzion plug-in for adding magic systems and fantastical spells to conceivably any Fuzion Powered game. Primarily, magic and spell-casting will only be found in spectacular fantasy worlds, but there is no reason why magic can't find its way into a modern or dark modern campaign. Magic may even have a place in futuristic or space opera campaigns.

Magic defies the boundaries of that which we know by science, and there are as many magic systems as there have been peoples, cultures, and religions of the world. There are hundreds, perhaps thousands, of ways to do magic. In the real world, magic does not exist and all these systems are false. But in the universes of fiction, fantasy, and fairy-tales, magic is all too real. With *Atomik Magick* you should be able to quickly create the magic system you desire and have at your disposal hundreds of spells to use in your campaign.

Atomik Magick should be considered an independent magic plug-in. It is not compatible with other magic plug-ins, such as the *Shards of the Stone* magic system. *Atomik Magick* is an alternative magic plug-in, compatable with most fantasy Fuzion campaign, and offers greater flexablity, options, and customization than any other magic system for the *Fuzion* RPG system.

What is Magic?

It is this question that has pursued the dreams and visions of philosophers and priests for over five thousand years. It is not an easy question, and there are no simple answers.

What is magic? To quote from James Freake in his foreword to Cornelius Agrippa's *Occult Philosophy*, we may get some idea. "*To defend kingdoms, to discover the secret counsels of men, to overcome enemies, to redeem captives, to increase riches, to procure the favor of men, to expel diseases, to preserve health, to prolong life, to renew youth, to foretell future events, to see and know things done many miles off, and such like these, by virtue of superior influences, may seem things incredible; yet read but the ensuing treatise, and thou shalt see the possibility thereof confirmed both by reason, and example.*" Not a bad introduction, for any book concerning the principles of magic.

Magic is not, and never has been, about blazing fireballs or teleporting across continents. It is a quest for understanding and the art of controlling and harnessing the forces of nature. Perhaps it is a healing hand or a deadly curse; a seductive love potion or a ritual to bring floods and famine. Magic is not black or white, good or evil. But most importantly of all, magic is not at *thing*. Magic is a process; a philosophy; a way of seeing and controlling the natural world.

In short and simple terms, magic is an external force of the universe controllable by certain practices, rites, symbols, and reagents. *Mana*, as it is called, is this force. Mana is a manifestation of the mechanics of the universe itself, the great Cosmic Machine of Creation, and exists within every thing that is real, the very fabric which binds Creation itself together.

Magic itself is *not* an internal force. Mana, for the most part, is an outside force which magic users must harness, focus, and control (but there is a little mana in every living thing). What this means is that magical powers are simply skills, and *not* "supernatural" powers at all. If you need to learn a spell for Resurrection, then with just a few weeks of study, you can learn it.

Although this is true, not everyone is *capable* of harnessing those powers. Only those who can channel the massive amounts of mana energy, focusing them and manipulating them can conjure and control the wild and chaotic forces of mana. Why is this? Some individuals are simply more tuned with magic. They have the talent and the gift to summon the mighty powers of cosmos.

Magical Terms

Below are a few basic concepts and definitions you may need to know

Maits and Mana: Mana (described earlier) is the force of magic. Maits are a measure of that force, much as kilograms are a measures of weight, or watts a measure of electrical potential.

Source: The Source is from where the mana energy is tapped, and will vary from game world to game world. This can be Elemental (or forces of nature), Mental (like psychic powers), Force (some magical or pseudoscientific Universal power), Demonic (common for evil sorcerers), Theurgical (from the divine, i.e., Kabalistic magic), and so forth. A Source may also be a "mana store", such as your own Mana Pool (the usual Source), a manastone, or other holding place. Other Sources may include magical mana generators, or the Mana Pool of a familiar.

Tapping: The act of extracting mana energy from a source. Tapping into a Source usually requires a ritual, mediation, prayers, elemental invocation, or special focal patterns and astrological conditions. Once tapped, mana can be channeled from the source into a target.

Channeling: Once a Source has been Tapped, the mana energy can be Channeled from the Source and Focused into a target (yourself, a spell, or a mana store). A mage can only Channel a certain amount of mana energy, based on how powerful he is (typically, 10 to 15 maits every hour). It is possible to over Channel (called Suffusing), but this is very dangerous.

Focusing: Whenever a Tapped Source is Channeled, it must be Focused somewhere (otherwise the energy is just lost). The target of a focus must be able to except mana energy. Acceptable targets are spells being cast, your internal Mana Pool, or some external mana store (such as a manastone, but these have limits of their own).

Holding: A mage can hold a certain amount of raw mana energy or spells for later use. How much he can hold is limited and requires some effort and concentration, abet only a little. This is called a Mana Pool, and is typically between 15-30 Maits. If not used it will slowly dissipate on its own, and if concentration is lost (through trauma, unconsciousness, sleep, etc), it will completely evaporate. Holding a Mana Pool is only for temporary use, usually good for only a day or so. See "Using Mana Pool".

Casting: Making a spell. To "Cast" means to form, not to *throw*, though a spell can be cast and invoked at the same time. To cast a spell, mana energy must

be available from a holding place, or though Focusing Channeled mana.

Invoking: Activating a spell that has been cast. This can be done immediately after casting, or if the spell is placed in a "hold", such as a Mana Pool, manastone, or familiar. It can be invoked at a later time using an Activation Condition (which must have been set during Casting), usually a word or phrase.

Summoning: Calling a thing from one place to another. Usually in reference to calling spirits or demons, but also any sort of apportation of material, animals, or beings can be considered summoning as well. Summing spells are either forms of apportation or dimensional teleportion, with the ability to seek out a specific target or type of target. They always require a great deal of energy.

Distending: Forcing more mana energy into a Mana Pool than it can handle. This can be done to one's own Mana Pool, or to external pools such as manastones or familiars. Any case, distending is very dangerous and can cause permanent damage in the long run.

Suffusing: Channeling more mana energy than you can safely handle. This can be as great as 50% higher; however, any mistake or fumble can literally reduce the magic user to a pile of ashes.

Magical Characteristics

To be a mage you must have a talent for spell casting. MAGE (or some other) is a new Primary Characteristic that determines how powerful of a mage you are. You may substitute MAGE for some other Characteristic if you chose, or you may even have multiple types of Magical Characteristics for different types of magic users (WIZ for Wizards, THR for Theurgical (Divine) magic, and so forth).

There are also a number of new Derived Characteristic's; these are MP, MR, and MgD.

Magic (MAGE or others)

How much magical potential you possess. Commoner's have no MAGE (or very little), but sorcerers must have some level normally between 1 to 10 (3 being average). There may be different "Mage Stats" (called MAGE, ELMT, QBL, WIZ, ABRA, KDABR, whatever), depending on your campaign, but MAGE is default. You should also pick a "Booster" Characteristic (below).

The Booster Stat

The Booster Stat (or Characteristic) can be anything, as defined by the GM for his campaign. It is usually something like INT, CON, or even the Mage Stat itself (above), and its purpose is to "diversify" the customization of this system. You may have a different Booster Stat for different Magic System if you have multiple magic systems in your campaign.

Mana Pool (MP)

Your Mana Pool (a Derived Characteristic) is how much mana energy you can harness, store, and control. Your Mana Pool (MP) equals **(Mage Stat + Booster Stat) x P (for Potential)**. With a Mana Pool of 30, you can safely control up to 30 maits of mana energy. You can only channel so much mana into your Mana Pool, given by your Mana Rating. See below for what **"P"** means.

Mana Potential Multiple

The **P** in the equation to calculate Mana Pool stands for "Potential". It is a control variable which allows the GM to tailor how potent mages are for his gameworld. The default for *Atomik Magick* is 5 (good for an above average magical world). This may be more or less for other worlds, depending on the GM's preference.

Mana Pool Potential	Variable "P"
Mages have little real power	1
Mages have moderate power	2
Mages have significant power	3 - 4
Mages are powerful (default)	**5**
Mages are very powerful	6 - 7
Mages are like demi-gods	8 - 9
Mages are gods!	10

You can always buy more MP. This cost is determined by the multiplier "P". To get *+P MP costs 5 OP*. So if P is 5 you can buy +5 MP for 5 OP. If P is 10 you can buy +10 MP for 5 OP. If P is 1 you can buy +1 MP for 5 OP, and so on. It's a good idea, too...

Mana Rating (MR)

MR (a Derived Characteristic) determines how fast you can channel mana energy from its source and into your Mana Pool. MR is equal to your **(Mage Stat + Booster Stat) x C**. You acquire this many Mana Points every *Time Unit* of channeling activity (see *Mana Rating Dial*). You may divide this out to find your rate per Minutes or Round, etc.

Mana Channeling Multiple

The **C** in the equation determines the rate at which mana can be *Channeled* per unit of time (hours, minutes, see below). "C" can be between 1 to 5, but 3 is default for *Atomik Magick*. This may be more or less for other worlds, depending on the GM's preference.

Mana Channeling Multiple	Variable "C"
Channeling is tediously slow	1
Channeling is somewhat slow	2
Channeling is average (default)	**3**
Channeling is fast	4
Channeling is very fast	5

You can also increase your MR. This cost is determined by the multiplier "C". To get *+C MR costs 5 OP*. So if C is 3 you can buy +3 MR for 5 OP. If C is 5 you can buy +5 MR for 5 OP. If C is 1 you can buy +1 MR for 5 OP, and so on.

Mana Rating Dial

By default, the Time Unit for your Mana Rating (above) should be in *Hours.* This is for an average fantasy world (such as one modeled after D&D where magic users are common and powerful). However, more typical fantasy settings, such as what you find in novels or movies, should be less. In a superheroic magic setting (such as in Anime Fantasy), mages may be able to cast even earth-shattering spells very quickly.

MR is measured in minutes (that is, with MR 5 you recharge 5 MP in one minute). This can be scaled up or down as below:

Campaign Style	MR Time Scale
Negligible Magic World	in Days
Low Magic World	in 6 hour units
Average Magic World (default)	**in hours**
Above Average Magic World *	in 20 minute units
Super Magic World	in 5 minute units
Mega-Magic World	in Minutes
Unlimited Magical World	in Rounds

* Basically 3 times faster

Example: The Defaults for Atomik Magick are **MAGE** as the magical Characteristic, and **CON** is the Booster Stat. **P is 5** and **C is 3** for the determination of MP and MR, and our Time Unit for MR is *Hours.* Max the Magus has a 2 in MAGE and a 5 in CON. His Mana Pool is thus 35, (2 + 5) x 5, meaning he can "put in" up to 35 maits of mana energy and hold it, control it, or use it, at any given time. His Mana Rating is 21, (2 + 5) x 3, meaning he can channel mana energy into his pool at a rate of 21 maits per hour of Channeling activity. This would be 1 mait every 3 minutes, when calculated out.

Magical Defense (MgD)

MgD is a fully optional Derived Characteristic (MD, by the way, is Mental Defense). Normally, the only way to defend against magic is to make a *Magical Defense Role* (see later in this text), which is usually based on CON, WILL, or DEX. MgD gives further protection by providing a sort of Magical Armor against magic itself. Any damage or magical effect has its overall effect subtracted by this number (similar to the way Stun Defense works). See *Defending Against Magic.* MgD must be bought as a *Talent* at 1 MgD point per 3 OP.

And the Other MAGE?

As later you shall see, MAGE is not the only Magical Characteristic, it is only the default one. In worlds with a different magic system, or multiple ones, MAGE will be substituted by another Characteristic, for example, ELMT (for Elementalism). Mana Pools and Mana Recovery work the same for these alternative Characteristics.

Mage Talent?

Alternative to having a MAGE Characteristic, Mage may be a Talent or Power. This works precisely the same way as above. **Atomik Magick** can be configured however you wish for your campaign (as if you haven't figured that out yet), and any alternative methods are acceptable. Just be consistent.

To use Mage as a Talent you can charge 3 OP per level of Mage (like any Talent), or 5 OP per level of Mage to make it more expensive (Magic is exotic, after all). You may also treat Mage as a Power (as per Superpowers). For this you can charge 1 PP per Level, or if you feel this cost is too low, you may charge 2 PP, or 3 PP per Level, or whatever you feel is best for your campaign and game world. You would have different Mage Talents (or Powers) for each unique Magic System.

Mana Pool and Mana Rating are calculated as above. If you would rather use END for magic (as if it were a superpower) you may do so, and thus all MP cost listings are END cost.

Which Characteristic for Spells?

Do spells use MAGE or TECH as the base characteristic? Perhaps even something else? Spells are basically Use Power skills, but not in the typical sense. You do not have a *power* to create a fireball, only the *skill* to fashion a fireball spell from your knowledge of magic.

The question still remains, is MAGE the base characteristic? The GM has the option to use any characteristic he wishes. For most campaigns, this should be either the Mage Stat or TECH, but there are strong arguments for others. Just because a magician may have a low MAGE may not necessarily mean he stumbles through even the simplest spells. The GM must define what characteristic spells will use for his campaign.

Mage Stat: Obviously, your "Mage Stat" (MAGE or Other) this can be used as a base characteristic.

TECH: Most Use Power skills use TECH, so why not magic? With TECH as a base, spells are technical skills that can be learned and mastered, no matter how weak or powerful a mage you are.

WILL: *"Magick is the art and science of causing change to occur in conformity with Will."* (Aleister Crowley). So WILL can be the base Characteristic for spells. This is also good for psychic magic.

INT: If magic is determined only by a mastery of intellectual knowledge (as Kabalistic Magic may be) then INT should be the base characteristic. This makes magic much more mentally oriented and thus slightly closer to psionics.

PRE: Only in a rare circumstance should PRE be the base characteristic. If magic religiously based, a priest might need a high PRE to appease his god or his followers to wield the power of might and magic!

DEX: Some spells may require highly dexterous motions and hand movements (especially Illusionary spells). If this is the case, DEX might be the base characteristic, but TECH may still be a better choice. In the real world, magic (slight-of-hand) really is DEX based!

Multiple: Complicating matters, but much more realistic is that different spells will have different base characteristics. Mental spells might be based on WILL, Wizardry spells based off MAGE, Knowledge spells based on INT, and Creation spells based on TECH. This is a much more balanced way of doing magic and all GMs are encouraged to at least consider this option. They must note which Spells Categories use what characteristics.

Deciding on a "Booster Stat"

The Booster Characteristic is used to allow even low-level mages to have some sort of capabilities. It is important to remember that in many cases magic is related to other aspect of an individual, such as his intelligence, physical power, personality, and so forth. For this reason the Booster Stat is added into the equations for Mana Pool and Mana Rating. The Booster Stat can even be the Mage Stat itself.

Deciding on a Booster Stat is much like deciding on what Characteristic spells use (previous topic). You could use the same one as that, or a different one to diversify magic even more. For instance, I find CON and INT to be good choices for the Booster and it seems fairly logical given the nature of magic and effects shown in fiction and fantasy. WILL is good for more psychic oriented magic, where as TECH might be suitable for a more formal or ritualistic magic system.

If you have multiple Magic Systems (say MAGE, ELMT, QBL, HOLY, for instance), you can have different Booster Stats for each. CON for MAGE, WILL for ELMT, TECH for QBL, and PRE for HOLY. These are just my recommendations. See *New Magic Systems* for more details.

There is a danger, however. This allows even a MAGE 1 wizard with a Booster Stat of 10 to potentially have as much power as a MAGE 5 or greater magician with an average Booster Stat. It should be noted, however, that he will not have nearly as much *control*. This is often seen in fiction where the brash young hero has massive potential, but still has a long way to go as far as learning and understanding goes. In no way can someone with 0 MAGE use this to gain some magical powers. If you have zero Magical Characteristic you have 0 MP and 0 MR, no matter what.

Magic and Psionics?

It is possible, though not advisable, to incorporate a Mental Powers plug-in (such as *Atomik Psioniks*) along side *Atomik Magick* in a campaign. The new edition of *Atomik Magick* allows for mental abilities to be simulated by magical powers (see Psychic Magic under New Magic Systems). However, if in your game world mental powers indeed follow completely different laws of nature than magic, it is certainly viable to use both systems (*Magick* and *Psioniks*). Remember, they are not balanced against each other -- Magic will be stronger in some areas, and psionics more powerful in others.

Spell Casting 101

Magic is *not* like superpowers. **No Power Points are used for anything**. *Magical spells are simply skills*, nothing more, nothing less. They are skills that call upon and invoke the magical forces. However, only a mage (one with a Magical Characteristic of 1 or more) can use spells successfully. Otherwise, the spells just won't work.

- Each spell is a skill, bought as any ordinary skill using OP. You do not necessarily have to have a skill in the spell to cast it, but it helps.
- The Base Characteristic for magic spells is, by default, either MAGE or TECH. See the above section on Characteristics.
- The Mage Stat (often MAGE) determines your power in magic. The higher it is, the more spells you can have and more powerful they will be.
- The Mage Stat is bought at character creation with CP. Yes, it can be improved later (5 OP).
- Casting spells uses Mana Points. Your Mana Pool determines how much mana you can store. MP is a derived characteristic.
- Different Magic Systems may grant bonuses or penalties to certain types of spells.

New Magical Skills

In every magical world, new and unusual skills are often found. Many mages know not only how to use and make spells, but also have knowledge on the nature of magic.

Alchemy - This is the occult study of the chemistry of magic. Alchemy uses the mana that is within all things, and is a skill that may be used by non-magicians. Basically, this is magical chemistry. (INT)

Demonology - Demonology is the study of demons and their names. This is an ancient and difficult skill, but can be quite useful. Though demonology is not inherently evil, the practice of summon demons can be extremely dangerous. A demonolater (one who summons demons) should be an expert demonologist. This is the skill is used, in part, to help summon demons. (INT)

Lore - This is a familiarity and knowledge of age-old tales and traditions involving supernatural, mythical, and magical stories. This may prove useful in worlds where magic is rooted in myth and religion. (INT)

Occultism - Occultism is the study or practice of matters involving magic and the supernatural in the modern world. At level 2, your knowledge is limited to fantasy, charlatans, and fringe religions. At level 4 and above, you begin to form a clearer picture about magic and occult matters. This skill may be needed

to attempt to explain any supernatural occurrence, or try to identify or study one. This is, primarily, a modern skill used in a 'skeptical' world. It may be unnecessary in a magical world. (INT)

Relicology - This is the knowledge of magical relics. This skill is used to help identify magical items. At level 2 your knowledge is based mainly on folklore and wives-tales, giving no true knowledge. At level 4 you have begun to learn of relics that really can truly work and prove useful. At level 6 and above, you know some truly powerful relics. (INT)

(Magic System) (Spell Category) - i.e., Thumaturgy or Elementalism, etc. This is knowledge of how magic works and how to control it. This skill is used to cast spells straight from books, or create new spells. Most good mages have this skill, as most enjoy casting spells more than they do learning them. There are several types of Magic System skills, one for each particular Spell Casting Category (i.e., *Thaumaturgy*). It should be denoted as ***Thaumaturgy (Sensory Spells)*** or ***Elemental (Enchantment Spells)***, and so forth, depending on what magic system is used.

New Magical Talents

In every magical world, new talents and special abilities are often found. Mages as well as commoners alike may possess these talents, and some could be quite unaware of them. These Talents may directly affect magic, or could in fact be magical or mystical in some other fashion. All Talents cost 3 OP. If levels (indicated by an X) can be taken in the Talent, each additional level will cost another 3 OP.

Aspectual Empathy
Aspectual Empathy exists only in worlds where there is a clear religious, metaphysical, or supernatural distinction between Good and Evil. Aspectual Empathy works sort of like Danger Sense. In or near a place of "Good" or "Evil" or in the proximity of a person or creature of such, he will feel the presence of "Good" or "Evil" (and varying degrees thereof). This is a constant feeling -- in a Temple of Light he will feel goodness all around; in the Castle of the Vampire King he will feel evil and darkness.

Danger Sense [X]
Basically, a permanent Danger Sense spell. Danger Sense checks are made automatically, at the request of the GM. The character must make a successful Danger Sense check (roll 10 + Level + 3D6) against a target number of 20. See *Danger Sense* magical effect for more details.

Empathy (or Personal Empathy)
Personal Empathy (as opposed to the other two types) allows you to gain an over all "feeling" for a person you meet. You must make an INT roll verses their INT + 10 (or + a die roll), and if successful the GM must tell you what you "feel" about them (if you fail, the GM can tell you that you feel nothing, or

simply lie), and because of this the GM should roll secretly for the target.

Magical Defense [X]
This is bought as a Talent (at 3 OP per level) but can also be listed as a Derived Characteristic. Each level gives +3 MgD of protection. See Magical Defense described earlier, or *Defending Against Magic*, later in this text.

Magical Empathy
Magical Empathy works similar to Aspectual Empathy, but for magic. In a magical place (an enchanted forest, a wizard's tower, etc.) or in the proximity of a magic user, magical item or creature, he will feel the force of magic prickling energetically on his neck, down his spine, or some such indication.

Magical Resistance [X]
Magical Resistance is different from Magical Defense. It makes a person *harder to hit* will a spell (whereas MgD makes it *harder to effect* them once hit). Each level of Magical Resistance increases by +1 the DV Roll made to hit (or effect) you with both *hostile or friendly* spell.

Mental Defense [X]
This is bought as a Talent (at 3 OP per level) but can also be listed as a Derived Characteristic. Each level gives +3 MD of protection. It adds your Resistance roll, providing protection against all Mental Spells and mental powers from ***Atomik Psioniks*** or other mental power plug-ins. See *Defending Against Magic*, later in this text.

Visionary
As a Visionary you are occasionally struck by dreamy visions of the future or present events far away. This is a form of dream based Precognition. This should be used by the GM to give brief but beneficial foreshadowing and visions foretelling future events relevant to the campaign.

Mage Characters
Throughout fiction and fantasy there are mages of every countable type. There are hideous witches and beautiful sorceresses; elderly wizards and spitfire battle-mages; monsters and demons who cast magic with impunity, and great gods and deities who are masters of the magical arts. All can be created with these rules of magic.

A magic user should be built as any character in Fuzion. He may also have other special powers, such as superpowers or psionics, but this is dependent upon the gameworld's restrictions. Most mages are fairly powerful, and will have at least Heroic characteristics and Option Points, but the GM will assign these as he sees fit.

All mages must have a Magical Characteristic (see above). Because this now makes eleven characteristics the GM may either choose to give some extra CP or force the players to spread out the spending of their CP more thriftily!

Once the magic systems have been devised, and the player has chosen which his character will be a wizard of, he is set to go. The GM may let him take a few starting spells, perhaps even a magic item or a magical tome. Very few starting characters should be masters of the magical arts.

Permanent Magical Abilities

Permanent abilities are magical enchantments innately bound to an individual being. This is effectively the same as it is for permanent magical items (see the section on *Magic Items*), and such abilities are created basically the same. However, most creatures with such powers are born with them (such as dragons having individual fire spells, flight spells, and so forth). Very few humans are born with any magical abilities, but they are common with magical creatures such as dragons, griffins, basilisks, etc.

Like an enchanted item, a permanent magically ability is a pattern of magio-machinery, elemental essence, or etheric circuitry (or whatever), bound to the material of the being -- a "circuit" able to channel mana energy into pattern, control it, and focus it to create a desired spell effects.

Magical abilities are created just as permanently enchantments for magical items. However, the individual being must pay OP equal to the original MP *base cost of the spell* (not including the added cost of Permanence) in order to have the additional ability. As usually, he must be able to channel the required mana energy into the spell to use it. Any combination of alternate energy sources may be declared *when the ability is created* (such as End or Stun instead of MP).

A magical ability can be burned into an individual just as it can for enchanting magical items. However, the person must pay the OP cost (equal to the original base MP) before that ability becomes available to him. It will remain dormant or latent until this requirement is met. Such abilities are often granted by gods or other powerful beings as gifts or rewards. Demons and other miscreant beings may also grant such abilities in exchange for loyalty and services. Extremely powerful magic items and relics may also cause a person to gain magical abilities in this way.

Wizards and other magic users can enchant themselves or others to create magical abilities. The actual process is different from enchanting items, but the cost, time, and other statistical requirements are exactly the same. Treat creating magical abilities the same as per enchanting magical items.

Anyone with permanent magical abilities will stand out as *very* magical to Detect and See Magic spells, or to any creatures that can sense magic.

Aptitudes

Some mages are more talented in certain areas of magic, while lacking in all the rest (a Mage Savant, you might say). Therefore, a mage may have a special Aptitude (Primary and Secondary Aptitudes) with certain types of magic. This is independent from the magic system he knows, but cannot be contradictory to that system. A Bardic Mage can have an aptitude in Physiology Spells, making him a Bardic Healer. How about an Elven Elementalist? Or for really bad news combos, watch out for Voodoo Necromancers!

A mage can have an aptitude in any Spell Casting Category of magic (giving him a title such as Elementalist, Healer, and so forth). You may have one Primary Aptitude and one Secondary. *It costs no points* to have an aptitude, but there are also disadvantages.

To pick your Primary and Secondary Aptitudes, go through the list of Spell Categories and pick the two you want (one for Primary and one for Secondary). Make a note of this. You can often make up some title for your character based on your aptitude, for instance, with a primary aptitude in Elemental spells, and you're not just a mage, you're an Elementalist.

- The MP Energy required by the spell is automatically *half* for any spell in the Primary Aptitude category.
- All spells in the Secondary category are unaffected, and have no modifier.
- The MP Energy required by the spells *in all other categories* is at +50% (or x1.5).

The Magic System you use can also effect the spell categories. This is simply a way of concentrating on a certain field of magic. The GM may disallow this for certain categories.

Spell Casting Categories

There are several different Spell Casting Categories (not nessessarily related to the *Effect Type*). These Categories will be discussed in other sections and in *Atomik Grimoire*. To use spells in that category you must specialize in it with your **Magic System** skill, for instanance, **Thaumaturgy(Creation Spells)**.

Spell/Skill Categories
Creation (and Entropy) Spells
Elemental (Primal) Spells
Knowledge (Wisdom) Spells
Mental (Psychic) Spells
Movement (Portation) Spells
Natural (Shamanic) Spells
Necromancy (Spiritual) Spell
Physiology (Healing) Spells
Sensory (Wyrdsight) Spells
Summoning (Conjuring) Spells
Temporal (Chronomancy) Spells
Wizardry (Enchantment) Spells

The Laws of Magic

Magic is the art of channeling and altering the energies of magic at will. The Universe and all things within are related to one another and dependent upon the whole. The Universe is made revealed in the laws, orders, and processes of nature, and within the recesses of the mind and spirit of all beings. The principles that gives life dwells with in us, and without. It is undying and eternal, and not heard, or seen, or smelt, but perceived by those who desire perception. The art of magic is concerned with the channeling, focusing, and altering these energies.

There are fourteen Laws of Magic which are, in effect, reaffirmations of the Laws of Nature. All forms of magic must follow these laws. Shamans and other primitive magic users are unfamiliar with these laws, but any successful wizard should be knowledgeable of them.

These Laws are based on those described by the modern day occultist, Isaac Bonewits, in his book *Real Magic*.

The Law of Commonality - If any elements or factors are common between any two or more patterns or energies they can interact through their common elements. Control of one pattern facilitates the control over the other.

The Law of Words of Power - There exists certain words and meanings of words that alter the internal and external realities of those uttering them. Their power rests in the very sounds of the words in as much as their actual meaning, thus they transcending languages.

The Law of True Names - Knowing the complete and true name of an object, being, or process gives one complete control over it. Knowing the True Name can only be achieved through complete understanding of its nature. All people have a True Name, but few ever discover their own.

The Law of Violation - An act or phenomenon may violate the natural patterns of reality provided that it operates under certain otherwise attainable conditions in a specific, limited context.

The Law of Wisdom - Wisdom is the understanding of that which is inside oneself. Through the wisdom of self-knowing is thus granted understanding of one's own strengths and weakness which is vital to growth and evolution.

The Law of Knowledge - Knowledge is the understanding of that which is outside of oneself. As one's knowledge of a subject grows, so increases the ability to exercise control over it.

The Law of Cause and Effect - The exact same action done under the same condition will result in the same results every time it is performed. Any factor which is changed will likewise change the outcome.

The Law of Attractions - Like attracts like, but opposites also attract. To attract energy of a particular sort, one must put out energy of a similar sort. All energies and patters can be split into energies or patterns of opposing characteristics, and each will contain the essence of the other within itself. Everything is its own opposite, thus as like attracts like, so to do their opposites. The two halves both attract and repel at the same time, but are immutability joined and are harmonious. All is within one and one is within all.

The Law of Quintessence - Any process, pattern, or natural phenomenon may be considered to be alive with its own unique personality, and may be dealt with as such.

The Law of Invocation - It is possible to establish internal communication with beings, energies, or processes which exist within of oneself. That is to say, invocations.

The Law of Evocation - It is possible to establish external communication with beings, energies, or processes which exist outside of oneself. That is to say, summonings.

The Law of Infinitum - The total number of possible combinations of phenomena which can be organized is infinite. The number of phenomena is known to be infinite, and thus unknowable and unattainable.

The Law of Balance - To survive one must keep every aspect of oneself in balance with all other aspects. Tipping the balance of ones aspects either way to the extreme is dangerous to both the internal aspects of oneself and the external aspects of reality.

The Law of Harmony - Every phenomenon in existence is linked directly or indirectly to every other one. Perceived separation between phenomena are based on an incomplete perception or limited understanding.

Campaign Name:_____

Game Master:_____ **Date:** _____

Plug-Ins & Books: _____

_____

Atomik Magick

Campaign Control Sheet

MAGES AND WIZARDS

MAGIC SYSTEM	CHARACTERISTICS

(Detail the Magic Systems elsewhere)

PRIMARY FORMULAE

Mana Pool (MP):
(Mage Stat + Booster Char) x P
P = _____ (5 is default)

Mana Rating (MR):
(Mage Stat + Booster Char) x C
C = _____ (3 is default)

Mana Is Channeled in: _____
(hours is default)

NEW SKILLS

Alchemy - Study of Alchemy
Demonology - Knowledge of demons
Lore - Mythic history
Occultism - The science of magic
Relicology - Knowledge of relics
Magic System (per Category)

| |
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| |

NEW TALENTS (3OP/LVL)

Aspectual Empathy
Danger Sense [X]
Empathy (Personal)
Magical Defense [X] (MgD)
Magical Empathy
Magical Resistance [X]
Mental Defense [X] (MD)
Visionary

| |
| |
| |
| |

MAGICAL MECHANICS

SPELL/SKILL CATEGORIES	CHAR.
Creation (and Entropy)	
Elemental (Primal)	
Knowledge (Wisdom)	
Mental (Psychic)	
Movement (Portation)	
Natural (Shamanic)	
Necromancy (Spiritual)	
Physiology (Healing)	
Sensory (Wyrdsight)	
Summoning (Conjuring)	
Temporal(Chronomancy)	
Wizardry (Enchantment)	

(by default, the base Char of all Spell/Skill
Catgories is the Mage Stat of your System)

Distending/Suffusing

You may Distend your Mana Pool by upto +50% (dangerous)

You may Suffuse mana Channeling by upto +50% your MR (very dangerous).

Getting More Mana

Convert More Mana As Follows:
10 End = 1 MP
5 Stun = 1 MP
3 Hum = 1 MP
1 Hit = 1 MP
Age 1 Year = 20 MP
Sacrificing a Living Thing gives:
MP = (INT + WILL) x 5

Casting Magic

To Create a New Spell:
Stat + Magic System (Category) + 3D6
Vs. the Spell's DV to Conceive
To *Cast* a Known or Created Spell:
Stat + Magic System (Category) + 3D6
Vs. the Spell's DV to Cast
To *Cast* against a Willful Target:
Stat + Magic System (Category) + 3D6
Vs. the higher of Spell's DV to Cast or the Target's DV to hit.

Defending Against Magic

Magical DV is equal to:
Stat + 10 + Magical Resistance

Against Magic Bolts, direct attacks and such, use standard Evasion DV + Magical Resistance.

MgD (Magical Defense) will reduce the Effect Number or Damage rolled by its value, acting as Armor.

MAGICAL SYSTEMS

SYSTEM NAME:_____
Mage Stat: _____ **Booster:** ____
Base Skill: _____ **Source:**_____
Casting Method: _____
Time Scale: _____
Aspects: _____
_____
Skill Bonuses: _____
_____
Omissions:_____
_____

SYSTEM NAME:_____
Mage Stat: _____ **Booster:** ____
Base Skill: _____ **Source:**_____
Casting Method: _____
Time Scale: _____
Aspects: _____
_____
Skill Bonuses: _____
_____
Omissions:_____
_____

SYSTEM NAME:_____
Mage Stat: _____ **Booster:** ____
Base Skill: _____ **Source:**_____
Casting Method: _____
Time Scale: _____
Aspects: _____
_____
Skill Bonuses: _____
_____
Omissions:_____
_____

SYSTEM NAME:_____
Mage Stat: _____ **Booster:** ____
Base Skill: _____ **Source:**_____
Casting Method: _____
Time Scale: _____
Aspects: _____
_____
Skill Bonuses: _____
_____
Omissions:_____
_____

"Magic is a faculty of wonderful virtue, full of most high mysteries, containing the most profound contemplations of most secret things, together with the nature, power, quality, substance, and virtues therof... and to their inferior suitable subjects, joining and knitting them together thoroughly by the powers, and virtues of the superior bodies."

- Cornelius Agrippa

Spells

Magical invocations are potent, directly calling upon the energies that bind the universe together and twisting them to the mage's command. Spells are strict and tedious, and will not work if even the slightest error occurs. All words must be precise and all preparation perfect. The mage's state of mind, physical health, and even his stance and body gestures must be tuned with the force of mana to call upon the desired result. Deviation can result in partial effects to no effects whatsoever.

Most spells which are invoked directly from ancient texts require a great deal of preparation to avoid mistakes. These preparations are often redundant, overlapping, and some parts are outright unnecessary, thus taking much longer than they need to. As a mage studies the dynamics of magic (Thaumaturgy) and delves into the workings of a certain spell, studying it intently, he can eventually memorize the spell (thus becoming skilled, allowing him to perform it without the books). Mages such as these can cast earthshaking spells in seconds, whereas the same spell "straight from the text" might have taken days to prepare. Skilled mages may also create new spells, based upon his knowledge of the inner workings of magic.

There are countless methodologies for actual casting a spell. These are built using the *Magical System* rules detailed later. A typical magic world may have just one system, or countless dozens. Most mages will only know one system and all his spells should be based on that system.

Magic Step By Step

There are four steps to casing magic. How each Magical System goes about this may be different, but these steps are at least the same.

1. Formulate and create the spell. This may mean researching to find the proper spell, creating a new spell from your knowledge, praying to a deity for a spell to be granted, etc.
2. Tap mana energy from a Source. It is necessary to extract mana energy from some Source to power the spell. The mage may already have this energy in his Mana Pool, or may need to Channel it during the casting of the spell. In any event, this step is usually automatically part of Step 3, unless he already has some mana energy stored, or is granted mana energy form some other Source (a manastone, familiar, demon or deity). A mage can only Channel mana energy at a rate equal to his Mana Rating.
3. Cast the spell. Steps 2 and 3 usually happen at the same time, that is, mana is tapped from a source during the actually spell ritual itself. However, if the mage has other readily available Sources, such as manastones or his own Mana Pool, this step is *greatly* shortened. Remember, a mage can only Channel at a rate equal to his Mana Rating (MR). Thus, even if a spell were to take 1 minute, but required 10 mana, he would still have to spend the time to channel enough mana energy. If he had 10 mana in his mana pool (or form a manastone or familiar), it would be instantly available to him.
4. Invoke the spell and roll for Success (verses DV of the spell and/or the target's DV). This is automatic after casting, unless the mage decides to Hold the spell in his Mana Pool. See the rules on Mana Pools, below.

About Mana Pools

A magic user's Mana Pool can hold a certain amount of mana energy, usually between 10-30 Maits, but more for powerful mages. This energy can be in the form of either raw mana energy, completed spells being "Held", or a combination thereof. For instance, Max the Magus has a Mana Pool of 30. He could have 20 points of this in the form of three ready to use spells, and the other 10 points in raw mana energy which he can use at any time to cast a new spells. At any time a Held spell can be cancelled, reverting it to raw mana energy, meaning that if Max needed to use all 30 Maits of his Mana Pool he could sacrifice his spells and use *all* the energy at his disposal for a new spell.

Mana Pools require slight concentration to maintain, but nothing significant. Wizards have compared the level of concentration to "holding ones jaw tight" in equivalence. If knocked out or severely traumatized, the Mana Pool *may* be lost (not always). When heavily traumatized or knocked out, the mage should make a Competent (18) Will Roll to maintain his Mana Pool, otherwise it's lost. Unless properly trained (most mages are), sleep will also cause it to disappear. When a mage goes to sleep, he should make a Competent (18) Will Roll to maintain his Mana Pool. He may specialize in a new skill (called

Maintain Mana Pool, based on Will) to improve his chances at both of these rolls.

A Mana Pool will naturally dissipate at a slow rate, starting with raw mana energy first, then degrading the spells in order of their creation (oldest first), if more energy is not pumped in. A Mana Pool or any mana reserve (*not* including manastones) will lose 1D6 maits of mana every day, as the energy diffuses from an area of high mana density to lower mana density, just as heat is transferred out of a hot object in a cold room. Manastones retain their mana (in either raw form or spells) indefinitely, as they are in a more complex crystalline form. Mana Pools can be overloaded to hold more than the max (called Distending), but this is extremely dangerous.

Manastones and Familiars are external Mana Pools and can be used as such exactly as above (manastones must be recharged by a magic user, a familiar usually recharges itself).

Multiple Mana Pools?

You *cannot* have multiple internal Mana Pools (that is, your character can only have one Mana Pool characteristic). What does this mean if he has two or more Magical Characteristics? Using the rules to create and use new Magic Systems, a character could conceivably have two or more Magical Characteristics (say MAGE 2, ELMT 3, and HOLY 2). It may seem like each of these would have their own independent Mana Pools and Mana Recovery ratings. They do have independent Mana Recovery ratings (we'll say 18, 21, and 18 respective). However, the Mana Pool is one big pool where he can store any number of spells for any of the systems, and draw mana from to cast any spells.

Therefore, calculate the sum of all Mana Pools to get the total Mana Pool. For instance, if a mage's MAGE Mana Pool is 20, his ELMT Mana Pool is 30, and his HOLY Mana Pool is 25, then his total Mana Pool is 75, which he can use for *anything*.

Mana Recovery is *not* summed; each MR is independent. To Channel energy he would probably use Elemental magic, since his Characteristic (ELMT) is 3, and his MR is 21. But he could use any of the systems to Channel and recharge his Mana Pool (especially if the GM gives certain magic systems special conditions such as "Holy magic Channels at double the MR while in a temple").

Holding Spells

By default, when you finish casting a spell it takes effect. This may not always be desired. If you are preparing to go into combat it might be wise to prepare a dozen castings of fireball and healing spells to be invoked later.

To store a spell you need to have a Mana Pool to store it in (usually your own) and the spell must be created with a Trigger (see Trigger enhancement) which is usually an invocation word or phrase. If you wish to cast the spell multiple times, use the Reusability enhancement.

Stored spells must be placed into a Mana Pool. See Mana Pools at the beginning of this chapter for more details. Because a mage can only hold so much mana in his Mana Pool, external Mana Pools are often employed. These are usually manastones or familiars, but sometimes other magic relics can be found to have their own Mana Pools. Manastones and familiars have Mana Pools and Mana Ratings, which work just the same as for spell casters (see the sections *Manastones* and *Familiars*).

When a spell is stored to be invoked at a later time, the Task Roll is not made until the very moment when the spell is invoked. Therefore, it is necessary to take note of all spells you have prepared for yourself, along with the *numbers for making your task roll*.

When the time comes to use the spell, simply trigger it (as per the Trigger which was set) and make the Task Roll. For example, you may prepare a set of spells including a fireblast spell, a healing spell, and a light spell. Later, you can invoke the fireblast with the words "Alaka Flaam!" commanding it to hit your foe. *Only* at that point would you make the Task Resolution roll to see it was Cast correctly.

Invocation takes only one Action and requires no energy (that energy was expended when the spell was Cast). You need only say the words and perhaps make a gesture or two, and must make the Task Roll to succeed. You may invoke the spell only once, unless it has Reusability enhancement. You do not need to carry anything with you, unless the spell requires some Focus, and perhaps a written note of the invocation words, unless you have spent some time memorizing the words (spending no less than ten minutes to memorize them, but do not recite out loud!) The GM may make the player himself memorize the invocation words.

Though normally a mage would store his spells in his own Mana Pool (which is limited), he can store it in other mana stores, such as familiars, manastones, or even another individual's Mana Pool (all referred to as "external mana stores"). The spell is created and cast in the same fashion, except that it is held in the external mana store. If someone other than the mage himself is to use the spell, then when the invoking words are spoken, the person invoking the spell must make the Task Roll using the *original spell-caster's* skill and characteristic (because he was the one who made the spell), though the user gets to roll the dice (and *he the user* will take any side effects or feedback from the spell).

Even a person with a zero Magic can use magic this way. After all, it is not *his* magic he is using, but instead the magical energies that the mage endowed him or the object with (of course, non-mages do not have Mana Pools).

Channeling Mana

Channeling is particular to each unique magic system, but essentially works the same for all. When a spell is cast, mana energy is Channeled from a Source during the ritual to create the spell. Normally, the Source is external (such as from the elemental forces of nature), and is Channeled as part of the spell ritual itself. However, doing this can lengthen the time to cast the spell. *In addition to the listed time to cast the spell, the spell caster must spend the necessary time to channel the mana energy at a rate equal to his Mana Rating.*

For example, Shanni the Shaman is invoking a lightning bolt which required 10 MP to cast. We will assume that this lightning bolt will only take 2 minutes to cast (using Elemental Magic). However, she must also have 10 mana to do it. Her Mana Rating (MR) is 24, meaning she can channel 24 maits *per hour* into her Mana Pool, or 2 maits every 5 minutes. Therefore, it would actually take her 25 minutes to channel the energy, plus another two minutes to cast the spell (27 minutes total). If her Mana Pool *already* had 10 mana available, she could blast that lightning bolt out in 2 minutes flat. It would only take one Action to invoke if she already had it held in her Mana Pool.

To store mana in a Mana Pool, a magic user would perform some ritual to focus mana energy at a rate equal to their Mana Rating. The maximum mana they can store (in the form of spells and/or raw mana energy) is equal to their Mana Pool. This can be exceeded (as per Distending), but this is unwise. The ritual to focus mana energy is different for each system and takes many forms, but has basically the same effect.

Methods of Channeling

The exact method of Channeling energy is up to the GM for his particular world or magic system. It could be a form of meditation, chanting, some kabalistic ritual, prayer to the gods, singing of songs and poems to the elements of nature, and so on.

Channeled energy enters into ones Mana Pool at the speed given by MR. This should be denoted in the lowest *practical* form. As show above, Shanni the Shaman, whose MR is 24, lists her *practical* MR as "2 MP every 5 minutes", which means she will gain 2 maits of energy every 5 minutes, or more basically, 1 MP every 2.5 minutes.

The GM may require the character to pass a Competent (18) Will + Concentration Roll to Channel, but under non-combat conditions it should be assumed that the character is automatically successful (combat or other stressful situation may be a different matter). Any interruption to the Channeling process does not lose the gained amount. You can abort or be interrupted at any time (though most mages hate being interrupted). If the GM allows it, you may also engage in some light activity, such as conversation or reading (but nothing that requires skill checks) unless the activity itself prohibits such (singing or praying would prohibit talking, for example).

If Channeling is not to your liking, or you want a more "D&D"-like system, see *Mana Recovery.*

Sources

Mana, the energy or force of magic, exists within all thing and in many forms. It can exist as a raw form -- pure mana energy -- such as that which exists within mana stores (Mana Pool or manastones). More often, mana can be found in its natural form -- in the elements, the sky, in the ground, even in the existence of life itself. All of the Sources can be tapped into.

Any given magic system should have a predominate Source associated with it from where the magic user Channel's his energy. For example, a wizard (using the default Magery system) Channels mana from the "Universal Forces" (this being a fairly general Source for a generic system). Other magic systems could also uses this "Universal Force" as their Source, but can easily be said to tap from some other Source. It is only a matter of mnemonics -- the Source cannot effect the mechanics of the System. The Magic System itself, however, can make the Source restricted to certain conditions (see Special Requirements under New Magic Systems). For example, our sinister villain (Death) uses "Heavy Metal Magic" to attack our hero (Buddy), who fights back with "Polka Magic". Death must have Heavy Metal music playing (or play it himself with his battle-guitar) in order to cast spells. This is not a Source restrictions, but a Special Requirement of the Magic System. (And by the way, go rent the movie *Six-String Samurai* if you haven't see it!)

Other Sources could be Elemental (or the forces of nature), Mental (like psychic powers), Demonic (common for evil sorcerers), Theurgical (from the divine, i.e., Kabalistic magic), and so on and so forth.

Mana stores are also Sources which every magic system should be able to tap from. Your own Mana Pool is the most common one, but so are manastones, familiars, and other mana holding artifacts.

Distending

Distending is the act of forcing more mana energy into a Mana Pool than it can safely handle. Every mana store, from Mana Pools to manastones, has its max MP listed, but this is only the *safe max*. Like a credit card, you can easily overcharge. And overcharging is a very dangerous thing to do.

Any Mana Pool can have up to +50% more mana than the listed max. If your Mana Pool is 15, you can have an extra +7. List the distended portion

(along with what spells are in it) separate from your normal pool. Any spells split between both pools are considered to be Distended spells.

Distending causes unusual strain on the fabric of magic and it can literally tear itself apart if use carelessly. The Distended portion of a Mana Pool will lose 2D6 maits per day, and on manastones the Distended portion will lose 1D6 maits per day, unless of course more energy is pumped in. When the wizard must make a Roll to maintain his Pool (such as when he sleeps or is knocked out) he must make an additional Heroic *Maintain Mana Pool* Roll or completely lose the Distended portion. Mages which hold Distended Mana Pools feel a sense of "weight pulling them down within" or a buzzing in the head, or some such effect. This side effect does not have any game effects, but is nevertheless annoying.

Furthermore, every day in which a Mana Pool or mana store remains Distended, there is a risk of it taking irreparable damage. Each day, while the pool is Distended, you must make a *Distending Catastrophe Resolution* -- **Mage Stat + 3D6 vs. 16 + X**, where X is 1, 2, 3, 4, or 5, depending on if the Distended amount is 10%, 20%, and so forth. If you are not using MAGE, use an appropriate magical characteristic. Also, if you are using an alternative dice system (such as 1D10) you may need to adjust the Resolution Difficulty. Magic users may take a skill in *Distending* to improve their roll.

If you failed the Distending Catastrophe Resolution roll 3D6 + Margin failed by.

3D6	Distending Catastrophe Table
3 - 8	All Mana from Pool dissipates and must be recharged.
9 - 11	As above, plus... 10% of Mana Pool lost for 1D6 days, or manastone damaged, losing 10% of its value in maits for 1D6 days.
12 - 14	As above, but... 25% of Mana Pool lost for 1D6 days, or manastone chips, losing 25% of its value in maits for 1D6 days.
15 - 16	As above, but... 50% of Mana Pool lost for 2D6 days, or manastone cracks, losing 50% of its value in maits for 2D6 days.
17 - 18	As above, but... 75% of Mana Pool lost for 2D6 days, or manastone cracks, losing 75% of its value in maits for 2D6 days.
19	All Mana from Pool dissipates and must be recharged. 25% of Mana Pool *permanently* destroyed, or manastone cracks, losing 25% of its value in maits.
20	All Mana from Pool dissipates and must be recharged. 50% of Mana Pool *permanently* destroyed, or manastone cracks, losing 50% of its value in maits.
21	All Mana from Pool dissipates and must be recharged. 75% of Mana Pool *permanently* destroyed, or manastone cracks, losing 75% of its value in maits.
22+	All Mana from Pool dissipates and must be recharged. Mana Pool is completely, permanently destroyed, or manastone shattered and rendered useless.

Suffusing

Suffusing is channeling more mana energy than you can safely handle into your Mana Pool or some mana store. This can be as great as +50% higher, however, any mistake or fumble can literally reduce the magic user to a pile of ashes.

If your Mana Rating is 21, you can potentially Suffuse up to an additional 11 more Mana, for a total MR of 32! The down side is, Suffusing can be extremely dangerous. You are calling upon greater powers than you can handle, and risk injury to yourself or the object into which you are channeling. If it is wizardry magic, you risk blasting yourself with the ultimate powers. If it is elemental magic you risk the fury of the elements. If it is theurgical magic you risk the anger of the gods, or perhaps the damage comes from actually touching the awesome presence of a god!

When Suffusing you must make a *Suffusing Catastrophe Resolution* -- **Mage Stat + 3D6 vs. 16 + X**, where X is 1, 2, 3, 4, or 5, depending on if the Suffused amount is 10%, 20%, and so forth. If you are not using MAGE, use an appropriate magical characteristic. Also, if you are using an alternate dice system (such as 1D10) you may need to adjust the Resolution Difficulty. Magic users may take a skill in *Suffusing* to improve their roll.

If you failed the Suffusing Catastrophe Resolution roll 3D6 + Margin failed by.

3D6	Suffusing Catastrophe Table
3 - 8	You take 2DCs of Stun Damage, armor does not protect. Roll to maintain your Mana Pool.
9 - 11	You take 3DCs of Stun Damage, armor does not protect. If Suffusing into a manastone, the manastone cracks, losing 10% of its value in maits. Roll to maintain your Mana Pool.
12 -14	You take 4DCs of Stun Damage, armor does not protect. If Suffusing into a manastone, the manastone cracks, losing 25% of its value in maits. Roll to maintain your Mana Pool.
15 - 16	You take 1DCs of Lethal Damage, armor does not protect. If Suffusing into a manastone, the manastone cracks, losing 50% of its value in maits. Roll to maintain your Mana Pool.
17 -18	You take 2DCs of Lethal Damage, armor does not protect. If Suffusing into a manastone, the manastone cracks, losing 75% of its value in maits. Roll to maintain your Mana Pool.
19	You take 4DCs of Lethal Damage, armor does not protect. If Suffusing into a manastone, the manastone was destroyed as well. Roll 2D6 on Distending Catastrophe Table.
20	You take 6DCs of Lethal Damage, armor does not protect. If Suffusing into a manastone, the manastone was destroyed as well. Roll 2D6 on Distending Catastrophe Table.
21	You take 8DCs of Lethal Damage, armor does not protect. If Suffusing into a manastone, the manastone was destroyed as well. Roll 3D6 on Distending Catastrophe Table.
22+	You take 10DCs of Lethal Damage, armor does not protect. If Suffusing into a manastone, the manastone was obliterated as well. Roll 3D6 on Distending Catastrophe Table.

Other ways to get Mana

Mana can also be obtained from bioenergy, or released from emotional or physical trauma. A mage can use this to his advantage, sacrificing his own Endurance, Stun, or Hit points to get a bit more mana. This also works for sacrifices, and during such rituals a dark wizard can extract mana by taking the victim's life.

Convert to MP as follows:

10 End	= 1 MP
5 Stun	= 1 MP
3 Hum	= 1 MP
1 Hit	= 1 MP
Age 1 Year	= 20 MP*

Thus, a wizard can use End, Stun, or even Hits to pump more mana energy into a spell. When End is used, he becomes tired. When Stun is used he feels pain (physical and emotional), and can even cause himself to get sick or fall unconscious. When Hits are used he takes apparent and very real physical damage, such as bleeding, opening of wounds, lacerations, and mysterious claw marks. Note that, a wizard can "burn" one year of *his own life* (aging one year in just a few hours) to generate 20 MP. He cannot do this to others to gain power.

A person can also be sacrificed to steal their life-force for use in spells. Ritualistically sacrificing someone (or an animal), will release mana equal to 5x their INT + WILL. Sacrificing a victim with an INT of 4 and WILL of 4 will release 80 MP! Sacrificing a large mammal (INT 1, WILL 3) will release 20 MP, still a fairly significant amount. Sacrifices must always involve a complex ritual to focus and control the mana energy. Usually these are very elaborate and can often be darkly aligned.

Mana Recovery?

This is wholly optional, and should replace Channeling in gameworlds where the GM prefers Recovery (like END Recovery) for refreshing Mana Pools, rather than active Channeling.

In order to replicate systems such as D&D where mages can only regain magical energy by resting and sleeping, the GM may alter the mechanics of Channeling such that the mage gains his MR during sleep *or* when they take a long Recovery Action. It is no longer possible to Channel mana energy (unless the GM deems otherwise), and thus Suffusing and Distending may not be possible either. On the other hand, there is no possibility that you might lose your Mana Pool when you sleep or get knocked out (since you are recharging your Mana Pool by sleeping). Recharging static mana stores, such as manastones, *does* require you to channel your own mana energy from your pool into that store.

With this alternative method, "MR" becomes Mana Recovery, rather than Mana Rating. You will regain this many Mana Points when you take a Recovery Action lasting the time specified by the Mana Rating Dial (which is, by default, in hours). Sleeping is also considered a Mana Recovery Action.

Magic Items

Magic items are items which have inherent magical powers. A pattern of magio-mechanical energy (or magical circuitry) has been permanently etched into the object, allowing for any mana energy which is transferred to be instantly cast into that spell, by nature of the circuit-like patterns. Thus, with a magical fire-blade sword which uses 6 MP, when 6 MP is focused through it will turn into a blazing sword of fire!

Creating such a magical item is very difficult. The spell must be cast and permanently enchanted into the object. Often, manastones are also included on the item, but they must still be charged up. To make a self-powered magical item an elemental or spirit must be captured and bound to the object, which is even more difficult (but well worth the trouble).

See the section on Magic Items for more information on making and using them.

Spell Casting

To cast a spell you must spend the required time, expend MP energy, and perform whatever rituals and gestures are required. You must also make a *Task Roll* when you have finished to determine if you were successful. This roll is equal to your **Characteristic + Spell Skill + 3D6** (or 1D10). The base Characteristic is your **Mage Stat** or whatever the GM deemed the proper characteristic for the spell. The skill to use is often **Magic System (Category)** where Magic System is the system of magic he uses (Thaumaturgy for Magery, or Elementalism) and Category is the Spell Casting Category (such as Creation or Necromancy). For instance, a priest casting a Healing spell would use **Holy Magic (Physiology)**. A wizard casting a Fireball spell would use **Thaumaturgy (Elemental)**.

Typically, your roll is unopposed, using a Difficulty Value as listed for the spell. However, if a spell is ever cast against a Willful target (man, beast, demi-god), such spells are Opposed (even friendly spells). See *Defending Against Magic* for more information.

Recalling Old Spells

Once you have successfully Conceived a spell (see Creating New Spells), you can use it again and again, so long has you have written the formulae down, or can recall it from memory. If you must recall an old spell to cast again, make a Intelligence roll (INT + 3D6) vs. the spell's Difficulty to Conceive. If you succeed you can recreate the spell to use again. If you fail then the formulae has slipped your mind. Of course, if you had written it down in a book (or are reading it from a tome or grimoire), then there is no need to roll for this.

Most mages chose to write their successful spells in tomes or grimoires, allowing them to reference them later. You can also Memorize a spell, as detailed below.

Memorizing Spells

Sometimes it is better to sit down and memorize the formulae, ritual, and methodology for casting a particular spell. Often it can be a burden to lug tomes and grimoires around, and you never know when you might lose your books or be caught unprepared. Most shamans (and such) do not use grimoires, and so memorization is common place. This is why most natural, elemental, or bardic spells are songs-like, it makes them that much easier to remember!

To memorize a spell it becomes like a skill (based on INT), and OP must be put into the skill to increase its levels. For example, Shanni the Shaman has formulated an excellent healing spell. She knows how useful it could be, so proceeds to memorize it. Every OP dedicated to the spell skill (each memorized spell is a unique skill), gives that skill a +1. Shanni dedicates 2 OP, so her level in that spell is 2. When she wants to recall the spell to cast, she can make a **INT + Skill + 3D6** roll vs. 1/2 the spell's Difficulty to Cast (just as it is for Recalling Old Spells, see above) to see if she remembers it.

Your skill level in a spell *only* effects your ability to recall the spell (see Recalling Old Spells), not the actual roll to cast the spell itself.

Off-System Magic

On a world with multiple magic systems, it is very likely a mage will run across one of these systems with which he is unfamiliar. "The Barbarian Mages of the Frozen North use strange and bizarre magic!"

The greatest obstacle in using multiple systems is that you must have a characteristic for each system (MAGE, ELMT, QBL, whatever) and multiple "Thaumaturgies". That is to say, every system has its own set of rules, principles, methods, and rituals for Channeling, Focusing, and Casting the spell. Where other systems exist, they will have their own different Characteristics and skill designation, such as ELMT and Elementalism(type).

You cannot cast a spell based on Elementalism using MAGE or Thaumaturgy. A spell which was meant to work for one magic system will not work for another. This is not to say you cannot reengineer it for your system, but this would be considered the same as Convincing a new spell.

More on Magical Systems in the section *New Magical System*.

On the Fly Magic

Many wizards cast spells "on the fly". This is because most magic users just formulate spells as they need them to cast in a certain situation. Once a spell has been created the wizard can catalog it or remember it to use again, and some mages have five or six favorite spells they use quite frequently.

On the Fly spells are those which are cast "in the field" as a situation may demand. The caster has no way of properly researching the spell, so there are often side effects. To create such spells on the fly the player should create the basic spell as he wants, but the GM gets to add some finishing touches, usually in the form of side effects or other modifiers (sometimes, even beneficial ones), and from that the GM computes the spell's final statistics.

Next, the player must roll against the Difficulty to Conceive stat of the spell. If he succeeds vs. his character's skill of the proper Magic System category, then his character successfully conceived the spell and can proceed with casting it.

To cast a spell he must spend the time, energy, and make a successful roll vs. DV to Cast.

Researching New Spells

The proper way to create new spells exactly as you want them requires tedious research, experimentation, and trial and error. Many magic users, however, simply create spells on the fly (see above), but even they may research spells for very important occasions, and when time allows.

To create such spells the player should build the spell exactly as detailed in the *Spell Creation System*, and pass a success roll in the proper skill vs. the Difficulty to Conceive. However, the time to Research the Spell is equal to 10x the base Time of the spell. When he is finished he can be assured the spell will operate exactly as he intended. He many then write down the complete formula of the spell in his grimoire, clay tablet, or whatever, so that he may cast it whenever he needs it.

Next, to cast the spell he must spend the listed time, energy, and make a successful roll vs. the Difficulty to Cast just as normal.

Taking Extra Time

If you have time to kill the best choice is to spend extra time to make sure you get the spell right. This works the same as in Fuzion for Taking Extra Time on any ordinary skill roll (see the Fuzion rules under Using Your Skills and Taking Extra Time).

All time is rounded up to the nearest time unit in the Fuzion Time Table. For example, if your spell takes 3 minutes to cast, and you spend an extra 5 minutes (3 minutes round to 5 minutes on the table) then you get a +1. If you spend +20 minutes (23 minutes total) you get +2. If you spend an hour you get a +3 to your skill role, and so forth.

Defending Against Magic

Casting magic against an inanimate object is straightforward -- simply roll for success against the DV of the spell. However, casting magic against a Willful target (an animate living thing or intelligent being) requires that your roll *also* exceed their Defense Value. Spells cast upon yourself are considered Unopposed.

In short, *simply take the higher of the two values as your target DV*.

To determine the DV of the Target, first, determine what Characteristic is most appropriate:

- Standard **Evasion** - Against direct attacks such as fireballs, magical bolts, "touch" based spells, and so forth (this is **DEX** based, but with additional modifiers for Active or Marital Dodge, and so forth).
- **INT** - Against non-mental Illusions (physical and magical illusions) and Knowledge spells (but not Mental Spells).
- **WILL** (+ Concentration) - Against any Mental Spells or mental Illusions.
- **BOD** - Against any Shapeshifting or body transforming spell.
- **CON** - Against Necromantic spell, Aging, Healing, or non-transforming Physiology.
- **STR** - Against Telekinesis or any other Movement spell (including Teleport).
- **Other** - If it seems necessary, one of the other characteristics may also be used.

Simply add a flat +10 (or +5 if using 1D10) to this values, plus any Magical Resistance bonus, to determine the target's DV.

Even cast upon friendly or willing targets, this DV must be considered. However, *if the Target is willful to accept the spell or is unconscious and unable to resist, subtract -10 (or simply do not add +10)*. Remember, spells cast upon yourself are Unopposed as are those against inanimate objects.

To use a spell against a Willful target, simply roll verse the *higher* of either the spell's DV or the target's DV. If your roll higher than the spell's DV then the spell succeeded, but if you roll under the target's DV then you missed.

If the spell was a magical projectile, such as a magical bolt, there may be other factors to include (range penalties, penalties for darkness, cover, hit location) and bonus (for aiming). Magical attacks can be target at a location, such as the head or arms, just as any directed attack. If it hits, treat the projectile as any normal attack, rolling randomly to see which location was struck (you can aim at a specific location, just as normal). Some attacks, such as explosions and area effect attacks, are distributed to all locations, and may still do damage even if they miss, as per blast radius and area effect rules.

For example, the Ultra Dracoslay Magnablast spell has a DV of 16 to cast. The target, a flying dragon, has a total DV of 20 to hit (considering distance, speed, etc.). If the spell caster rolls 17 then he successfully cast the spell, but the blast *missed* the dragon (target to hit as 20). If the caster had rolled a 22 then he would have hit the dragon.

Once the magic has "hit" there are two things to consider. If the spell deals damage it will do so outright, as if it were any standard attack (hitting armor, inflicting hits or stun, etc.), however, MgD will act as "last defense" armor against magical attacks, even those which "By-Pass Armor". If the spell was an Effect spell, such as Transformation or Mind Control, then every 5 ponts of MgD will drop the Effect level by 1 (or 1D6, in general) and this shouls be concidered before determining the outcome (acting as magical armor).

For example, even though the Ultra Dracoslay Magnablast spell hit the dragon (a spell doing 5DC damage), dealing 18 damage on impact, the dragon has an MgD of 10, thus only 8 points could effect him (and all are absorbed by his 15KD of natural armor).

A Simpler Way to Defend:

To make things simple, the GM can optionally declare a flat magic DV based on whichever Characteristic is most suitable (usually either WILL or CON). Thus, in a simplified form, all characters could have a *Resisted Spell DV of CON + 10 (or 5 if using 1D10) +Magical Resistance*, and an *Unopposing Spell DV of simply CON (+Magical Resistance)*. MgD is also optional, and can be discarded in a more simplified campaign.

Magic Made Easy

The number one rule in role-playing is "If the rules bog the players down, get rid of them" (the rules, I mean... not the players). The real world has enough rules, why should a fantasy game add to all the trouble?

Due to the way the magic system is constructed, with the ability to store spells it is possible to make this a super-simplistic "D&D" style system.

Put simply, before each session the player should decide with the GM what spells he has on his person, or in any external mana stores. The total mana energy of the spells cannot exceed that of his Mana Pool(s). Don't worry about materials or ritual (unless they are really exotic), and time required to cast the spell in the first place must be within reason.

At any rate, the player may start off with some small spells and maybe a couple larger ones, and invoke them whenever he needs them during the game. Don't abuse this option, it's only here to make the game move faster.

New Magic Systems

Creating Magic Systems
This is totally optional. It adds to complexity, but also makes magic much more diverse for any fantasy world. Perhaps magic is based on religion -- powers granted to priests by the gods. Magic may also be a sort of science, where long-bearded wizards spend hours in their candle lit labs, scrutinizing over ancient tomes and forgotten knowledge.

Whatever the case, the GM must build and define a magic system for his world. As a default, he can simply choose to do nothing, and there will be no bonuses or penalties, advantages or disadvantages for his magical system. But he could design a more customized system. A world may even have more than one magic system, some may have dozens. From Voodoo-style dance magic to Elemental summonings, it can all be represented here! What magic system a mage uses is strictly background information. This is simply the way that the character knows how to perform magic.   It is completely optional. If the GM only wants the default magic system to be used, there is no change.

In essence, a magic system is simply a structure for casting magic with specific methods for the casting of spells and enchantments. A magic system does not necessarily cost points (the Characteristic does, of course), but must be balanced to a 0-point value.

If there are three magic systems for a gameworld -- Magery (default magic), Clerical Magic, and Elemental Magic -- then a mage character must specify of which he is a mage, and take the appropriate Characteristic (such as MAGE) at some level. All his spells will be learned in this system and work as prescribed by that system. Usually, a mage will not know more than one system. If he does he must take additional characteristics, one for each system (such as MAGE and ELMT), and must always specify which of his spells are using that system.

Default System

The default system requires the GM to do nothing. It is typically called Magery, though the GM could call it anything for his gameworld. It has no modifiers for time, casting, skills, or power in any Spell Casting Category. Magery uses the MAGE characteristic and the skill **Thaumaturgy(Category)** for spell casting.

Everything written in *Atomik Magick* is based on Magery.   Any spells adapted to other systems must be modified accordingly.

Building New Systems

To build a new system, if desired, the GM must consider several factors: Characteristics, Casting Method, Time, Aspect, Omitted Categories, Category Modifiers, and Special Requirements. To keep things balanced, systems are built on a point system. The system should have 0 points (balanced) after it is built. If it is above or below this, it is unbalanced, but if there is only one system for the world then this is perfectly all right! If there are multiple systems in a world, however, all should have the same point level to keep them balanced (i.e., if they are *all* at +10 points, this is also balanced).

Just remember one thing. *Keep it simple*. If your magic system has lots of bonuses and penalties and many different Categories it only makes things more difficult. Omitting Categories, adding Casting Methods, and changing the Time scale are all simple and straightforward ways of creating new systems. Keep complexity to a minimum.

Characteristics and Skill

Each magic system has its own individual Characteristic and set of skills. When you create a new magic system you must give a name to the new characteristic, which characters must possess in order to use the system. You must also add a new Spell System skill (like Thaumaturgy), which they must know.

The default which you are now familiar with is Magery, which uses MAGE and Thaumaturgy (Category).   Other magic systems, for example, Kabalistic magic, might use QBL and Kabala (Category). Specialized Elemental magic might use ELMT and Elementalism (Category).

Characters wishing to know multiple systems must have multiple Characteristics and skills. One who knows Magery as well as Kabala, must have both MAGE and QBL at some level greater than 1, and skill categories of Thaumaturgy and Kabala.

Casting Method

Casting Method is primarily a special effect. This can be anything you want to imagine, singing a spell, dancing to conjure up mana energy, forming complex gestures, speaking strange words and incantations, or use rare reagents and potions.

The default is "speak the words" which makes Default magic somewhat bland. It is assumed then that even the default magic system (Magery) requires you to do something while you are casting a

spell, such as gesturing or speaking. That his why Mental Magic is expensive. All methods, except for Mental Magic, assume that the spell is spoken, along with whatever other requirements. Methods can be combined. That is, you may have a system that combines singing, dancing, and gesturing, all in one!

Speak (Default)   +0 points
This is the default method. It requires only that you speak or chant the incantation. This can be in your native tongue, or in any language you desire.

Mental   +10 points
The spell is simply *thought* and it comes to be. No speaking is required. This is powerful, and atypical of most systems, which is why it costs so much.

Gesture   -1 points
You must make a series of complex hand gestures. If your hands are bound, you cannot perform the magic!

Language   -2 points
The incantation must be spoken in a specific language from which all spells were originally developed. This is because the words carry special meaning and cannot function in other languages. You must have a skill of 2 or better in that language.

Song   -2 points
The spell must be sung, as either a poem or lyrics to music (your choice). This is very typical of Bardic magic. You must have a skill in Singing, Poetry, or Bard, and may need to make a task resolution to determine your success.

Dance   -3 points
You must dance, moving your whole body in a rhythmic motion to cast magic. This type of magic usually takes more time, but extra time is handled separately (see Time Scale). You must have a skill in Dancing of at least level 2.

Reagents   -3 points
Special magical reagents must be mixed and combined while casting a spell, usually to supply energy and control the aspects of the magical forces. These reagents can be as common or rare as the GM wishes, and are usually specified as a formula for each spell. This is very close to alchemical magic, but it is not the same as actual alchemy.

Symbology   -2 points
Special runic symbols must be drawn while you cast the magic spell. You must have a skill in Artistry in order to draw the complex symbols properly.

Religion   -5 points
You must be a priest to use magic. Only the gods can grant magic, and only to their most favored priests. You must pay daily homage to your god, or risk losing your powers. Only that god, or other priests of that god, and supply you with new spells. Religious magic usually has other methods as well, such as Dance and Song (and even self-harm).

Self-Harm   -5 points
Some magic actually requires that you inflict bodily harm upon yourself to cast magic. You must inflict 1 Hit of Lethal damage on yourself each time you cast a spell (usually with a special ritual knife). This often goes along with some types of religious magic.

Associative   -5 points
The law of Association is strictly required for this magic system. It is always necessary to have an Associate modifier to *all* spells, requiring that the mage be able to fulfill the requirements of that modifier (i.e., have a fingernail or piece of hair of the target, or dirt from the place he is teleporting to, etc.).

Time Scale
The time it takes to cast a spell is largely a function of its complexity. If a mage must spend hours performing a ritual to cast a fireball, this is not a very effective combat system. On the other hand, spells can always be *Held* and cast at a later time, so magic systems in which Time is much longer are not always terribly bad. Note that this chart assumes Minutes are the default time scale for magic in your world. If the GM chose something different as the base, modify accordingly.

Time Modifier	Points
Seconds	+100
Phases	+50
Rounds	+10
Minutes	**+0**
5 Minutes	-10
20 Minutes	-50
1 Hour	-100

Aspect
Aspect works very similar to Aptitudes (see the first section of this text). If a magic system has an Aspect in a certain one or more categories, that means the balance of mana is heavily weighed in favor of that particular category. Unlike Aptitudes, Aspects can be assigned multiple times to different Spell Categories (Healing, Elemental, etc.).

The Aspect modifier is not as potent as an Aptitude. Each level reduces by -1 the MP cost of all spells cast in that particular category (the minimum MP cost to cast spells is always at least 1 MP). *It costs 5 points to gain one level of Aspect in one category.*

Remember, a negitive modifer is *good* for Aspects. Having a -2 MP in Elemental Spells means it costs 2 less MP to cast spells from that category. You cannot reduce a spell below 1 MP, however. You must always spend some energy to cast.

Omitted Categories

A magic system may have certain Categories that it is simply not capable of performing. To reflect this, categories may be omitted.

Each Spell Category omitted reduces the total Point cost of the system by -10. Thus, by omitting six Categories (total cost, -60), you can purchase a time scale in Seconds (see above)!

Category Skill Modifier

Category skill modifiers grant skill bonuses to spells from a specific Spell Category. This does not increase your power with that spell, only the roll to *cast* the spell.

Usually, the modifier should not be more than +1 or +2 (you may also have negative modifiers for some categories). There are quite a few categories, and technically all categories could have a skill roll increase, but this is not advisable.

For instance, your magic system may have a +2 spell modifier for Physiology and Elemental category spells, and a -3 for Necromantic spells. This would cost a total of (2+2-3) 1 point.

However, instead of modifying the skill of the caster, this could instead lower the Difficulty Value for the spells. For example, instead of saying Bardic Magic grants a +2 to Wizardry Spells, you could simply lower the Difficulty Value of all Wizardry spells by -2. The result is the same, and can be much easier for a single magic system gameworld.

You cannot take Category Modifiers in Categories which you have omitted.

Special Requirements

This is a catchall for all other effects or special features that may be integrated with your magic system. For instance, "Can only use magic at night", or "Requires human blood", or "Can only be used by elves".

The cost of special requirement is up to the GM, and can be used to help balance a magic system. Special requirement may be applied to the entire system, or just one category, i.e. "All Necromantic spells require a blood sacrifice". Few requirements should give more than -5 points.

Source

A mana Source should always be selected for any give magic system. It can be anything, such as the "Universal Force" of magery, or the elemental powers, and so forth. If a Source is limited (such as the source being Human Blood) then Special Requirements (above) can specify the point value of that restriction.

Final Touch

As a final touch, it should be noted that if you happen to reduce the Point cost of the magic system to -50 Points, you can reduce the cost of the Characteristic (be it MAGE, QBL, DRUD, or whatever), to be only 4 OP per level (remember, there are 5 OP in 1 CP). If you reduce it to -100 Points, you can get the Characteristic for just 3 OP per level.

You should also decide on a Booster Characteristic (as described in the first part of this text). You may select for Magical Characteristic to be its own Booster Stat (as in Elven Magic), or select some other appropriate one.

Sample Magic Systems

Below are some sample magic systems, built with the rules above. Feel free to use any or all of these in your campaign, or make up your own.

Magery

Mage Stat: MAGE   **Booster Stat:** CON
Base Skill: Thaumaturgy   **Source:** UniversalForce
Casting Method: Speak
Time Scale: Minutes
Aspects: None
Skill Bonuses: None
Omissions: None
Special: None

This is the default magic system available to mages. There are no skill modifiers or omissions, and the only requirement is that the incantation be spoken while the spell is being performed.

Bardic Magic

Mage Stat: BARD   **Booster Stat:** PRE
Base Skill: Bardic Magic   **Source:** Bardic Song
Casting Method: Song (fulfills Source)
Time Scale: 5 Minute units
Aspects: -1 MP Wizardry
Skill Bonuses: +3 Wizardry, +2 Mental,+2 Elemental
Omissions: None
Special: None

Bardic magic comes from the power and resonance of poetry and song. Magical energies are conjured from the creative words and vivid poems of these masterful weavers of lyric. All Bardic Mages should also have a skill of at least 3 in poetry and/or singing.

Druidic Magic

Mage Stat: DRUD   **Booster Stat:** INT
Base Skill: Druidry   **Source:** Nature
Casting Method: Speak, Gesture
Time Scale: 5 Minute units
Aspects: -1 MP Nature Spells
Skill Bonuses: +3 Natural Spells, +1 Sensory Spells, +1 Elemental Spells, +1 Physiology Spells
Omissions: None
Special: None

This is the magic of the druids of the ancient British Isles. Druids were powerful wielders of elemental forces and masters of the natural world. They were healers, wizards, and sages of the highest order in their land. Druidic magic, though long and difficult to learn, is extremely powerful.

Elven Magic

Mage Stat: ELFN   **Booster Stat:** ELFN
Base Skill: Elven Magic   **Source:** Elemental
Casting Method: Speak, Language (Elven)
Time Scale: Rounds
Aspects: None
Skill Bonuses: +2 Natural, +1 Elemental, -1 Creation/Entropy
Omissions: Necromancy, Temporal
Special: Can only be used by elves (and half-elves)

Elves are renowned for their powerful magical abilities, and elven magic is the reason. Even elves will little or no magical talent can call and control the elemental forces of nature with ease! Elves cannot use necromancy, for such magic clashes with their innate fondness for life. Elven magic can only be cast by elves (and half-elves).

Elemental Magic

Mage Stat: ELMT   **Booster Stat:** TECH
Base Skill: Elementalism   **Source:** Elemental
Casting Method: Speak, Gesture, Reagents
Time Scale: Minutes
Aspects: -3 MP Elemental
Skill Bonuses: +2 Elemental, -1 Mental -2 Temporal
Omissions: Necromancy

Elemental magic is similar to druidic magic, but draws its power from the elements of nature itself (air, earth, water, fire). The elemental spirits are ally to elemetalist, and most summoning spells invoke such spirits. Reagents are often required for elemental magic, but these are typically common items such has plants, herbs, simple compounds, and so forth (can be carried in a few small pouches). Elemental Magic is strongly adverse to Necromancy, but Elemental type spells come with ease (-3 MP to cast, +2 skill).

Psychic Magic

Mage Stat: PSI   **Booster Stat:** WILL
Base Skill: Psychic   **Source:** The Mind
Casting Method: Mental
Time Scale: Phase
Aspects: none
Skill Bonuses: None
Omissions: Elemental, Natural, Necromancy, Summoning, Temporal, Wizardry

Psychic magic is an extremely powerful form of magic, basically psionics (this can allow *Atomik Magick* to replace *Atomik Psioniks*). It allows spells to be cast mentally, simply by will alone, and in *Phases* instead of minutes! Most spells will thus be made on the fly (rather than stored). Necromancy, Natural, Elemental, and Summoning spells are *not* possible with Psychic Magic.

Time-Master Magic

Mage Stat: TYM   **Booster Stat:** INT
Base Skill: Chronomancy   **Source:** Space-Time
Casting Method: Speak
Time Scale: Phase
Aspects: -2 MP to cast Temporal/Chronomancy
Skill Bonuses: None
Omissions: Elemental, Knowledge, Mental, Natural, Necromancy, Physiology, Summoning

Time-Master Magic (Chronomancy) is a form of magic by which the magician reweaves the fabric of space-time. Most of his spells come from the Temporal/Chronomancy category, but he is able to cast some other types of magic as well. Nevertheless, he is restricted from using many other types of magic (like Elemental, Physiology, and so forth). Time-Masters are fairly powerful, and cast their spells in Phases, rather than Minutes.

Other Magic Systems

There can be countless other magic systems -- anything sense in history, literature, legends, movies, or other games. The GM should define what magic systems exist in his world, and what is available to the characters (there could be Demon Magic usable only by evil NPCs, for example). Becareful not to overwhelm the players, however. A typical magic world might have 1 to 3 different magic systes (Magery, Holy Magic, and Nature Magic), but more diverse worlds could have a dozen or more. Historically, every culture and religion had its own system of magic. If the GM is at a lose thinking of new systems, here's a few ideas we just didn't have time to included:

Priestly Magic - different for each religious sect.
Voodoo Magic - mostly necromanic.
Kabala Magic - similar to basic Magery.
Enochian Magic - mostly Knowledge and Wizardy

The Spell Creation System

"The Magicke Art in itself is the most secret and occult science of all supernatural things in the world: That those things which are impossible to be searched out by human reasons, by this Art, Magicke, it may be found out and known... Truly, therefore, it is a thing chiefly necessary to look into this Art, that it be not turned to superstition and abuse, and to the destruction or damage of men."

- Paracelsus

Spellbinding

Magical invocations are potent, directly calling upon the energies that bind the universe and twist them to the mage's command. Spells are very strict and tedious, and will not work properly if even the slightest error occurs. All words must be precise. All preparation must be perfect. The mage's state of mind, physical health, and even his stance and body gestures must be perfectly tuned with the forces to call upon the desired result. Deviation can result in partial effects to no effects whatsoever, or, on a critical failure, even catastrophic effects.

Most spells which are invoked directly from ancient texts require a great deal of preparation to avoid mistakes. These preparations are often redundant, overlapping, and some parts are outright unnecessary, thus taking much longer than they need to.

Spellbinding is the art of creating spells, that is to say, incantations and methodologies to invoke and control the energies of mana. Though the methods for do so vary greatly from system to system, the spells are mechanically the same, for our purposes at least. Whether a fireball was cast from a wizard's incantation or an necromancer's evocation, the effect will still be a fireball.

All spells must be created. Indeed, many can be found in tomes, grimoires, or taught by wizards to their pupils, but all these spells were created at some point by someone. And most elemental and psychic magic is so individual and unique that the caster must create the spell she desires to use literally on the fly. For the most part, "quick" spells should be outlined by the player to the GM (see On The Fly Magic), and because of this many such quick spell have unforeseen side effects, conditions, or other random factors (usually selected by the GM). A spell which in which time and effort are put forth are designed by the player, and his character should spend hours (maybe even days) researching and formulating the spell correctly.

Creating Spells

Every spell is unique, and can be created in countless different ways. Remember, a spell is a process not a physical *thing*. To represent the collection of energies and patterns known as a "spell" it is necessary to outline exactly what it does, how long it takes, and how difficult it is to cast. The system be low will give us the raw stats of any spell which can possibly be conceived. The raw stats will later be altered to suit the Spell System (Magery, Elementalism, whatever), and customized a bit for good measure.

Category: Tells exactly what Spell Casting Category this spell is in (Mental, Physiology, etc.). The Category must be assigned, and is not necessarily related to the Primary (or Secondary) Effect of the spell, though in many cases it will be. This is not a hard and fast rule.

Primary: The Primary Effect of the Spell. The most powerful part of the spell.

Secondary: Any Secondary effects that were added.

Energy: The raw Mana energy required to cast the spell.

Difficulty to Conceive: How complex and difficult the spell is to *conceive*.

Difficulty to Cast: How complex and difficult the spell is to *invoke or use*.

Time: How much time is necessary to create and/or cast the spell.

Category

You must give your spell a Category which it can fall under, often it is the same as the Effect Type of the Primary Effect, *but not necessarily.* There are 12 Spell Categories whereas there are only 9 Effect Types. This is because many of the things which are created by spell effects are altered such that they may fall into one of the other Categories (such as Summoning or Necromancy) of which there was not an actually Effect Type.

It may be difficult to judge what Category a spell should be placed. Is a Speak With Dead, using necromantic energy, a Knowledge Spell or is it really a Necromancy Spell? Could it be both? The answer is yes, it could be both. Nothing says you cannot assign multiple Categories to one spell (or, to say another way, to slot the spell into multiple Categories). Create Air is both an Elemental Spell as well as a Creation spell.

For this reason alone, it should be apparent that this is not a hard and fast system. Magic is dynamic and many spells are either uncategorizable or categorizable under several fields. Use whatever is

best for you, and take a look at the listings of sample spells to get some idea of how this works.

Spell/Skill Categories
Creation (and Entropy) Spells
Elemental (Primal) Spells
Knowledge (Wisdom) Spells
Mental (Psychic) Spells
Movement (Portation) Spells
Natural (Shamanic) Spells
Necromancy (Spiritual) Spell
Physiology (Healing) Spells
Sensory (Wyrdsight) Spells
Summoning (Conjuring) Spells
Temporal (Chronomancy) Spells
Wizardry (Enchantment) Spells

Primary Effect

This is the Primary Effect, which is the main spell effect with its modifiers (i.e., Stun Attack, Entropy, Farsight, etc.). The *SFX* and modifiers should be used to describe the Primary Effect in greater detail. You will have only one Primary Effect, chosen from the list of spell effects on following pages.

Secondary Effect

This is optional. A spell may have secondary effects in addition to its Primary Effect. The *SFX* should be used to describe the Secondary Effect in greater detail. The SFX does not have to match that of the Primary Effect, but should not be so contradictory as to be silly (no Fire/Water combo spells, etc).

SFX

The SFX (described on a bit later) should be applied to the Primary Effect. It has not point value, but it can customize the mechanics of how the spell works. This helps deferentiate between a Fireball Attack spell (using Fire SFX) and a Waterblast Attack spell (using Water SFX). If you have a Secondary Effect you may use the same SFX as for Primary, but it could also have a different (non-contradictory) SFX.

Energy To Cast

The mount of Mana Energy (Maits) required to cast the spell. This is given by totaling the Cost of the Primary and Secondary Effects with their modifiers. The minimum Energy is always 1 MP.

Difficulty to Conceive

This measures how complex and difficult the spell is to *conceive* the spell. It is give by totaling the Difficulty of the Primary and Secondary Effects with their modifiers, x0.8 (that is, 80% of the Difficulty to Cast). Difficulty to Create is the target for the magic user conceive or invent the spell for the first time (spell in books or those which are learned do not need to be created). This is rolled only for spells the character *creates* to see if they have the knowledge to even think it up (before he can even cast the spell). The minimum *Difficulty to Conceive* is 8.

As always, if you are using an alternate dice system (such as 1D10) you may have to adjust the spell's difficulty accordingly (-5 for 1D10). For a *random difficulty*, subtract ten (-10) from the DV and add the die roll (3D6, 1D10, whatever). This as good for a world where magic is very fickle.

Difficulty to Cast

This measures how complex and difficult the spell is to *cast* or use the spell. It is give by totaling the Difficulty of the Primary and Secondary Effects with their modifiers. Difficulty to Cast is the target for the magic user to successfully cast the spell to use, though it may be stored to activate (invoke) later. The minimum *Difficulty to Cast* is 10.

As always, if you are using an alternate dice system (such as 1D10) you may have to adjust the spell's difficulty accordingly (-5 for 1D10). For a *random difficulty*, subtract ten (-10) from the DV and add the die roll (3D6, 1D10, whatever). This as good for a world where magic is very fickle.

Time To Cast

This measures how much time is necessary to cast the spell, assuming it is even conceivable (as per Difficulty to Conceive). Time to Cast is equal to the total Cost *squared*, divided by 10 (or $Cost^2 / 10$). By default, this is in minutes. So a spell with a Cost of 12 would take 14.4 minutes to Cast. A spell with a cost of 30 would take 90 minutes.

However, remember, different magic system may use different time scales for Time. The default, Magery, uses minutes. Other systems may have a different scale (rounds, 5 minute units, even hours).

Scaling Spells

This is an optional rule. GMs should be very leery about allowing the scaling of spells, as it can be abused and throw the system out of balance. It should only be used if necessary, or if it is an integral part of the world's magic system.

That said, here is how it works. This Scaling system is a shifted version of the Mekton scaling system, where human-scale is now x1 (instead of x1/10), and this is obviously to reflect the fact that most spells will be cast at the default Human Scale (this is the same scale use in *Atomik Alienz*).

There are eight scales ranging from x1/10 (or x1/100 in Mekton scale) to Excessive Scale -- the size of things such as planets or stars.

There are several factors effected by scaling:
Effect In general, the "effect" of the spell as it is scaled. This may or may not be relevant.
Mov is the change in Mov (in meters) for that scale.

Hit/KD/DC reflects the increase in Hits (or SDP), KD armor, or DC damage. To convert to Kills, divide the DC by 14, so 30DC becomes about 2 Kills.

General reflects the general scale modifier for other things not listed (weight, volume, attack ranges, and so forth).

MP Cost is a multiplier or divisor of the final cost of the spell.

Difficulty is an adder to the final Difficulty of the spell.

Scale	Effect	MOV	KD/DC	Generl	MP	Diff.
x1/10	x1/5	x1/2	x1/5	x1/10	x1/5	-5
x1/5	x1/3	x2/3	x1/3	x1/5	x1/3	-3
x1	x1	x1	x1	x1	x1	+0
x5	x3	x2	x3	x5	x5	+3
x10	x5	x5	x5	x10	x10	+5
x100	x50	x15	x50	x50	x100	+10
x1000	x500	x30	x1000	x500	x2500	+20
X ?	GM's Discretion for Excessive Scale					

Micro Scale is x1/10th. This is the scale for insects, bugs, itty-bitty critters and so forth.

Mini Scale is x1/5th. This is for rodent-sized creatures, but can include bigger bugs. This is about the smallest size for a sentient race. Possibly good for pixie or fairy magic.

Human Scale is x1. This is the standard scale for most spells.

Dino Scale is x5 (same is Roadstriker Scale in Mekton). This is the size of giants, typical dragon, elephants, and dinosaurs and other fairly big things.

Mekton Scale is x10 (same is x1 Mekton Scale). This is the size of big dragons, huge mecha robots, whales, and the very largest dinosaurs.

Super Scale is x100 (same as Corvette scale in Mekton). This is the x10 bigger than the Mekton scale. Giant "super" dragons might be super scale.

Ultra Scale is x1000 (same as Ship scale in Mekton). This scale is x10 bigger than super scale! Might be a typical scale for titans or gods.

Excessive Scale is so large it would be silly to describe it in terms of stats and modifiers. Simply, a spell like this would just be a plot device.

An Example Walkthrough

Before you read this walkthrough on creating spells, you might want to study the Spell Effects on the following pages so you have some idea what I might be talking about. To illustrate the Spell Creation system, we will build a generic Lightning Bolt spell.

First, we must imagine what we want the Lightning Bolt spell to do. We know it is a Lethal Attack, but we also want it to do extra Stun to shock the victim into unconsciousness. Therefore, this spell's Primary Effect will be *Lethal Attack* at level 4 (4DC damage), which has a total energy *Cost of 12 and DV of 14*. In addition it will have a Secondary Effect, *Stun Attack*, at level 2 (so it will do an addition 2DCs of Stun, atop that

inflicted by the Lethal damage), which has a total energy *Cost of 4 and DV of 6*. In addition, we need the bolt to have some Range. We chose Range level 3, which gives us only 8 meters (so this is a very close range spell). Range level 3 has an energy *Cost of +1 and DV of +1.5* (we will round decimals up later).

This is a lightning bolt, so the **SFX** on both Effects is Lightning. We now have the spell basically finished. Adding up the Energy and Difficulties, however, we see that the *total Energy Cost is 19 MP and the DV to Cast is 21.5* after adding up the Cost and DV of the Effects and the Range. This may be okay, but we want to get the DV a bit lower. To do this we add three Modifiers, *Activation level 2*, *Lesser Effect level 1*, and *Feedback level 3*. In total, these three modifiers give an Energy Cost of -3 and a DV of -10.

Our final *Energy Cost is 16 MP and the DV to Cast is 11.5 rounded up to 12*. **Time to Cast** is the total Cost *squared*, divided by 10, in this case, 25.6 time units (which could be minutes, hours, or whatever). DV to Conceive is 80% of the DV to Cast, in this case, 10.

Lightning Bolt

Primary: Lethal Attack	**Secondary:** Stun Attack
SFX: Lightning	**SFX:** Lightning
Energy: 16	**Time:** 25.6
DV to Conceive: 10	**DV to Cast:** 12
Lethal lvl 4	Stun lvl 2
Range at lvl 3 (8m)	Feedback lvl 3

Strike down your enemies with claws of crackling lightning. When it is cast, a crackling bolt of lightning shall erupt from your hands, and shall strike your target, smiting him with electrical damage. Lightening Bolt does 4D6 Lethal damage, plus an *additional* 2D6 Stun damage, and it has a range of 8 meters. If the spell fails, the caster himself will take 3D6 Stun damge!

Spell Effects Table

The table below shows all Effect Types and their Cost *per level*. This Cost per Level will determine the energy (MP) and time it takes to cast. 5 + 1x means the Effect cost 5, plus 1 per level. 14 means the Effect simply cost 14 and there are no levels. The next column is Difficulty (DV), which gives the default Difficulty to Create and Cast a spell with this Effect(s). DV 5 + 1x means this Effect gives a DV target of 5 plus 1 per level. A 14 DV means the Difficulty is a flat 14 DV.

Effects with Levels must be purchased at Level 1, minimum, unless there is some default effect applied before the levels are considered.

Math Note: All multipliers/percentiles to Cost or DV should be applied *after* all additions or subtractions.

Attack Effects	MP Cost / Lvl	DV / Lvl
Hold/Restrain	1x	3 + 2x
Lethal Attack	4 + 2x	6 + 2x
Stun Attack	2 + 1x	4 + 1x
Telekinesis	3 + 2x	4 + 1x

Defense Effects	MP Cost / Lvl	DV / Lvl
Armor	1 + 1x	4 + 1x
Conceal Weakness	3 + 1x	4 + 1x
Deflection	2 + 2x	5 + 3x
Force Field	2 + 1x	6 + 2x
Force Wall	2 + 2x	8 + 2x
Immunity (type)	5 per	15 per
Invulnerability (type)	10 per	16 per
Life Support (type)	5 per	15 per

Mental Effects	MP Cost / Lvl	DV / Lvl
Empathy	1 + 1x	3 + 1x
Influence	2 + 1x	3 + 2x
Mental Defense	2 + 1x	2 + 2x
Mental Link	6 + 2x	4 + 1x
Mind Control	5 + 2x	5 + 2x
Mind Reading	2 + 2x	5 + 2x
Mind Wipe	6 + 2x	4 + 2x
Telepathy	4 + 1x	4 + 1x

Movement Effects	MP Cost / Lvl	DV / Lvl
Apportation	10 + 1x	12 + 0.5x
Dimensional Travel	20	20
Flight	6 + 2x	6 + 2x
Gliding	3 + 1x	3 + 2x
Levitation	8	14
Running	1 + 1x	4 + 1x
Summon	10 + 3x	8 + 3x
Surface Float	2 +2x	3 + 3x
Swimming	2 + 1x	4 + 1x
Teleportation	12 + 1x	14 + 0.5x
Tunneling	1 + 1x	5 + 1x
Wall-Walker	5	12

Physiology Effects	MP Cost / Lvl	DV / Lvl
Desolidification	12	14
Healing	3 + 1x	6 + 1x
Metamorph (Char)	2 + 1x	8 + 1x
Metamorph (Mass)	6 + 2x	6 + 2x
Metamorph (Size)	4 + 2x	6 + 2x
Metamorph (Form)	4 + 2x	6 + 2x
Regeneration	6 + 3x	10 + 3x
Stretching	4 + 1x	6 + 1x
Transformation	5 + 2x	6 + 2x

Sensory Effects	MP Cost / Lvl	DV / Lvl
360 Degree Sense	6	12
Acute Perception	6	8
Blind (type)	5	5
Clairsentience	6 + 1x	8 + 0.5x
Detect (type)	6	8
Direction Sense	8	10
Extended Hearing	6	8
Farsight	6 + 1x	8 + 1x
Infrared Vision	8	10
Invisibility (type)	15	16
PinPoint	4	8
See (type)	10	12
See Fine Detail	6+ 1x	8 + 1x
See Through (type)	14	15
See in Darkness	3 or 8	8 or 12
Shadow (type)	6	8
"Sonar" Vision	8	13
Spatial Awareness	10	14
"Radar" Vision	10	15

Creation Effects	MP Cost / Lvl	DV / Lvl
Alteration	5 + 1x	6 + 1x
Change Enviro.	5 + 2x	6 + 1x
Create (type)	10 + 1x	8 + 1x
Disintegration	8 + 3x	8 + 2x
Entropy	4 + 2x	6 + 2x
Restoration	5 + 3x	8 + 2x
Transmute	12	16

Knowledge Effects	MP Cost / Lvl	DV / Lvl
Cipher	5 + 2x	9 + 1x
Contact	6 + 2x	6 + 2x
Danger Sense	4 + 1x	4 + 1x
Decipher	5 + 2x	8 + 2x
Find Weakness	4 + 1x	6 + 1x
Inscribe	5 + 2x	5 + 2x
Know History	3 + 1x	6 + 1x
Know Name	5 + 3x	8 + 2x
Know Properties	5	12
Transcribe	4 + 1x	4 + 1x

Wizardry Effects	MP Cost / Lvl	DV / Lvl
Absorption	4 + 2x	6 + 2x
Adjust Characteristics	6 + 2x	10 + 1x
Adjust Derived Char	6 + 1x	6 + 1x
Adjust Comp/Talents	varies	varies
Dispel	4 + 1x	6 + 2x
Enchantment	Cost of Spell	+5
Transfer	5 + 1x	8 + 1x

Special Modifiers	MP Cost / Lvl	DV / Lvl
Activation	-1x	-2x
Affects (type) Only	-2 / -4 / -8	-1 / -2 / -4
Area Effect	+2 / m	+1 / m
Armor Piercing	+3	+4
Associate Effect	+0	+2
Backlash	-2x	-2x
Bypass Defenses	+6	+10
Conditionals	-1	-2
Continuous	+2	+4
Does Knockback	+2 + 1x	+2 + 1x
Effect, Greater	-1x	+2x
Effect, Lesser	+2x	-3x
Excludes (type)	+1 / +2 / +4	+1 / +2 / +3
Feedback	-1x	-1x
Fine Control	+2	+4
Focus Through ...	-2	-3
Hardened	+4	+3
Hole in Middle	+2	+2
Homing/Follow	+2x	+2x

Special Modifiers	MP Cost / Lvl	DV / Lvl
Invisible Effect	+4	+4
Less/More Time	special	special
No Knockback	-2	-2
Penetrating	+4 / +8	+4 / +8
Range	+1 per x2	+0.5 per x2
Range (Displaced)	+1 per x2	+0.5 per x2
Range (In Time)	+2x	+1x
Range (at LOS)	+6	+4
Range (No Penalty)	+2	+3
Side Effect	-1x	-2x
Triggered	+0	+1
Timed Delay	+1	+2

Multipliers	MP Cost / Lvl	DV / Lvl
Autofire	+20%, + 10%	+1 per shot
Does Damage	+100%	+2 + 1x
Duration	special	special
Explosions Effect	+20%	+4
Illusionary	1/2 Cost	-20%
Reusability	special	special
Stun Only	-50%	-1x or -½x

Special Effects (SFX)

Special effects (SFX) can let a wizard do more than the basic description suggests, or sometimes can restrict a spell somewhat. For instance, Sonic effects just won't work in a vacuum, but may let you do some extra damage with a sonic effect under water (GM should determine this). They can also give you some idea of how the spell functions, how it looks, and what it does. The special effects of a spell will help define what it is and how it is created, and distinguish one spell from another. For example, three wizards could all have a Ranged Lethal Attack spell, but each might have a different SFX: One is a fireball, another uses electricity, and the third fires a sonic attack. Most spells should have a special effect to make it distinctive.

Each of these categories is very general; within each category there can be many types of special effect, all related but different. Each type of SFX can be either Material or Energy based.

Air: (Material) Air powers are those which obviously use the element of air. Attack forms are may be a blast of air; other spells using these effect often involve the displacement of air, the creation of air, and so forth. Spells using Air would fall into the Elemental Category.

Biochemical: (Material) This category includes acids, venoms, poisons, diseases, and other chemicals. Biochemical attacks are sometimes manifested as gasses, which might be affected by high winds or extreme temperatures.

Cold/Ice: (Material) Everything related to extreme cold, including freezing blasts of super cold materials, ice, or other such effects. Ice spells are usually less effective in high-temperature environments.

Death: (Energy) Also called Necrolic. Such powers invoke the "element" of death, anti-life force, necroplasmic energy, or some such. This SFX is common for most necromantic spells. Most spells using Death would fall into the Necromancy Category.

Electricity/Lightning: (Energy) The classic electrical bolt, lightning, sparks, and zaps. Electrical powers are usually attracted to metals, but are less effective against well-insulated targets.

Gravitation: (Energy) Gravitation energy effects the weight of objects, but can also exert massive G-force pressure, shock waves, or force blasts to crush, knockback, levitate, or hold down objects.

Heat/Fire: (Material/Energy) Everything connected with high temperatures, such as flames, hot metal, or hot gasses. Fire can start fires in flammable materials, which is sometimes handy and sometimes can cause excess property damage or threaten innocent lives. Heat effects are usually less effective in low-temperature environments. Spells using Fire would fall into the Elemental Category.

Life: (Energy) Also called Bioenergy. The forces of life energy can be potent, but rarely harmful (save for those who manipulate life energy to siphon or destroy it). Spells using Bioenergy are often Physiological (Healing). They can also be metamorphic (shape-shifting), or related to Nature Spells. Life Spells can be harmful if made to corrupt, damage, or steal life energy.

Stone/Earth/Kinetic: (Material) This category includes all sorts of direct physical force, such as clubs, rocks, kinetic force-blast, or anything that creates a solid thump on target. This can include force-blasts or telekinetic attacks if you choose to define them that way. Spells using Earth or Stone would probably fall into the Elemental Spell Category.

Light: (Energy) This category is the visible or near-visible spectrum, from infrared to ultraviolet. This includes lasers, high intensity flashes, and similar effects. Light attacks are often less effective in very dusty or smoky environments.

Magic: (Energy or Mental) A catch-all term to describe the pure form of mana energy. Usually, the Magic effect will only be used for spells which manipulate, discharge, or control pure mana energy. In high concentration it can be deadly, so Magic Bolt (or Mana Bolt) are common attacks.

Magnetism: (Material or Energy) This covers magnetic effects, and is often connected with force fields and telekinesis. Magnetic powers are often less effective against non-metallic substances, and more effective against magnetic materials like iron.

Telepathic: (Mental) This force is psychic power or mental forces; the raw power of the mind. All mental and telepathic spells have a Telepathic special effect, but other spells could be created to use it too. Telepathic attacks usually work against mental defenses and damage is almost always Stunning (mental shock).

Plasma: (Energy) Plasma is matter (usually air) which has been so superheated it is effectively an energy form (a state of matter beyond gas, but condensed to a cohesive ball or ray). Very similar to heat/fire based effects, but usually more powerful.

Radiation: (Energy) This includes ionizing radiation such as gamma rays, and radiation from radioactive materials. All short wavelength electromagnetic radiation falls into this category. Radiation attacks most often work against energy defenses.

Sonics/Thunder: (Material) Pressure waves of all varieties are in this category. This category of effects would not work at all without a medium of transmission, so it won't function in a vacuum. Sonics would generally be less effective in a low pressure environment, and more effective in a high-pressure environment.

Spiritual: (Energy or Mental) Basically, the energy of the soul. Most spells which effect the soul or spirits, such Summon Spiritis, necromancy spells, or even spells such as Bless and Curse.

Temporal: (Energy) The force of Time itself. Usually restricted to "Foretelling", but also encompasses all spells given to the Temporal Category. A "Time Stopping" spell would be a massive area effect restrain. Create Light might be done by borrowing light from the day of a possible future, using the Temporal Force.

Water: (Material) Water powers are those which use the element water. Attack forms are may be a blast of water; other spells using these effect often involve the displacement of water, the creation of water, etc. Spells using Water would fall into the Elemental Category.

Attack Effects

Attack Effects are those designed to inflict harm upon an opponent. They will fall under a Spell Category dictated by their SFX or Secondary Effect. They can be illusionary (as per Illusion modifier), but will only inflict Stun damage (if it is a 'Lethal' attack, it may appear to be Lethal until the illusion wears off).

Hold/Restrain
Cost: 1 per level
Difficulty: 3 plus 2 per Level
This power can be used to restrain an opponent, machine, or object. A Hold can be telepathic force, ice bonds, a stand trap, or anything else that can be thought of. A Held character can use his STR or any other attack to break out of the hold. Each Level of Hold acts as a 1D6 Hit point "bond" (rolled upon its activation) holding the opponent until it is broken by force of strength (or direct attack, if the restraining force is a physical *thing*). Range may be needed.

Lethal Attack
Cost: 4, plus 2 per Level
Difficulty: 6, plus 2 per Level
An attack (fireball, lightning bolt, etc) which does Lethal damage. Each Level inflicts 1D6 Lethal damage. Default range is Zero (touch), but range can be purchased as per Increased Range enhancement. The nature of the attack must be determined when the effect is purchased; it can be lighting, a magical bolt, sonics, telepathic, or anything else. Take Increased Range to hit at range.

Stun Attack
Cost: 2, plus 1 per Level.
Difficulty: 4, plus 1 per Level.
An attack (fireball, lightning bolt, etc) which does only Stun damage. Each Level inflicts 1D6 of Stun damage (will do Collateral Damage unless "Stun Only" is taken). Default range is Zero (touch), but range can be purchased as per Increased Range enhancement. The nature of the attack must be determined when the effect is purchased; it can be lighting, a magical bolt, sonics, telepathic, or anything else. Take Increased Range to hit at range.

Telekinesis
Cost: 3 plus 2 per level of STR
Difficulty: 6 plus 1 per level of STR
The TK STR is separate from the character's STR, and is defined when this Effect is purchased. TK can be used to punch or squeeze, but there is no action/reaction with this power; a character could not use his TK to grab a flying machine and be dragged along, for example. TK can also move objects at a speed equal to what could be moved at that STR level normally (1/4th of weight maximum at that STR). This effect is not strictly Attack, but is considered such for classification. Range can be purchased as per Increased Range.

Defense Effects

Primarily, these are defensive and protective spells used to ward off damage. They will fall under a Spell Category dictated by their SFX. *Note:* If using Illusionary defenses they will only effect Illusionary attacks.

Armor
Cost: 1 plus 1 per Level
Difficulty: 4 plus 1 per Level
Armor is a magical field which cloaks the target (the caster or anything else) in an invisible protective "suit of armor". Each Level grants +2 Killing Defense or +3 Magical Defense (MgD). If you take "Stun Only" this spell protects only from Stun Damage.

Conceal Weakness
Cost: 3 plus 1 per Level
Difficulty: 4 plus 1 per Level
This makes it much harder to find a weakness with Find Weakness on a character using this effect. Each Level of Conceal Weakness adds +2 to the Target Number against Find Weakness.

Deflection
Cost: 2 plus 2 per Level
Difficulty: 5 plus 3 per Level
Deflection allows for an incoming ranged attack to be deflected or reflected. The block is made by making a task resolution (the number rolled casting the spell) vs. the attacker's AV. You can deflect a number of DCs of damage equal to your Level, but if it does not negate *all* the DCs, the attack was not deflected *at all*. +2 Cost +4 Diff. if it can Reflect back to the origin. To Reflect an attack back to it origin an additional to-hit roll must be made against the target.
Level 1 - Deflect thrown (or slow moving) object
Level 2 - Deflect the above and arrows, spears, and slow projectiles
Level 3 - Deflect the above and bullets & shrapnel
Level 4 - Deflect the above, as well as energy beams

Force Field
Cost: 2 plus 1 per Level
Difficulty: 6 plus 2 per Level
This is a field created around the character (or any target) which can absorb damage. A Force Field provides defense against Lethal and Stun Attacks. It can be extended using Area of Effect. Each Level provides 2 Killing/Stun Defense or 3 Magic Defense.

Force Wall
Cost: 2 plus 2 per Level
Difficulty: 8 plus 2 per Level
The ability to project a defensive barrier. This barrier acts like a wall and protects against Lethal and Stun damage. A Force Wall will stop *all* Stun Damage; it stops Lethal Damage as normal. However, if the total

Damage of a Lethal Attack is greater than the defense of the Force Wall, the Force Wall is destroyed and must be re-erected. A Force Wall can also be used to support a weight equal in STR to the number of points invested. Example: a 3 point Force Wall could be used to support 100kg. Each Level provides 1 Killing/Stun Defense or 2 Magical Defense. By default all Force Walls are 1 meter wide, and can be extended using Area Effect.

Immunity (type)
Cost: 5
Difficulty: 12
This makes the character immune to a certain disease or poison for the duration. The general disease category or type of poison must be specified.

Invulnerability (type)
Cost: 10 per type
Difficulty: 16 per type
Invulnerability allows a character to be undamaged by attacks composed of one specific type of special effect (an SFX such as Death Energy, Water, Air, Light, Mental, etc.) for the duration. The type of Invulnerability must be defined when this effect is purchased.

Life Support (type)
Cost: 5
Difficulty: 15
This Effect allows the character to operate in unfriendly or deadly environments without harm (such as under water, in an airless void, in extreme temperatures, etc.) for the duration. The Type of environment must be specified (Water, extreme heat or cold, airless space, etc.).

Mental Effects

All Mental Effects must be of either Telepathic, Magic, or Spiritual. *By default, all Mental Effects have a line of sight (LOS) range.* This can be extended, as normal.

To use Mental Effects:
1. The attacker decides on the appropriate effect desired from the Power. Example: "I want to Control his mind to follow me into the trap."
2. The attacker casts the spell as normal to make the attack.
3. The Defender rolls to Defend as per *Defending Against Magic*. If successful, the attacker rolls the DC of the Effect to determine the Effect Number.
4. Subtract the target's Mental Defense (but not MgD) from the Effect Number.
5. If the attack did damage, then any damage which penetrated his Mental Defense he will take as Stun. Otherwise, compare the target's RES to the Effect Number (minus the target's MD) on the most appropriate effect chart below.

6. Mental Attacks do no collateral or rollover damage. If the attacker's effect number exceeds the value needed for the desired effect level on the chart, the defender may attempt to make a Legendary (Difficulty value of 20) Will roll. If this roll is successful, the target only loses his next action, but is not otherwise affected by the attack. If the roll is missed, the target takes full effects from the Mental Effect.

Empathy
Cost: 1 plus 1 per Level
Difficulty: 3 plus 1 per Level
A low level form of mind reading where only emotions can be detected. The target must be in line of sight (LOS may be viewed by any sense, including remote or other magical senses). Each Level gives 1D6 of Effect. The Effect Level (DC rolled - Mental Defense) determines how much is learned. Range is LOS.

Result	What You Sense
> than RES	Positive, negative, or neutral feelings
10 > than RES	Basic emotion
20 > than RES	Complex emotions
30 > than RES	As above, and you can sense lies.

Influence
Cost: 2 plus 1 per Level
Difficulty: 3 plus 2 per Level
A low level of mind control where a single motivating suggestion can be implanted in the target's mind, usually emotionally base (Fear, Joy, Run, Sleep, etc.). The target must be in line of sight (LOS may be viewed by any sense, including remote or other magical senses). Each Level gives 1D6 of Effect. If it successes, the target feels the influence and must act appropriately. He may continue to make WILL rolls to resist the influence for the spell's duration, and if ever he succeeds the Influence is broken. Range is LOS.

Mental Defense
Cost: 2 plus 1 per Level
Difficulty: 2 plus 2 per Level
This creates a telepathic defense to block or resist mental powers. A character with Mental Defense can resist some of the effects from Telepathic based Attack, (Mental) Illusions, Mind Control, Mind Scan, and so on. Mental Defense is subtracted from any telepathic damage or telepathic based effect.

Mental Link
Cost: 6 plus 2 per Level
Difficulty: 4 plus 1 per Level
This variation of telepathy sets up a two-way mental link allowing instant mental communication. Both ends of the link must be willing in order for a Mind Link. They *do not* need to be in Line of Sight, but the caster and the target must both know each other.

Each Level gives 1D6 of Effect. Use telepathy chart for results. Default range is LOS, but extended range can be purchased starting at 50 meters base.

Mind Control
Cost: 5 plus 2 per Level
Difficulty: 5 plus 2 per Level
This power can take control of a character's mind, and thereby his actions. Once again, the more subtle the control (you must issue verbal commands), the more likely it is to affect the target. The target must be in line of sight (LOS may be viewed by any sense, including remote or other magical senses). The Effect Level (DC rolled - Mental Defense) determines the level of control. Range is LOS.

Result	Effect
> than RES	Partial control, actions at -4
10 > than RES	Partial control, but actions at only -2
20 > than RES	Full control (if desired), or Partial at only -1 to all actions.
30 > than RES	Full control (if desired), or Partial at no penalty to actions.

Mind Reading
Cost: 2 plus 2 per Level
Difficulty: 5 plus 2 per Level
This power allows the character to read thoughts of a target within line of sight (LOS may be viewed by any sense) but this spell does not work on subjects at a distant range (for example, on TV). Surface thoughts are relatively easy to read; deeper thoughts or the subconscious take quite a bit more effort to reach. Each Level gives 1D6 of Effect. The Effect Level (DC rolled - Mental Defense) determines the results of the scan. Range is LOS.

Result	Effect
> than RES	Read surface thoughts
10 > than RES	Read deep, hidden thoughts
20 > than RES	Read into the target's memory
30 > than RES	Read into the target's subconscious

Mind Wipe
Cost: 6 plus 2 per Level
Difficulty: 4 plus 2 per Level
This allows a character to wipe out certain memories from a target, which are specified when the spell is invoked. The target must be in line of sight (LOS may be viewed by any sense, including remote or other magical senses). The Effect Level (DC rolled - MD) determines how good the Mind Wipe was. +4 MP, +4 Diff for Wipe All (amnesia).

Result	Effect
> than RES	Memory deleted but will return in 1d6 months.
10 > than RES	Memory deleted but may be restored by hypnotism or therapy.
20 > than RES	Memory deleted, permanently
30 > than RES	As above, and memory may be altered as well

Telepathy
Cost: 4 plus 1 per Level
Difficulty: 4 plus 1 per Level
This power allows the character to send thoughts to a target within line of sight (LOS may be viewed by any sense, including remote or other magical senses). Each Level gives 1D6 of Effect. Range is LOS. +5 MP, +3 Diff for "Broadcast" ability, whereby you can send to all (or a limited number) of individuals in LOS.

Result	Effect
> than RES	May send a short phrase or impression
10 > than RES	Can send a paragraph or vivid impression
20 > than RES	May communicate a complex plan or monolog

Movement Effects
There are three types of standard movement for characters: a Walk (a normal leisurely pace), a Run (or Combat Movement), and a Sprint (or Non-Combat Movement). The former involves ducking, weaving, and watching out for enemy attacks. It is normally equal to two times your current MOVE Characteristic (in meters). A character has no penalties to his DEX or REF when Running. A character may also move as fast as he can, in a Sprint (aka Non Combat Movement). This has the advantage of increasing the character's running speed, but halving his DEX +Skill levels as well as reducing his REF to 0 at the same time. Your basic Sprinting speed is calculated when you create your character, and is normally 3 times your current MOVE (in meters).

A character can also increase his non-combat speed by buying Non-Combat Movement Multiples (NCMs). Each NCM costs 5 MP and doubles the non-combat speed of a specific type of movement. That is to say, with a MOVE of 8 you would have a Sprint (Non-Combat Move) of 24 (or three times his MOVE).

Apportation
Cost: 10 plus 1 per Level
Difficulty: 12 plus 0.5 per Level
The ability to teleport a desired object, external to the caster. He can apport material within Line of Sight, or "summon" a specific target which is within his range (specifying, "I want a sword", and if one is in range, it will apport to him). The base range is 10 meters, but this can be increased. Each Level gives x2 range (at level 10 your range is 10 km). If this spell should be restricted to one "type" of object or thing -- use the Affects Only enhancement. This spell is Instant, so Duration does not matter.

Dimensional Travel
Cost: 20
Difficulty: 20
This allows a character to travel from one world to another. The base version allows him to transport himself to a single other location on another world

(which must be known to him); this must be specified when the spell is created. An advanced version of this may allow a character to transport himself through time instead. Normally, the character can only move himself and his clothing, but this can be increased. +1 Cost for each extra 10kgs he can carry. This spell is Instant, so Duration does not matter. Use Range in Time for time travel.

Flight
Cost: 6 plus 2 per Level
Difficulty: 6 plus 2 per Level
With this the character can fly through the air. This is not *levitation*, but is powered, so the character can change speed, direction, and altitude at will. Flight Movement is not derived from regular MOVE. Each Level grants 5 Flight Movement. Duration is needed.

Gliding
Cost: 3 plus 1 per Level
Difficulty: 3 plus 2 per Level
A character with this can glide through the air. A Gliding character has some control over his movement, but not the total control provided by Flight (above). A Gliding character must drop 2 meters per Phase to maintain his forward Gliding Velocity. Gaining altitude is under the GM's control; it has a lot to do with wind currents and such. Gliding Movement is not derived from your regular MOVE. Each Level grants 5 Flight Movement. Duration is needed.

Levitation
Cost: 8
Difficulty: 14
This allows a character to suspend himself in the air, either by a powerful repulsive force or counter gravitational force, or some such. When levitated, the character is effectively weightless (mass and momentum still apply), and he can essentially float in air. With Levitation, Flight, Gliding, and Surface Float are at -3 Cost (a good Secondary Effect).

Running
Cost: 1 plus 1 per Level
Difficulty: 4 plus 1 per Level
A character with this can run faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Running increases the character's figured Run and Sprint stats. Each Level adds +5 meters of extra Run (or +7.5 of Sprint).

Summon
Cost: 10 plus 3 per Level
Difficulty: 8 plus 3 per Level
This is the basic Summon effect for all summoning spells. It allows you to summon (or call) five major entities at different levels. *Level 1* - Minor Spirit Entity (ghosts, lesser elementals). *Level 2* - Major

Spirit Entity (wraiths, greater elementals). *Level 3* - High Entity (demons, angels). *Level 4* - Greater Entity (demi-gods). *Level 5* - Ultimate Entity (gods, which cannot be controlled, at all). It would be wise to Contact the being first, so that you don't make it mad. If it's a demon, be sure to know its True Name or kiss your soul good-bye. The entity will be free to leave when the Duration expires (though it might not).

Surface Float
Cost: 2 plus 2 per Level
Difficulty: 3 plus 3 per Level
This allows movement on any surface which might be otherwise impossibly to walk on (including, even air!). With this power a character could walk on mud without leaving tracks or sinking in, allow him to walk on water, or even walk on air. Combined with Wall-Walker, the character could run up a waterfall! Characters using this will not leave footprints, but may still leave a sent or broke underbrush. Such a character will also suffer triple knockback. This has only three levels. The First allows for walking over dense but squishy surfaces (mud), the Second is for water surfaces, and the Third is over air.

Swimming
Cost: 2 plus 1 per Level
Difficulty: 4 plus 1 per Level
This allows the character to swim faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Swimming increases the character's figured Swim characteristic. Each Level adds +1 to the character's Swim movement.

Teleportation
Cost: 12 plus 1 per Level
Difficulty: 14 plus 0.5 per Level
A character with this power can disappear from one point and appear at another, without traveling in-between. The base distance in 10 meters, but this distance can be increased. Each Level gives x2 distance (at level 10 you can teleport 10 km). +1 Cost for each extra 10kgs he can carry. You must have been to a location, or be able to see it via some sense to teleport to it. Use Range in Time for time travel. This spell is Instant, so Duration does not matter.

Tunneling
Cost: 1 plus 1 per Level
Difficulty: 6 plus 1 per Level
Tunneling allows the character to move through the ground by creating a tunnel roughly his own size. The tunnel is normally left open behind the character; closing it is an option, listed below. Tunneling begins at a 0 Move. This distance can be increased by purchasing Non-Combat Multiples. Each Level

allows for 2 meters/phase of movement through the ground. For +5 Cost the tunnel may seal behind you.

Wall-Walker
Cost: 5
Difficulty: 12
This allows the character to cling to walls and sheer surfaces and move on them as if they were level. A character with this subtracts 1D6x2 in meters of Knockback, so long as he is in contact with a level surface. Moving along a surface is always at your normal Running movement. Duration is needed.

Physiology Effects

Physiology Effects are usually of the SFX type Life, Death, or Magic, but Telepathy, Biochemical and other SFX forms may work as well. Most spells of this nature will fall under the Physiology (Healing) Spell Category, unless Necromantic in nature. Many 'morphic effects will fall into the Nature Spell category, as they are the classical shamanic shape-shifting powers.

Desolidification
Cost: 12
Difficulty: 14
Allows a character to become insubstantial and walk through walls and ignore attacks. A character buying this power must choose the special effects of a reasonably common group of attacks that will affect him while he is desolid. In addition, Mental (Telepathic) attacks will *always* affect the character.

Healing
Cost: 3 plus 1 per Level
Difficulty: 6 plus 1 per Level
Healing allows for instant recovery of either Endurence, or Hits and Stun (of which must be specified when purchased). If healing END, then each level will heal 2D6 END. If healing damage, then each level heals 1D6 Stun and 1 Hit Point. This Effect can be inverted to have the opposite effect (i.e., Unhealing).

Metamorph (Char)
Cost: 2 plus 1 per Level
Difficulty: 8 plus 1 per Level
This allows for Characteristic points to be shifted from one Characteristic to another (i.e., 3 points from INT to STR), on a given target (often the caster himself). Each Level of Metamorph (Char) allows 1 Characteristic Point to be shifted. When purchased, any configuration may be selected. That is, for Level 4, a total of 4 CP may be shifted around, and it must be specified from where to where (i.e., 2 from INT to STR, 1 from DEX to REF, and 1 from COG to VTL). This change will last for the Duration purchased.

Metamorph (Mass)
Cost: 6 plus 2 per Level
Difficulty: 6 plus 2 per Level
This is the ability for a character to change his mass (and usually density as well, unless size was changed). When purchased, it must be specified if this is increasing or decreasing mass. Each Level increases or decreases the mass by 50%. This will last for the Duration purchased.
Note: Each level of increases grants +5 Hits, +5 Stun, +2 SD, and -1 MOVE. Each level of decrease grants -5 Hits, -5 Stun, -2 SD, and +1 Move.

Metamorph (Size)
Cost: 4 plus 2 per Level
Difficulty: 6 plus 2 per Level
This allows for a change in size, getting bigger or smaller, and is often used with Metamorph (Mass). Realistically, each Level of Metamorph (Size) should have with it one Level of Metamorph (Mass). Each Level increases (or decreases) size by 50%.

Metamorph (Form)
Cost: 4 plus 2 per Level
Difficulty: 6 plus 2 per Level
This allows for a change in outer appearance without alteration other physical properties, stats, mass, size, etc. (other Metamorph types can be taken for that). The extent of change depends on the Level take. There are five basic Levels, ranging from "slight change" to "total change" with a "werewolf" (half-man half beast form) being about 2 or 3, depending on how removed from humanoid the form is. For +5 Cost the change can cover any number of very similar forms. Totally polymorph (metamorph at will to any shape or form), is treated as it if were Level 10.

Regeneration
Cost: 6 plus 3 per Level
Difficulty: 10 plus 3 per Level
Regeneration accelerates the normal healing and recovery time of a target. Normally, rate of Recovery is *per day*. Each Level of Regeneration lowers this one step on the Time Table (so level 3 sets Recovery to 1 Hour, instead of 1 Day). Cost +4, Diff +2 for healing without scaring. Cost +10, Diff +5 to regenerate lost limbs or organs. Cost +30, Diff +15 to regeneration from death (Resurrection). *The Base Duration is equal to one unit of its time factor.* That is, the Duration of Level 2 Regeneration is 6 Hours. Additional Duration may be purchased as normal. Regeneration will end when all hits are healed or the Duration ends (whichever comes first).

Stretching
Cost: 4 plus 1 per Level
Difficulty: 6 plus 1 per Level
A character with this can stretch parts of his body, attack at range (2 meters per Level) and reach for things at long distance.

Transformation
Cost: 5 plus 2 per Level
Difficulty: 6 plus 2 per Level
Transformation allows a the caster to turn a target *into something else* (this must be specified in the spell, such as Transformation: Man to Toad). All such effects must be approved by the GM.

Each Level gives 1D6 of Effect. To use Transform against a living target, a standard attack roll is made. If successful, the Transformation dice are rolled and divided by 5 (drop fractions). If the result is equal to or greater than the target's CON, he is transformed! It must be specified how the target can transform back into original form (i.e., by getting kissed by a princess). The Transformation effect will vanish when the Duration expires, unless the Duration is Permanent (there must always be a practical remedy).

Sensory Effects
These effects give a character the ability to sense things beyond the range of normal human senses. Any sense which is listed as Targeting can be used to make to to-hit attack (and if not, the Pin-Point enhancement can be used). Remember, Displaced Range enhancement can be used to make any sense "Remote" (i.e. Clairvoyance), even normal senses, like smell or taste.

360 Degree Sense
Cost: 6
Difficulty: 12
The character can make a Perception check against any point around him; this makes it much more difficult to surprise the character. It must be specified what sense has 360 Sense (some sense, such as hearing and smell, are already 360).

Acute Perception
Cost: 6
Difficulty: 8
Basically enhances any one sense, giving a +3 Perception to that sense.

Blind (type)
Cost: 5
Difficulty: 5
This power allows the character to blind an opponent's senses, rendering them unusable for 1 Phase (unless longer Duration is purchased). Blind normally affects a single sense which must be specified.

Clairsentience
Cost: 6 plus 1 per Level
Difficulty: 8 plus 0.5 per Level
Basically, this is just a sense purchased with Displaced Range enhancement (including normal senses). This power makes one of the character's senses (usually normal sight) work at a distance. It generally works as if the character were standing some distance away from his current position. Clairsentience gives 10 meters of displaced range. Each Level doubles this range. Level 20 is effectively global. It must be specified what sense Clairsentience enhances.

As other enhancements, this may also allow sight into the past, future, or other dimensions. +10 to see into the past (or future), Levels may indicate *years* instead of meters. +15 to see into other dimensions (worlds), including after-worlds.

Detect (type)
Cost: 6
Difficulty: 8
This is a type of detection which must be defined when purchased. Some possible Detect type are: Detect Undead, Detect Evil, Detect Water, Detect Gold, Detect Forged Metals, and so forth. Detect will indicate the presence of the target subject or substance with a Perception Check, but will not give direction or exact location. Range must be purchased separately, as there is no Line of Sight.

Direction Sense
Cost: 8
Difficulty: 10
With this the character will instantly know which way is true (or magnetic) north, and where he is on the world in respect to his destination (assuming a destination's location is known).

Extended Hearing
Cost: 6
Difficulty: 8
The character can hear very high or very low frequency sounds (specify which).

Farsight
Cost: 6 plus 1 per Level
Difficulty: 8 plus 1 per Level
The character can view objects at great distance, like a telescope. Level 1 gives 10x magnification. This power may be purchased more than once. Each Level over level one doubles the magnification (i.e., Level 5 is x160 magnification). Specify what sense this is based on.

Infrared Vision
Cost: 8
Difficulty: 10
The character can see heat patterns and in the infrared spectrum. The character has normal Perception checks at night, but can only perceive outlines of people and objects. Cold objects will be very dark while hot things may be blindingly bright. Infrared Vision is a targeting sense.

Invisibility (type)
Cost: 15
Difficulty: 16
This effect can be used to make an object, person, or energy form invisible to one sense (usually normal sight). Invisible characters (or things) have a "fringe effect" around them. An invisible character with a fringe can be spotted with the affected sense at a range of 2 meter or less. In combat, Invisibility often makes the character harder to hit. If an opponent cannot make a successful Perception check, then he is at 1/2 (REF + Levels) in hand-to-hand, and 0 (REF + Levels) at range vs. the character. If the opponent can make a non-targeting Perception Test, he is at 1/2 (REF + Levels) in both hand-to-hand and ranged combat. If the Invisible character is making a visible attack, the attackers only takes a -1 to his REF, even at Range. Invisibility Cost 15. Invisibility with no Fringe Effect Cost 20.

Pin-Point
Cost: 4
Difficulty: 8
The character can use a non-targeting sense (like smell or hearing) as a targeting sense to locate targets in combat. Pin-Point can be bought with any normal or special (magical) sense. Cost +4.

See (type)
Cost: 10
Difficulty: 12
Similar to Detect, but more powerful. This allows the character to see something not normally visible. It must be specified what is to be seen as well as what Sense this "Sight" is keyed on (i.e., it could be tuned to hearing, smelling, or some magical sense instead of sight). See Invisible is a very common usage of this spell, but possibilities are endless. Be sure to get some level of Range.

See Fine Detail
Cost: 6 plus 1 per Level
Difficulty: 8 plus 1 per Level
The character can view nearby objects at 10x magnification. This power may be purchased more than once. Each Level over level one doubles the magnification (i.e., Level 5 is x160 magnification). Specify what sense this is based on.

See Through (type)
Cost: 14
Difficulty: 15
The character can make normal Perception checks to see through the material specified (also, specify the sense). See Through Stone, See Though Metal, See Through Walls, are all possible, but general categories, such as See Through Matter are not. Be sure to get Range as well. See Through Time (with Range in Time) is a common Chronomancy spell.

See in Darkness
Cost: 6 or 10
Difficulty: 8 or 12
The first level allows the character to see in near-total darkness (i.e., in starlight). The second level allows the character can see in total darkness as though it were normal daylight. This is a Targetting sense.

Shadow (type)
Cost: 6
Difficulty: 8
Shadow casts a certain area in a "darkness" field for a specified sense. Usually the sense is sight, so the field appears as an area of pitch darkness. However, it can be made for any sense, including magical ones. It is still clearly visible, however, that the shadow exists. Duration and Area Effect must be purchased.

Sonar Vision
Cost: 8
Difficulty: 13
The character emits high-frequency sounds that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard by anyone with Ultrasonic Hearing. Targetting.

Spatial Awareness
Cost: 10
Difficulty: 14
The character can sense his surroundings without having contact with them. A character with this sense can operate normally in total darkness or when blinded, but cannot sense fine details. Spatial Awareness is a targeting sense.

Radar Vision
Cost: 12
Difficulty: 15
The character emits radio waves (or some magical energy or other wave form energy) that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for blindness. However, the character cannot "see" fine detail, like print on paper or colors. It is a targeting sense. This is a Targetting sense.

Creation Effect

These are spells of both Creation and Uncreation (entropy and destruction). Most of these will fall under the category of Creation (and Entropy) Spells.

Alteration

Cost: 5 plus 1 per Level
Difficulty: 6 plus 1 per Level
Alteration allows a the caster to turn a target object into something else of similar composition, size, and mass. The character must decide what the Target is and what the resulting object will be when this effect is purchased. All Targets and Results must be approved by the GM. This can *only* be used against inanimate objects (for living things, use Transform or metamorph). Each level of Alternation grants 1D6 of Effect. Roll the dice and compare them to the target's SDP. If the total is greater than or equal to the SDP it is transformed. It will revert back to its normal form after a number of days equal to the Margin of Success, or until the Duration expires.

Change Environment

Cost: 5 plus 2 per Level
Difficulty: 6 plus 1 per Level
A character with this power can make changes to the surrounding environment. The character could, for example, make it rain, create light, create an intense (but non-damaging) magnetic field, or the like. The environment created must be chosen when this power is purchased. The base Change Environment effect allows you to change the environment for a one meter area. Each level doubles this radius (same as Area Effect, which can be used instead). "Light" related changes do effect greater area than the actual area effect. Treat each level as if it were a candle (level 1), torch or small fire (level 2 to 4), but the effect area is always considered fully lit, and beyond that the light lessens as normal.

Create (type)

Cost: 10 plus 1 per Level
Difficulty: 8 plus 1 per Level
Create is a very powerful effect which allows for objects to be created out of thin air (actually, from a convergence of mana energy). You must have seen the object before to create it and the object or life-form must be specified when this effect is taken (i.e., Create Fire, Create Air, Create Food, Create Wolf). Each Level allows for the creation of 10 SDP (and/or 20kgs) of material, or 5kgs of organic material (living or dead). To create a working machine requires you to succeed in a Competent skill roll in Mechanics, or some other skill relevant to that machine. Life-forms will usually have the average stats for their species, and are treated as new-borns (even if formed at maturity). For an additional +5 Cost, +2 Diff, Characteristics can be specifically assigned. Skills can be given at +1 Cost, +1 Diff per skill per level

(and the caster must also have the skill in question). Cost is -5, Difficulty -4, if the caster is making a duplicate of an object or life-form he can currently see before him. All things created must have a Duration of existence, bought separately.

Disintegration

Cost: 8 plus 3 per Level
Difficulty: 8 plus 2 per Level
The ultimate form of entropy. Disintegration instantly turns any sort of matter to dust. Base area of effect is a sphere one meter in radius and will inflict *3D6 damage per Level*, effecting everything within its radius of effect. However, if the damage rolled against the object (or objects) does not equal or exceed its current SDP (or Hits), minus any armor, then absolutely nothing happens. *This effect is all or nothing.* Additional Area Effect can be purchased, and because range is zero, Range or Displaced Range should be purchased.

Entropy

Cost: 4 plus 2 per Level
Difficulty: 6 plus 2 per Level
Entropy causes an object, material, or life-form to react as if it were becoming uncreated or undone. All things naturally move to a state of entropy, this simply accelerates the process. Each level grants 1D6 of Effect. This could be 1D6 of physical damage, or some other effect. *Corrosion*: for every 5 points of Effect rolled, 1 point of armor is lost. *Aging:* for every 5 points of Effect rolled, the material or subject ages 1 year. *Decay*: for every 5 points of Effect rolled, there is 1 week of decay. The type of entropy (Aging, Corrode Armor, Inflict Damage) must be specified when this spell is created.

Restoration

Cost: 5 plus 3 per Level
Difficulty: 8 plus 2 per Level
Restoration reverses the effects of entropy (natural or magical), and can cause things to revert to previous states (that which is broke, becomes repaired). Each Level taken can repair 1D6 of damage, recover 1 point of armor, reverse 1 year of aging (for every 5 points of Effect rolled), or 1 week of decay (for every 5 points of Effect rolled). The type of restoration must be specified when this spell is created. Restoration is permanent, unless it is an illusion.

Transmute

Cost: 12
Difficulty: 16
Transmute will change *the base materials* which make up an object or life-form to something else (must be specific). Typical forms of this are "Lead to Gold" and "Flesh to Stone" and so forth. All transmutations must have a Duration of existence, bought separately. Size is assumed to be about 100kgs or one cubic meter. For larger objects, Area

Effect should also be purchased. If targeting against a living thing, an AV vs. DV Resolution must be made. The Transmutation effect will vanish when the Duration expires, unless the Duration is Permanent.

Knowledge Effects

These are spells which grant knowledge, wisdom, and information. These will fall under the category of Knowledge Spells or Wizardry/Enchantment.

Cipher
Cost: 5 plus 2 per Level
Difficulty: 9 plus 1 per Level
Cipher can be cast on written text to magically cipher it so that it cannot be read, or on energy, such as an a being's True Name. Casting this spell on a page of text will magically re-order the written characters into a random jumble. It may only be deciphered by the caster (not necessarily the one who invoked it!) at the utterance of the cipher code word (no spell or skill roll is needed to decipher it). If the task roll to cast this spell failed, the text is scrambled to ruin, and can only be recovered with the Decipher spell.

This can also be used to Cipher one's essence. Used in such a way, Characteristics can be concealed such that they cannot be "read" by prying wizard's eyes. It will also scramble your name, so that Know Name will return garbled words. This spell is most often used by demons wishing to protect their True Name. The task roll for Cipher is the DV level roll against when attempting to Decipher (if the roll was 18, then 18 is the DV to Decipher it). If you are trying to pull the True Name or See the Aura of someone using Cipher you must succeed with Decipher first (or defeat the Illusion if it is Illusionary).

You may also cast Cipher on individual magic items or Mana Pools to make it more difficult to detect exactly what spells they contain. To identify a ciphered spell, the mage must cast Decipher (vs. the DV of the Cipher) and then cast Know Spell (a special usage of Know Properties).

The base Level of Cipher has a DV of 10 to decipher (magically or manually), each Level grants +2 higher DV. Cipher must have Duration, often Permanent. It is not uncommon for Cipher to be Illusionary. Requires some level of Duration.

Contact
Cost: 6 plus 2 per Level
Difficulty: 6 plus 2 per Level
This is very much like Mental Link (from the Mental Powers), but is "extra-dimensional" in nature. Contact is used primarily by "seers" and medians, and necromancers to contact the dead, other worldly spirits or demons. It can also be used to contact deities (prayer). Contact is therefore focused upon communication with supernatural beings, or spirits that exist in other planes. Each Level gives 1D6 of Effect. Use telepathy chart (the Mental section) for results (most beings will have a very high RES).

Danger Sense
Cost: 4 plus 1 per Level
Difficulty: 4 plus 1 per Level
This power gives a character a "sixth sense" about danger. At its most basic level, Danger Sense will prevent the character from being surprised in combat, while at more powerful levels, Danger Sense can alert the character to any threat to his person, or even his world. Normally, Danger Sense just gives the character the "feeling" of being in danger. If the hero reacts, he is allowed his full DEX+Skill; he could also attempt to dive clear of a trap, parry or block an incoming attack, etc. If the characters rolls 12 more than he needs to succeed, the true position and type of danger are known. Danger Sense checks are made automatically, at the request of the GM. The character must make a successful Danger Sense check against a target number of 20. The base level has a value of 10 (that is, 10 plus a die roll vs. 20), but each Level raises this by +1 (level 5 has a value of 15!). Level 10 is automatic success, except on critical failures. Danger Sense must have a Duration attached to it; it is usually cast for several hours, even days. It is often found as a Permanent inherent ability in many people and creatures (see *Talents*).

Danger Sense Cost just 4 for a base value of 10, +1 to your roll for each additional Level.

Decipher
Cost: 5 plus 2 per Level
Difficulty: 8 plus 2 per Level
Decipher has a two fold use -- first, it can be used to decipher (translate) languages (spoken or written) for the length of its Duration. Secondly, it can be cast on any Ciphered text you are trying to read (for instance, a ciphered document), which is essentially the same. To Decipher something Ciphered, roll to cast the spell as normal (verse the *DV to Cast*). If successful, compare your success plus the Level of Decipher to the DV of the Cipher itself. If your score is greater than or equal to the Cipher DV the target is deciphered. For example, if you use a Level 4 Decipher against a Level 5 Cipher (DV 20), and your roll is 18, then your over all score is 22 which beats the Cipher. This spell is also used to decipher Ciphered Auras, True Names, Mana Pools, or items. Duration is not needed. To Decipher written or spoken language the target DV is usually 16 to 20. Note that this has an instant effect, but Duration must be purchased to extend this (otherwise the text will naturally revert back to its ciphered state).

Find Weakness
Cost: 4 plus 1 per Level
Difficulty: 6 plus 1 per Level
This spell acts somewhat like a skill; it is the ability to strike at the weak points of a target's defenses. A successful Find Weakness check against the Target's Magical DV will automatically cut the target's

defenses in half for attacks placed by you. If you miss a Find Weakness check on a target, you may not use Find Weakness on him again for the rest of the battle. Find Weakness is normally purchased for a single kind of attack. Each level of Find Weakness gives you a +1 on your "attack roll". Thus, when you cast the spell, roll Stat + Magic Skill (Knowledge) + Level of Find Weakness + 3D6, verses the target's Defense Value. When *Duration* expires so does this effect.

Inscribe
Cost: 5 plus 2 per Level
Difficulty: 5 plus 2 per Level
Works just like *Transcribe*, but works on any other material which Transcribe does not work on (water, flesh, air, fire, metals, etc.). Duration is needed.

Know History
Cost: 3 plus 1 per Level
Difficulty: 6 plus 1 per Level
This is basically psychometry. When used, Know History will mentally reveal flashes, visions, feelings, or information in some for or other of the object's history (up to the GM). In base form, Know History can only reveal history back on year. Each Level there after doubles the possible historical regression (that is, Level 6 can allow history back 64 years to be revealed). Duration is not needed.

Know Name
Cost: 5 plus 3 per Level
Difficulty: 8 plus 2 per Level
Casting this spell will reveal *one* True Name of any given entity, per Level taken. Although this can be employed on humans (or any other creature), it has little value (unless you want to know for certain what their name is). Most often, Know Name is used as a demonological investigation tool. Knowing the true name of a demon often gives great power over it. Each Level reveals one Name (but the Names could still be Ciphered), demons usually have between 6 to 20 Names, depending on how powerful they are. Duration is not needed.

Know Properties
Cost: 5
Difficulty: 12
This allows for complex analysis and knowledge on an object which gives information about is physical, tangible properties (temperature, mass, size, volume, texture, chemical make up, etc). It can also be used in a broader fashion to determine properties on environmental conditions, such as Know Weather, Know Condition of Crops, or Know Physical Health of Target. Duration is not needed.

Transcribe
Cost: 4 plus 1 per Level
Difficulty: 4 plus 1 per Level
This allows for text to be burned into any normal writing medium (paper, wood, stone, etc). For objects which cannot *usually* be written on (water, flesh, air, fire, metals, etc.), Inscribe must be used. Level 1 allows for a sentence of phrase. Level 2 allows for a paragraph, and Level 3 an entire page. Each Level there after doubles the number of pages. For simplicity, level 10 allows for an entire book. Requires that some level of Duration be given.

Wizardry Effects

Wizardry spells adjust other spells or characteristics. The effect is done in multiples of 5; that is to say, you must roll at least 5 on your dice to have any effect. The Characteristic that is adjusted affects must be chosen when the power is purchased. Example: A wizard may (with a STR adjusting spell) attack a warrior with his "Drain Strength" spell. The spell is Level 5, so he rolls his 5D6 and comes up with a total of 17 (and subtract any MgD of the Target). 17/5 is 3 (drop all fractions!). The warrior loses 3 STR for the spell's Duration.

If the spell affects a Derived Characteristic (such as END or Mana Pool) rather than a Primary Characteristic, the amount affected equals its value in Characteristic Points. That is to say, if a wizard attacks a warrior with a level 5 "Drain Endurance", and rolling 5D6 comes up with a total of 17 (after subtract any MgD), he drains 3 CP worth of END (17/5 is 3, dropping all fractions). So 3 CP worth of END were drained, which equates to 30 END (since 1 CP can "buy" 10 END).

Characteristic Points gained or lost via an Adjustment or Transfer spell return to their previous value at the rate of 1 Characteristic Point a Round after the spell's Duration ends (Duration is bought separately). Longer Duration will extend the effect.

Absorption
Cost: 4 plus 2 per Level
Difficulty: 6 plus 2 per Level
The ability to absorb raw mana energy from spells cast at you and increase your own Mana Pool. This does not act as a defense (the spell still has full effect on you). Every Round this spell is active (per Duration), you must determine your Absorption threshold. Roll 1D6 per level to determine the Effect Number (if 13 was rolled you can absorb 13 Mana this Round). Mana absorbed in this way will fade at a rate of 1 Mait per Round. Range is irrelevant, but a duration of at least 1 Round must be purchased. Additionally, this will absorb nothing if the spell cast upon you benefits you (like a healing spell).

Adjust Primary Characteristic
Cost: 6 plus 2 per Level
Difficulty: 10 plus 1 per Level
This effect could fall under the Physiological Spell category, depending on what is adjusted. The ability to temporarily raise or adjust a Primary Characteristic (such as INT, REF, etc.) on yourself or someone else. The characteristic (and whether it is a positive

or negative adjustment) must be specified when this is purchased. Each level gives 1D6 of Effect. Effects will fade at a rate of 1 level per Round (after the Duration ends). Range is touch, unless additional Range is purchased.

Adjust Derived Characteristic
Cost: 6 plus 1 per Level
Difficulty: 6 plus 1 per Level
Similar to Adjust Characteristic, but only affects a *specific* Derived Characteristic (such as Speed, Sprint, Rec, Res, etc.). This allows a Derived Characteristic to be temporarily adjusted on yourself or someone else. The characteristic (and whether it is a positive or negative adjustment) must be specified when this is purchased. Each level gives 1D6 OP for that Characteristic. Use the standard Characteristic Chart to determain how much of the Derived Stat this can buy (1 OP buys 1 Hit, or 1 Stun, but it takes 10 OP to buy 1 point of SPD, etc.). So if you roll 12 with 3D6 (lvl 3) you can get +1 Speed. Effects will fade at a rate of 1 level per Round (after the Duration ends). Range is touch, unless additional Range is purchased.

Adjust Complication (Curse)
Cost: OP value of Complication
Difficulty: OP value x 1.5
This effect could fall under the Physiological Spell category, or any other appropriate category, depending on the effect. This allows for the temporary (or permanent!) addition, removal, or adjustment of most Complications. The desired Complication must be constructed as normal, with Frequency, Intensity, and Importance all specified. Frequency should usually be Constant to have any significant effect. The OP value of the Complication equals the Cost, but the Difficulty is the OP value x1.5 (50% more). This can be cheap for minor complications, making complication spells fairly common (often they take the form of Curses). The effect of the complication will fade at a rate of 1 level of Intensity per Round (after the Duration ends). Range is touch, unless additional Range is purchased. Some complications, such as "Missing Limb", will only paralyze the limb, but some are simply impossible to make into spells (like Enemies, or Secret Identity). Vows, Duties, and so forth, can be cast, and are essentially forms of delusions. Many of these are therefore Physiological or Mental spells. Adding Permanent Duration can have a terrible effect on the target!

Adjust Talent (Bless)
Cost: OP value of Talent x 3
Difficulty: 6 + OP value of Talent
This is just like Adjust Complication, but for Talents instead. It allows for the temporary (or permanent!) addition, removal, or adjustment of most Talents. Talents cost just 3 OP per level, with many having

just one level. Therefore, the Cost of Adjust Talent is OP value x3, but the Difficulty to cast is 12 + OP value of the Talent. The effect of the Talent will fade at a rate of 1 level per Round (after the Duration ends). Range is touch, unless additional Range is purchased. If Permanent Duration is used, the target must pay the necessary OP cost for the Talent.

Dispel
Cost: 4 plus 1 per Level
Difficulty: 6 plus 2 per Level
Dispel is used to interrupt and/or cancel out another spell which is being cast or currently in effect. Each level of Dispel gives 1D6 of Effect. For every 5 points of Effect rolled, reduce the target spell's Level (or DC of effect) by one level. If reduced to zero, it is completely dispelled. *The target spell Effect must be specified when Dispel is purchased.* The GM may require the caster to know some details about the target spell, or study it to some extent.

Enchantment
Cost: None (just the Cost of Spell to enchant)
Difficulty: 5 DV + DV of Spell + Duration DV
This allows for ready-to-use spells to be Enchanted into items, objects, or people (see the section on Magic Items). Requires that some level of Duration be given (such as Permanent).

Transfer
Cost: 5 plus 1 per Level
Difficulty: 8 plus 1 per Level
The ability to temporarily lower one of your target's Characteristics or Powers (including energy in Mana Pools), and transfer it to one of your Characteristics (or you may transfer one of your Characteristics to a target). The Characteristic or Power lowered does not have to be the same as the Characteristic increased, but both must be specified when the spell is made. Each level of Transfer gives 1D6 points of Effect. Transfer effects will fade at a rate of 1 level per Round. This effect could fall under the Physiological Spell category, depending on the effect. Range is touch, unless additional Range is purchased.

Special Modifiers
Special Modifiers are sub-effects which modify a particular spell effect (above) to either restrict, enhance, or otherwise customize the effect as may be desired or required. Very few spells are unmodified. Most require some level of Duration, Range, or Area Effect to have any useful functionality.

No spell can have its Cost reduced below 1 or its Difficulty below 10. All Cost and/or DV Multipliers should be applied last (after all additions or subtractions are accounted for).

Activation

Cost: -1 per Level
Difficulty: -2 per Level

This spell is somewhat unstable and there is a chance the spell will not work. When the spell is cast, an Activation roll must be made using 3D6 to defeat the spell's Activation DV. When purchased, the first level gives an Activation DV of 8. Each *additional* level gives an additional +1 Activation DV (up to a max of 17 at Level 5).

Affects (type) Only

Cost: -2 / -4 / -8
Difficulty: -1 / -2 / -4

"Affects" specifies a particular type of target which this spell can only effect. There are three levels of generalization. The first level of Affects is a general category, such as "Only Affects Females" or "Only Affects Plant Life" or "Only Affect Undead", and so forth. The second level is less general, such as "Only Affects Human Females", or "Only Affects Oak Tree", or "Only Affects Vampires", and so on. The last level is the most specific, and usually relates to a particular subject, such as "Only Affects the High Priestess of Korath" or "Only Affects the Great Oak of the Forest Yew" or "Only Affects the Vampire Kytho". Don't forget the ever popular "Only Affects Me" spells.

Area Effect

Cost: +2 per Level
Difficulty: +1 per Level

Area Effect allows spells to have an effect over a wider area (the default is the target subject). Each Level of *Circular Area Effect* Cost +2 with a Difficulty of +1, and gives +1 Radius of Effect. For instance, Level 3 has circular radius of 3 meters, with a total area of 28meters, π x Level^2 (where π = 3.14). The total area can actually be rearrange however you want (arc, donut, straight line, zig-zag), as long as it equals the circular area (π x Level^2). To compute the *Spherical Area Effect* per Level (if such a pattern is desired), get the total Area (π x Level^2), multiply it by 0.25 and take the cube root (or (Area x 0.25)$^{1/3}$). This gives the radius of the sphere. A dome area effect would use this equation for its base radius (Area x 0.5)$^{1/3}$. When the spell is cast, the Area Effect will spread out from its activation point (point of impact, if range was taken). Anything caught in the Area Effect will take the spell's effects. For your reference, area of the circle is (π x r^2), and the area of a sphere is ($4/3\pi$ x r^3), and a dome is a bit less than half a sphere (a "hemisphere" is true half-sphere).

Armor Piercing

Cost: +3
Difficulty: +4

Makes a spell (usually attack spells) penetrate armor protection, magical or physical. If a target is hit by an Armor Piercing attack, only half its armor value has any effect.

Associative Effect

Cost: +0
Difficulty: +2

This is quite a common modifier to many spells. It requires that, as a component to the spell, an item associated with the target must be used during Casting. This could be a piece of cloth, hair, or fingernail of the target, or dirt from a target location. It supercedes all Range (basically making Range infinite) to affect the target wherever it is. *Invulnerability to Associative Spell* is a common defense spell against this sort of spell.

Backlash

Cost: -2 per Level
Difficulty: -2 per Level

Backlash is a type of limited Side Effect which is very similar to Feedback in that it only effects the one who invoked it. However, like Side Effect, Backlash will *always* occur. In this, it acts just like Feedback, and the GM (and player) can determine the exact effects. This is often also a very common effect for on the fly spells. Each Level has 1D6 of Backlash Effect (or equivalent). If you take both Backlash and Feedback you get double trouble when the spell fails.

Bypass Defenses

Cost: +6
Difficulty: +10

This gives an attack the ability to by-pass most defenses of a target. This can be used to simulate gas, poison, or even attacks centered at the soul or other intangible element. It should be used with the GM's discretion only to simulate such effects. There must be some reasonable means of defense which the attack cannot by-pass, such as a "defense of Magical special effect", or "blockable by mirrors", etc.

Conditionals

Cost: -1
Difficulty: -2

A Conditional is a basic and very common limitation on a spell which clearly states a certain operational parameter. For instance, "Only works at night". Only simple Conditionals should be used. To make complex conditions, use more than one. For instance, "Only works at night, under a cloudless sky, in a clearing free of obstruction" is in fact *three* Conditionals. The GM must approve all Conditionals, and they must be relevant to game-play. "Must be used while on the ground" is irrelevant unless the characters are spending time in the air or at sea.

Continuous

Cost: +2
Difficulty: +4

Continuous Effect allows a spell to be actively maintained indefinitely, as long as the magic user keeps concentrating and supplying energy to the spell, and is not seriously interrupted (he can still take

free Actions). Once his concentration is broken the spell will vanish (or last until its Duration runs out). A spell which can be maintained Continuously has +2 Cost and +4 Difficulty. However, in addition to this, 10% of the Invocation Cost (minimum of 1 MP) must be supplied every *Phase* to keep the spell active after it is invoked.

Does Knockback
Cost: +2 plus 1 per Level
Difficulty: +2 plus 1 per Level
This Effect will deal knockback damage, in addition to any other effects. This is not restricted to effects which deal damage (even a healing spell could, technically, do knockback). Each Level grants 1D6 of Effect, which is considered Knockback damage. Use the standard Knockback table to determine the effect.

Effect, Greater
Cost: -1 per Level
Difficulty: +2 per Level
Greater Effect allows for powerful spells to be cast at higher efficiency, though at greater difficulty. Basically, this is a technique for achieving a "bigger bang for the cost". Each Level taken lowers the Cost by -1, but increases the spell's Difficulty by +2. Not a perfect trade-off, but that's the price you pay.

Effect, Lesser
Cost: +2 per Level
Difficulty: -3 per Level
Almost opposite from the above, but not quite as efficiently. This allows for spells to be cast inefficiently or haphazardly such that they are easier to cast but a great deal of mana energy is wasted in the process. Each Level taken increase the Cost by +2 but lowers the spell's Difficulty by -3.

Excludes (type)
Cost: +1 / +2 / +4
Difficulty: +1 / +2 / +3
Basically the opposite of Affects, a spell with Excludes will have its effects work as normal except on a specified subject (or category). There are three levels which mirror those above in Affects (only in reverse). The first level is a specific subject, that is to say, a unique subject (in most cases the spell-caster himself). The second level is a group or a particular category (usually "excludes my adventure party"). The last level is a general category, such as "excludes all life", or "excludes all humans".

Feedback
Cost: -1 per Level
Difficulty: -1 per Level
Spells with Feedback are those that deal back harm if they fail or go awry. A great many spells actually have this modifier, more than you might expect (and it common for spells made on the fly). With feedback, should a spell fail during its invocation (activation), or is otherwise interrupted, broken, or falters, it will have a negative effect on the user. Its level determines the magnitude of the feedback (often 1D6 Stunning per level, but it could be anything, like turns the caster green for 1D6 minutes). Each Level has 1D6 of Feedback Effect (or equivalent).

Fine Control
Cost: +2
Difficulty: +4
An Effect with Fine Control allows it to be used like a tool, and make fine manipulations or small adjustments to a target. This is very common with Telekinesis, and other such spells. With mental effects (such as Mind Wipe) it may allow for small details in a memory to be altered, for instance.

Focus Through...
Cost: -2
Difficulty: -3
This modifier makes it so that the spell must be Focused Through a particular specified item (not including the user himself). This may be a wand, staff, dagger, gem, or other such item which is not part of the user himself. Generally, a written spell may require that "A wand made from a willow branch, soaked in oil and dried for seven days" must be used to invoke the spell, and in this way the spell is Focused Through the item. Some mages make all their spells Focused Through their magic wand. The spell cannot be invoked unless the user is holding or touching the item.

Hardened
Cost: +4
Difficulty: +3
Hardened modifies a particular defense against Armor Piercing and Penetrating attacks so that AP has no effect. Hardened also provides protection from Teleportation and Apportation.

Hole In Middle
Cost: +2
Difficulty: +2
This modifier can be applied to any effect which has an Area Effect or Explosion. It makes it so that the effect is a donut-shape, with the center area (about one to two meters in diameter) is unaffected.

Homing/Follow
Cost: +2 per Level
Difficulty: +2 per Level
A Homing or Following spell can be made to seek out and track its target when cast. In effect, this type of spell has its own To-Hit skill. The caster needs only to succeed in casting the spell, and it will make the to-hit roll on its own, pursuing the target for the length

of its duration (if extra Duration was purchased). At Level 1 (+2 Cost, +2 Diff) the spell has a to-hit AV of 5 (plus die roll). Each level there after adds +2 to its to-hit skill, up to a max total of 15 (at Level 5).

Invisible Effect
Cost: +4
Difficulty: +4
Though some spells have no visible effect when they are used (such as mental spells), most do have some visible effect. This modifier makes that effect invisible (such as an invisible energy bolt). All such spells are visible to at least three senses (sight, smell, sound, heat, mental, etc.). It can be made invisible to one of these senses. Additional Invisible Effects can be purchased to cover up others. Such spells can still be seen by See Invisible or See/Detect Magic.

Less/More Time
Cost: special
Difficulty: special
The time it takes to cast a spell is largely a function of its complexity. If a mage must spend hours performing a ritual to cast a fireball, this is not a very effective combat spell (on the other hand, spells can always be stored and activated at a later time). The table below shows by how much the final computed Time to Cast of the spell may be modified. This effects the final computed Time to Cast. You cannot use Less/More Time with Permanent Enchantments (which ignores casting time), *see Magic Items.*

Time to Cast	Cost	DV
x1/10	+16	+16
x1/5	+10	+12
x1/3	+6	+8
x1/2	+4	+6
x2/3	+2	+4
x1	+0	+0
x1.5	-1	-2
x2	-2	-4
x3	-3	-6
x5	-4	-8
x10	-5	-10

No Knockback
Cost: -2
Difficulty: -2
Only for Effects which would normally do knockback. If this modifier is taken, that effect will no longer do any knockback.

Penetrating
Cost: +4 for Level 1, +8 for Level 2
Difficulty: +4 for Level 1, +8 for Level 2
Penetrating attacks automatically do some damage no matter the target's defenses. Damage varies depending on which level is take. The first level allows for a minimum of 1 point of damage per DC to be applied to the target, through defenses, per dice of damage. Level 2 allows for 2 points per DC.

Range
Cost: +1 per doubling of Range
Difficulty: +0.5 per doubling of Range
This is the primary modifier to add or increase range of a spell effect. Each level doubles the range of the effect. If the effect has no range, Level 1 will give a starting range of 2 meters, each additional level *doubling thereafter* (for instance, level 10 would have a Range of 1024 meters). Basically, *2 to the power of the Level is range.* This range indicates the max listed range of the effect.

Range (Displaced)
Cost: +1 per doubling of displaced range
Difficulty: +0.5 per doubling of displaced range
Similar to increased range, however, displaced range signifies that the point of the spell's activation originates a certain distance from the cast. This can be used in conjunction with Increased Range.

Range (In Time)
Cost: +2 per Level
Difficulty: +1 per Level
The "meat" of most Temporal spells (though not all) is Range In Time. It allows for a multitude of spells to be given a range through time, as well as distance (as per other Ranges). Each Level is a different "Distance" in Time.

Level	Distance	Level	Distance
1	1 Phase	7	6 Hours
2	1 Round	8	1 Day
3	1 Minute	9	1 Week
4	4 Minutes	10	1 Month
5	20 Minutes	11	1 Year
6	1 Hour	+1	per x2 Years

Range (at LOS)
Cost: +6
Difficulty: +4
Range at Line of Sight signifies that the spell can be activated against any target which the caster can directly see, naturally or aided. Mental spell effects are already Range at LOS.

Range (No Penalty)
Cost: +2
Difficulty: +3
Spells with No Range Penalty do not take range penalties for targets at a distance (only important for direct attack spell, such as bolts, fireballs, etc.)

Side Effect
Cost: -1 per Level
Difficulty: -2 per Level
Side Effect is a certain (negative) event which occurs when a spell is used. Generally, this is caused by some inherent flaw in the spell itself, and is very common with on-the-fly spells. A Side Effect will affect everything within the immediate area of the spell's activation point (or the subject, if the spell was meant to *benefit* them). The exact nature of the Side Effect is usually up to the GM, or must be approved by the GM. It must be negative, but is not as harmful as Feedback (though it effects more than just the caster), and it cannot be used in a beneficial way. Each Level of Side Effect should illustrate a greater degree of effect. Level 1 effects only a few meters around the caster, where as Level 10 might effect everything out to 1000 meters.

Triggered
Cost: +0
Difficulty: +1
Triggered allows a spell to be set up so that it activates when a certain condition is met. This can be anything, but most often it is an activation word or phrase used to initiate spells where are stored in a Mana Pool. For this reason, nearly all spells have a Trigger (an activating incantation). Only spells which are activated the instant they are cast lack this modifier. This cost nothing, but the Difficulty is +1 per unique Trigger (a spell can have more than one).

Time Delay
Cost: +1
Difficulty: +2
Similar to trigger, however, the trigger itself is a timed delay. When the spell is made, a delay can be added (such as "two hours" or "three days"). The spell will activate when the time expires (it may also have Triggers as well).

Multiplier Modifiers
Some modifiers *multiply* the Cost or DV by a percentile. All percentiles should be applied *last* (the exception being those Effects or Modifiers which *specifically* dictates that it must be added last). It is best to add together all the percentiles and then compute the final cost *all at once*. Any modifiers which list Cost as a multiple (i.e., x50) can simply be converted to percentile (+5000% for x50).

For example, if you take a Duration of 5 minutes (+200% Final Cost) and Stun Only (-50% Final Cost), then the spell would have an over all Final MP Cost increased by +150% (which is effectively x2.5, not x1.5, just so you know).

Autofire
Cost: +20%, +10% per shot
Difficulty: +1 per shot
Autofire allows a spell to be cast multiple times at once. This usually takes the form of a "triple fireball" or pulsating stream of energy, or many spheres of light, and so forth. The max autofire rate is 10 (that is, in one casting of the spell it "fires" out ten times). Autofire Cost +20% of the cost of the spell, plus an additional +10% *per shot* (that is, for 3 shots, the cost is +50% of the Base Cost of the spell). Difficulty is a flat +1 *per shot*. Use the standard Autofire rules for hitting at target or strafing multiple targets.

Does Damage
Cost: +100%
Difficulty: +2 plus +1 per Level of the spell
This is only for spells which normally deal Stun damage. Such a spell will inflict Lethal damage instead of Stun damage.

Duration
Cost: Varies
Difficulty: Varies
All spells must have some Duration for them to even exist. By Default, *all spells begin with a Duration of 1 Phase* (3 seconds) unless otherwise noted. To purchase additional levels of Duration, you must consult the standard Time Table chart and apply the added Cost and DV as noted. If a spell is already at a higher Duration than 1 Phase, simply apply the difference in cost between the desired Duration and the current one.

Duration may be meaningless with some spells such as those which deal damage or have instant tangible effects, such as Teleportation. All Illusionary Spells should have a Duration, which is the length of time the illusion lasts, and illusions *cannot* be permanent. Permanent Duration means the effect lasts (effectively) forever.

Spell Duration	Cost	DV
1 Phase (3 sec.)	-	-
1 Round (12 sec.)	+50%	+3
5 Rounds (1 min.)	+100%	+6
5 Minutes	+200%	+9
20 Minutes	+300%	+12
1 Hour	x6	+15
6 Hours	x10	+18
1 Day	x20	+21
1 Week	x30	+24
1 Month	x40	+27
1 Year	x50	+30
+1 more Year	x50 + x10	+30 / +1
Permanent Effect	x100	+33

Cleary, creating a Permanent Effect is very costly and difficult. It should be noted that it may be pointless to give some spells a long duration. Many spells will end when they have completed their effect. For example, a fireball spell ends when it hits its

target and inflicts damage. A healing spell ends when it heals damage.

Explosion Effect

Cost: +20%
Difficulty: +4

If Explosion is taken, the Effect acts as if it were an explosion. The explosion centers on the target of the spell and radiates outward in a sphere. The full effect takes place at the center of the explosion (usually the target, unless it was missed) and for every 2 meters away the effect is reduced by 1D6 or 1 Level (or equivalent units). Everything within the explosion takes such effect. Explosion may be added to Area Effect to extend or taper-off its boarders. Though explosion is most often taken with attack spells, it can be used with most anything. It adds +20% the Base Cost of the spell, and a flat +4 Difficulty.

Illusionary

Cost: Half the *Final Cost*
Difficulty: x0.8 Final Difficulty (-20% less)

Illusions are a special sort of magic in which the Effect of the spell is not real -- it simply appears to be so. How this is often a function of it's SFX, but generally they are a combination of light trickery, slight-of-hand, telepathic mesmerism, and of course a bit of magical influence. When the duration of the spell expires the spell and all effects caused by the spell instantly vanish. No illusionary spell may be permanent, and most should have a reasonably short duration (such as an hour). They can be maintained if Continuous option is taken.

     All damage from Illusionary attacks must be Stunning. *In no way can Lethal damage be dealt from an illusionary attack*, and there is no damage roll over from Stun (the target can only take Stun damage). All such Stun will vanish when the illusion expires. If striking a target with SDP, damage may appear but will vanish when the illusion expires, leaving no trace.

     Certain Effect Categories obviously cannot be illusionary, such as Mental, Movement, Knowledge, and Wizardry, with some exceptions (just use common sense). Valid Effect Categories for Illusionary spells are: **Attack, Defense, Sensory** *(for affecting senses)*, **Physiology,** and **Creation**. Illusionary Summoning is the only effect allowed from Movement, since the summoning of illusionary spirits is common place. There may be other special exceptions to allow Illusion in other Categories, under the GM's discretion (such as, there can be Illusionary Ciphers, an exception to Knowledge spells). An illusion is cast just as any other spell, only it cost *half* as much and the difficulty is 20% *less*.

     But because illusions are not real, it is possible for a person to "see through the illusion". When an illusion is cast anyone can make an unmodified Perception check. If his roll is greater than or equal to the spell caster's roll to create the illusion, he will see the illusion for what it is and not be fooled (the illusion has no effect on him). But even if he calls out that spell is only an illusion, others will still take full effect unless they too succeeded in their Perception checks. Special spells, such as Detect Illusions will reveal if there are illusions, but only See Illusions can actually reveal the illusion. Invulnerability (Illusions) will make someone immune to all illusionary effects.

Reusability

Cost: +50%
Difficulty: +10% final Difficulty

Reusability specifies how many times a particular spell can be used. All spells, by default, have a Reusability rating of one, meaning it can only be invoked once and then it is gone. However, each Reusability Rating purchased will allow that spell to be invoked again (at the same Cost and Difficulty to Invoke, of course) without having to be recreated. Reuses should only be purchased at the moment the spell is first Cast (created). You must pay 50% of the spells Base Cost for each reuse, and the Casting Difficulty is increased by +10% (+x0.1) for each. For instance, if you wanted to be able to reuse a spell six times, its Casting Cost would be x3 and its Casting Difficulty would be +60% more.

Stun Only

Cost: -50%
Difficulty: -1 per Level of the Spell, -½ if on Stun spell

The spell will not inflict (or protect from) damage in Lethal Hits, instead using only Stun (and has no effect on SDP). It turns spells that use Lethal Damage to Stun Damage, and Stun Damage spells with "Stun Only" cannot inflict Collateral Damage and do not make real wounds (if Ston Only is taken on a Stunning damage spell, the Difficulty is -½ per level, rather than -1 per level). The higher of SD or Armor protects, but SD will *always* protect, even from Penetrating effects. Stun Only will make Lethal Defense spells become Stun Defense spells.

Magic Items and Relics

M agic Items

Magic items are objects imbued with magical enchantments and powers. A magical item may be an enchanted sword forged by a mighty wizard or a Staff of Annihilation, created a thousand years ago by the gods themselves.

Magical Enchantments

To enchant a magical item means to literally "burn" a pattern of magio-machinery, elemental essence, or etheric circuitry directly into the physical material itself. By doing so, it becomes a "circuit" able to channel mana energy into pattern, control it, and focus it create a desired effect.

In order to enchant an item, the spell caster must know what spell he wishes to enchant (or be able to Conceive it), and be able to Enchant it at some reasonable level of Duration. The spell itself is *never* invoked during the enchanting ritual. Instead, the spell is fully prepared and all rituals and rites are performed, except for the invocation, as if the spell was being cast as normal. However, during the ritual the spell caster must cast the *Enchantment* spell with some level of *Duration*. The Duration will determine how long the enchantment will last, but it can be permanent. See the *Atomik Grimoire* for some sample, ready-to-use Enchantment spells.

Enchantments can be cast one of two ways - the end Effect can be burned into an item, or the spell itself can be burned into an item. These are very different and not to be confused. When an *end effect* is burned into an item (usually, Permanently), that spell (such as Armor) must be cast with a Permanent duration into the item which is your target. The Enchantment effect *is not needed at all*. However, when a spell is to be enchanted *into* an item (such as to make a fireball-throwing sword), the Enchant effect must be used with the spell as the Secondary effect (or as a "wrapper" spell, as is the case with *Magical Enchantment X*, in *Atomik Grimoire*). The base cost of the enchantment is equal to the base cost of the spell, and Difficulty is +5 (plus the Duration).

Making A Magic Item

The first type of magic items simply have minor "enhancements" -- an arrow with higher accuracy or greater range, a sword which inflicts more damage, and so forth. There are many specific enchantment spells to *enhance* various items, Strengthen, Lighten, Armor, Luster, and so forth. All of these enchantments are permanent alterations (unless a lower Duration as taken), and do not have an actual spell attached to them (the spell that was cast made a permanent change to the item, and made it "magical" but it does hold a spell within it).

If casting an enchantment such as Accuracy, Lighten, Armor, and so forth, you need only cast that particular spell on the item, as prescribed, giving it some Duration, typically Permanent (see *Atomik Grimoire* for some of these, such as Enchanted Armor). The *Enchant* spell effect is not used. This is not a true Magical Enchantment, only a magical effect. Still, such items are considered to be magical. Any modifiers built into the spell (such a Side Effect) will also be part of the enchanted item (ones such as Feedback only matter when the spell is first cast), but be careful. *Time to Cast may be Ignored as it becomes ridiculously high.* It is assumed the wizard will be spending plenty of time just getting the energy he needs. That is, unless the GM wants characters to spend months making magic items (which is not entirely unreasonable).

The GM should charge OP if a character tries to permanently cast such enchantments into himself (such become automatic magical abilities). See Permanent Magical Abilities.

Making An Enchanted Item

But there is another kind of enchantment which is used to permanently enchant *any* spell into an item (such as to create a sword with Fireball enchanted upon, so it becomes a magical sword that can throw fireballs!) When a spell is to be enchanted into an item the Enchant effect must be used with the spell as the Secondary effect (or as a "wrapper" spell, as is the case with *Magical Enchantment X*, in *Atomik Grimoire*). The base cost of the enchantment is equal to the base cost of the spell, and Difficulty is +5 (plus the Duration). The final Duration may be permanent, but it does not have to be. Week or month long enchantments work very nice for most things, and can still be extremely valuable on a short quest or adventure. ("This Magical Ring of Invisibility you may use, young seeker, but be warned! It shall last but week, until the moon begins its cycle anew.").

Depending on the Duration of the enchantment, cost can range from 50 to 2500 MP, or more. Only one spell can be enchanted at a time onto an item, as only one Secondary Effect is allowed (the Secondary Effect being the Spell which is to be enchanted). You may build this Secondary Effect as a completely separate spell (or pick one out for *Atomik Grimoire*), with its own modifiers, conditions,

side effects, and Secondary Effects. The spell is then simply associated with Enchant by attaching it to Enchant's Secondary Effect. See *Magical Enchantment X*, in **Atomik Grimoire** for a ready to use enchantment spell.

Enchantment will usually take more energy than you might have at any given time, and can be cast in stages. That is to say, if the enchantment requires 500 MP, you may work on the item spending however much MP you can (say, 30 MP), *for a time equal to that MP divided by 10 in hours* (in this case, 3 hours). You come back after having rested, and work on it again spending 30 more MP (and another 3 hours, in this case). After a few days of such work, the enchantment should be finished. If the spell requires too much time (perhaps 30 hours, as may be the case for very powerful enchantments), the mage can divide this into short shifts, working, for example, 6 hours a day (or 5 or 8, or however you wish to divide it). Multiple magicians working on one enchantment can also speed things up, but each must make a successful skill role or they muddle the whole process. *Time to Cast may be Ignored as it becomes ridiculously high.*

Enchanted magic items are *not* self-powered. The user must supply the necessary MP energy required by the spell (the listed MP of the spell itself), so many enchanted items can only be used by mages. However, there are ways to add self-powering capabilities, such as enchanting spirits (or Talisman) into the item.

The GM should charge OP if a character tries to permanently cast such enchantments into himself (such become automatic magical abilities). See Permanent Magical Abilities.

Using A Magic Item

Using a magic item is fairly straight foreword. If the item is always active, such as a sword with extra damage, then the user needs do nothing. The item is "always in effect", and thus, its enchantment is a permanent feature (such magic items will be visible to Detect and See Magic spells, just like other magic items).

True magically enchanted items, such as the classical fireball-throwing sword, requires the user to speak a word or two of invocation (the spell's Trigger) and supply the required MP. This is simply a way to command the magical powers to activate and bend to patterns forged by the enchantment. A Task Resolution may also be called for, but not always. For instance, using the Fire-Sword to throw a fireball requires the user to make a Task Roll to hit. The logical skill of choice is his Melee Weapons skill, which he normally uses to wield the sword, even though it is technically a ranged attack. Other magic items may require Task Rolls as well. If in doubt, the GM has the final say. In most cases, the skill and

Characteristic to use should be obvious. If not, ask yourself if a Task Roll even needs to be made. In most cases, the item simple works, though other people may have to make Task Rolls to avoid the effects (see *Defending Against Magic*).

Invoking the power of a magic item only takes one Action. The effects are immediate, but may last for a certain length of time (the Duration of the actual spell). The Effect will be just as prescribed by the spell's function.

Many 'for-sale' magic items have instructions on how to use them. The words of invocation are usually written somewhere on the item itself. However, some magic items have no such instructions. This insures that if the item ever fell into the wrong hands the thief could not use it. It may be possible for a group of adventurers to find the words to use the item, or hack it out by trail and error. Other magical items may have Triggers which are not verbal. It could be activated just by touching it, throwing it, opening it, reading it, or anything else the wizard set as the Trigger (possibilities are endless).

For instance, a box with an Explosive Fireball spell enchanted on it may activate when the box is opened, *unless* a certain word is spoken, thus making it a deadly trap! A mage creating a magic item can be very creative in formulating Triggers.

Temporary vs. Permanent

Obviously, enchanting items a very difficult and expensive process. The answer may be not to enchant the item permanently, but temporarily.

To do this, the Duration can be simply made to be a day, week, month, or year. Needless to say, most enchantment spells are modified. See Enchantment spells in **Atomik Grimoire** for some ready to use Enchantments.

Powering A Magic Item

Magically enchanted items require mana energy to be supplied from *somewhere*. Though it takes an enormous amount of energy to enchant a magic item, this does not mean it is permanently self-powered. When a magic item is used, the user must spend MP energy to power the spell. For instance, to use a staff that casts lightning bolts, the user must spend the MP required by the lightning bolt spell every time he uses it. A non-mage (someone lacking mana energy of his own), could therefore not use the staff at all. By itself, this is a good way of keep powerful magic items out of the hands of commoners. On the other hand, it forces the user to spend his own MP, and any of his non-mage friends would be unable to use the item.

Fear not, there are many alternative ways to power a magic item (or any spell for that matter). The most common way is to use manastones, but manastones are rare and must be recharged by a

magic user. Other ways may rely on the powers of a familiar or a talisman (which the items itself may be a talisman). For making familiars and talismans, see the following section on Familiars and Talisman.

A magical item can also be created so that the spell does not use mana energy at all, but siphons energy from either End, Hum, Stun, or Hits from the user himself. This must be declared when the item is enchanted and any combination of these alternate forms may be use, so long as the total equivalent mana equals that of the MP required by the spell. For instance, a lightning wand which requires 8 MP, may instead take 20 End, 15 Stun, and 2 Hits from the wielder, each time it is used (ouch!). This must be specified when it is created, however, and it cannot be changed later.

```
10 End  = 1 MP
 5 Stun = 1 MP
 3 Hum  = 1 MP
 1 Hit   = 1 MP
Age 1 Year = 20 MP
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Cost of Magic Items

It may be difficult to ascribe a cost to a magic item, such matters are more dependent on the game world than actual mechanics (based on how common magic and magic items are). However, as with the case with Manastones, a Cost Factor can be applied to weigh the relative cost of all magic items to each other. The GM can then determine the value of a "Cost Factor" in his world's currency. For instance, if he declares that a 1 Cost Factor is equal to 1 Gold Piece, then an item which costs "20" cost 20 gold. However, if the GM declares that a 1 Cost Factor is really 10 gold, then a cost "20" item would actually costs 200 gold!

In determining the Cost Factor of magic items, the MP value of the spells (minus the astronomical cost of Permanence) was used. So a magic items which throws Explosive Fireball would have a Cost Factor of 12. If Manastones were built in, their Cost was also included.

Sample Items

Sample Items
Here are just a few sample magic items, using magical *enhancements* (such as Accuracy). These are not magically *enchanted* items, only items that have been enhanced with magical properties.

Accurate Arrows
Cost Factor: 18 (per 10, cost of arrow is negligible)
Often called "Fairy Arrows" since legend has it that invisible fairies guide the arrows on their way. Such arrows are imbued with powers of greater accuracy, gaining a +3 WA (Accuracy level 3).

Enchanted Armor
Cost Factor: 14 (plus cost of armor)
Enchanted armor can often be found in the hands of magical creatures (such as elves), be they breastplates, leather chaps, a shield or helmet. Master smiths may also be able to create such armor, and of course mages can enchant such armor using wizardry enchantments. Enchanted armor (or shields) gain +6KD and are 20% lighter (as per Enchanted Armor level 3 and Lighten level 2).

Greater Magical Sword
Cost Factor: 34 (plus cost of sword)
Similar in most respects to a classical magic sword, these are more powerful and far less common. Whereas a magical sword can sometimes be bought from a master smith (for a high cost) Greater Magical Swords are usually passed down through family lines, found in dragon's lairs, or in the possession of a king or emperor. Greater magical swords gain a +2DC and +1 WA modifier, and are 20% lighter in weight (Damage Increase level 2, Accuracy level 1, and Lighten level 2).

Higher Mystical Armor
Cost Factor: 30 (plus cost of armor)
Greater than classical enchanted armor is "Higher Mystical Armor", often found worn by legendary battle-mages, immortals, and celestial beings. "Higher Mystical Armor" (or shields) gain +20KD and are 40% lighter (as per Enchanted Armor level 10 and Lighten level 5). It is also Hardened against Armor Piercing attacks.

Magic Arrows
Cost Factor: 15 (per 10, cost of arrow is negligible)
Often called "Elven Arrows", Magic Arrows are those imbued with greater damage and better armor penetration. A group of 10 Magic Arrows gains +1DC damage and is Armor Piercing (Damage Increase level 1 and Penetration).

Magical Sword
Cost Factor: 19 (plus cost of sword)
In hand of every hero and king is a magical sword. Such swords are ancient, having gained their powers in the course of countless battles and bloodbaths (like the Sword of Charlemagne). Some were forged by master-smiths, so great that by their skill and steel the sword was imbued with magical forces (such as with the legendary swords of Master Masamune). Swords such as these gain a +1DC damage and +1 WA modifiers (Damage Increase level 1 and Accuracy level 1).

Splendorous Sword

Cost Factor: 52 (plus cost of sword)

Legendary for all history are swords of even great power and renown, held by timeless heroes and noble kings. Such swords can turn the tide of battle, and bring down even the mightiest of foes. Splendorous Swords hold a luster and grandeur about them, so great they may give the holder a +1 Presence in certain appropriate situations (Luster enchantment). Splendorous swords gain a +3DC, +2 WA modifier, and are Armor Piercing (Damage Increase level 3, Accuracy level 2, and Penetration).

Enchanted Items

Enchanted Magical Items are those which are permanently imbued with a particular spell (or spells) that may be invoked instantly with the utterance of its Triggering word. All of these items were enchanted using *Magical Enchantment X* in *Atomik Grimoire*. The Cost Factor is a reflection of the spell's MP cost, and the cost manastones or other spell included. The cost of the Manastone is left separate, since GMs are free to use different cost multiples for Magic Items and Manastones (for example, you may charge 10 Gold per Cost point of Magic items, but just 2 Gold per Cost point of Manastones).

Amulet of War

Cost Factor: 40

The Amulet of War is a necklace amulet of startling power. When the triggering words are spoken, it casts a spell very similar to Blessing of War in *Atomik Grimoire* (but lacking the conditions of "Only Affects True Believer" and "Only Affects Honorable", and the Focus), and the effect will only lasts for 20 minutes, rather than 6 hours. See *Blessing of War* for details on the effect. To invoke the spell, the user must supply 40 MP of energy. A manastone (or stones) can be added, and this would greatly increase the cost.

Cape of Flight

Cost Factor: 12

The Cape (sometimes Cloak) of Flight may be worn as any ordinary cape. However, when the proper invocation is uttered, the wearer will be instantly lofted into the air, and will be capable of flying at a MOVE of 15. The effect is like that of the Flight spell described in *Atomik Grimoire* but does not include the Levitation effect (and Activation restriction). Furthermore, flight can last for up to 6 hours, rather than just 5 minutes. The user must supply 12 MP to activate the power.

Chalice of Souls

Cost Factor: 20

The Chalice of Souls is a spirit talisman (see the following chapter), usually cast upon a chalice, cup, grail, or bowl. The Chalice of Souls has bound to it a lesser spirit familiar, which has an effective Mana Pool of 10 MP and an MR of 2. This spirit will maintain its own Mana Pool (recharging itself as it depletes), as with a familiars and talisman, and spells (of 10 MP or less) can be stored within this Pool, or the mage may draw upon the energy directly to use in his invocations. As this is a Chalice, the "spiritual energy" usually takes the form of a blue-gray liquidy mist within the cup, which the mage may "drink" to obtain the energy or powers.

Cloak of Invisibility

Cost Factor: 20

The Cloak of Invisibility looks like an ordinary dull gray cloak, and when worn it will continue to act just as an ordinary dull gray cloak. That is, until the special word of invocation is spoken. At that instant, the Cloak, the wearer, and anything he is carrying instantly turns invisible (as per *Invisibility spell*), however, the duration is 5 minute. The user must supply 20 MP required to activate the power.

Crystal of Power

Cost Factor: 45

The Crystal of Power is an elemental or spiritual talisman (see the following chapter) cast upon a stone, gem, or crystal (possibly even a manastone). This Crystal has bound to it a lesser spirit familiar which has an effective Mana Pool of 15 MP and an MR of 3. This spirit will maintain its own Mana Pool (recharging itself as it depletes), as with a familiars and talisman, and spell (of 15 MP or less) can be stored within this Pool, or the mage may draw upon the energy directly to use in his invocations. The Crystal is often used in place of Manastones, as it is more economical and will recharge itself without the wizard's intervention.

Fire Wand

Cost Factor: 6 (+80 Manastone Cost)

Similar in appearance to a typical magician's wand (though usually red in color) the Fire Wand is a weapon of potent capabilities. When the invocation word is issued, a 2DC fireball will be cast from the tip of the wand and be hurried toward whomever it is pointed at (see Fireball spell in *Atomik Grimoire*). However, the wand has attached to it 4 6-Mait manastones, supplying 24 MP of energy. This enables the Fire Wand to be used 4 times before running out of energy. After this, the manastones must be recharged before the wand can be used again (both have an MR of 5). It can of course be powered by an external source, as always.

Gauntlet of the Longhand
Cost Factor: 12
The Gauntlet of the Longhand is a gilded gold and silver gauntlet of fine craftsmanship, but has also enchanted upon it a spell of Telekinesis (level 3, as per Telekinesis spell in *Atomik Grimoire*). When the words of invocation are issued, and 12MP of energy is provided, the gauntlet will allow its wearer to manipulate objects up to a range of 8 meters, including striking attacks, with an effective STR of 3. But the effect will only last for 1 Round.

Magic Wand
Cost Factor: 30
The Wand is one of the staple items of all mages. This particular magic wand is bound with an elemental or spiritual familiar (see the following chapter) and may also have other enchantments as well (such as Fire Wand). This Magic Wand has an effective Mana Pool of 15 MP and an MR of 2. This spirit will maintain its own Mana Pool (recharging itself as it depletes), as with a familiars and talisman, and spell (of 15 MP or less) can be stored within this Pool, or the mage may draw upon the energy directly to use in his invocations.

Ring of Healing
Cost Factor: 8 (+30 Manastone Cost)
The Ring of Healing allows whoever is wearing it to invoke its power at any time to heal himself or another. He need only hold his hand over the wound and speak the words of invocation. It has a single 8-Mait manastone that supplies the ring with power, but it must be recharged to use again (MR of 7).

Ring of Invisibility
Cost Factor: 20 (+ 60 Manastone Cost)
One of the more legendary, though less common, of the magical rings, a Ring of Invisibility can make its wearer invisible to sight. The Ring of Invisibility looks like any ordinary golden ring, but when the activation word is spoken (it is usually inscribed on the inside of the ring), the ring will activate and the wearer and anything he his carrying, will instantly turn invisible (as per *Invisibility spell*) which lasts for 1 minute. There are four small gems on the ring, which are actually 5-Mait manastones. These manastones supply enough MP energy to activate the spell. However, the manastones must be recharged to use again (each has an MR of 4).

Ring of Protection
Cost Factor: 8
Another common ring is the famous Ring of Protection. The Ring of Protection can, for a time, protect the wearer from harm. The user must wear the ring, and say the activation word to activate its power. When he does, he will be protected by an additional 6 KD of invisible armor. It will only last for 1 minute. However, the user must supply 8 MP to activate the spell.

Ring of Quickness
Cost Factor: 12 (+24 Manastone Cost)
This ring, when worn, accelerates the wearer's reaction speed and ability to perform tasks. When the activation word is spoken, the ring may have a chance of boosting the wearer's Speed. As per *Quickness* spell (in *Atomik Grimoire*), this gives 3D6 of Effect; each dice which rolls 5 or better grants +1 to Speed. The effect will last for 5 minutes. There are also four small gems on the ring, which are actually 3-Mait manastones. These manastones supply enough MP energy to activate the spell. However, the manastones must be recharged to use again (each has an MR of 2).

Spectacles of All-Seeing
Cost Factor: 16 (+60 Manastone Cost)
The Spectacles of All-Seeing appear to be a modest set of reading glasses, though set with a gemstone to either side of the right and left rim (both 8-mait manastones). The spectacles allow for the wearer to gain a +3 Perception and the ability to See Invisible, for a duration of 1 Round, when the invocation word is uttered. However, as per the Invisibility spell (in *Atomik Grimoire*), the Spectacles will drain 1D6 END from the user. The Spectacles will drain the two manastones of energy when the power is activated, and they must be recharged before it can be used again (both have an MR of 7).

Sword of Fire
Cost Factor: 8 (+cost of sword)
The Sword of Fire is a special magic sword, enchanted with the spell *Magical Fire* (in *Atomik Grimoire*). The sword can be any "ordinary" sword, or possibly a magical sword such as those listed earlier in the text. But when the words of invocation are spoken, and 8 MP of energy is supplied, the sword will erupt into a blazing weapon of fire. It will burn for 1 Round, and can set anything it touches aflame, doing an extra 3DC damage.

Sword of Strife
Cost Factor: 14 (+cost of sword)
The Sword of Strife is another enchanted magic sword, which can be an ordinary sword or one such as those listed earlier in the text. The Sword of Strife is enchanted with the spell *Greater Magic Bolt* (in *Atomik Grimoire*), which when the invocation words are spoken, and the weapon is supplied with 14 MP of energy, a terrific blast of energy will erupt from the blade, which can do up to 5DCs of Lethal Damage to

the target. Any failure, however, will do 2DC Stun to the user, as per the spell.

Torc of Strength
Cost Factor: 10
The Torc of Strength (a torc is a Celtic armband) can grant to its were the strength of ten men! Well, at least one and a half more men. When the invocation word is spoken, the Torc will this gives 4D6 of Effect; each dice which rolls 5 or better grants +1 to STR. The effect will last for 5 minutes. The Torc has no manastones (unless ones are added), so the user must supply 10 MP to activate the spell.

Wizard's Staff
Cost Factor: 60
Very similar to the Magic Wand, but more powerful, the Wizard's Staff is a long cane of usually gnarled oak, but it could be anything. This staff is bound with an elemental or spiritual familiar (see the following chapter) and may also have other enchantments as well (such as Fire Wand). Some even have a large manastone mounted upon the top. This Wizard's Staff has an effective Mana Pool of 20 MP and an MR of 3. This spirit will maintain its own Mana Pool (recharging itself as it depletes), as with a familiars and talisman, and spell (of 20 MP or less) can be stored within this Pool, or the mage may draw upon the energy directly to use in his invocations.

Relics

Relics are ancient magical artifacts, or legendary magic items. Some of these will be known by all characters, after all, they are part of myth and legend. Relics are just magic items, abet powerful ones, and they are used just the same. Most are self-powered with manastones or spirit talisman. The activation words to use the relic may or may not be on the item itself. Relics are basically Enchanted Items (see above), but are of a "plot-device" power-level. Most are one-of-a kind and should never be taken lightly.

The skill *Relicology* gives you specialized knowledge in the ancient relics for your world. For instance, finding a magic item, you may make a Task Roll in Relicology to identify it. The GM should assign an appropriate Difficulty Value. If you succeed, you know what the relic is, and possibly some legend about it. Making a very good success may indicate you also know how to use the item, but this is only at the GM's discretion.

The GM should feel free to create his own relics for his gameworld, or adapt the ones below. The Sword of Prometheus will not exist in every fantasy setting, but there may be a legendary sword of similar properties (called the Sword of Baldwin, for instance). This should at least give a GM an idea of how to create and treat *special* magic items.

No "cost" (or Cost Factor) is ascribed to these items because they are well beyond valuation. They should never be found for sale, nor ever be sold, but if money should change hands to acquire such an item it will either be next to nothing (sold by accident, by someone ignorant of its work), or for a price so high it would clean out the king's treasury.

Boots of Hermes
Also called Boots of Speed. The Boots of Hermes are sleek, form fitting boots with delicate looking winglets on the heal. The boots are gold colored, fairly light, and very comfortable. Anyone who wears the boots can run at x10 his NCM movement rate and will not fatigue. However, the Boots only work in daylight. They will not be able to use their power at night, or when the sky is dark gray. Lightly overcast, your speed is only increased by x5. There is a word need to invoke the power of the Boots, but it is not written anywhere on the boots. A Relicology roll against 30 (and possibly some research) is required to learn the word to use the Boots. The Boots are totally self-powered, and are rumored to have belong to the god Hermes (or Mercury) himself.

Crystal of Great Motion
A small quartz-like crystal fixed to an unremarkable string necklace. The Crystal must be on your person (worn, pocketed, or in your hand) to be used. It is used by speaking the word of invocation (carved into the crystal as "GO!") and picturing, in your mind, where you wish to go. This must be a clear and accurate picture, and though you need not have been there before, you must at least know where it is respective to your current location. Instantly, you, everything on you, and anyone touching you, will be whisked away to that location, nearly instantly (flying about 100 miles every minute). If you do not picture a location, you will be randomly flown to a distant, though *physically* safe location (that is, you will not be teleported into space, or into a volcano, but you might be teleported into a dragon's layer). You must supply the 20 MP needed to power the Crystal.

Grail of Eternity
The Grail of Eternity is a beautiful chalice of gold, inlaid with rich jewels and ornaments. It is quite large, and can hold about a quart of water. Drinking once from the Grail of Eternity will suspend aging for a day. So, taking one drink from the Grail of Eternity every day for a year will suspend aging for that year. The Grail of Eternity has a bad habit of disappearing, as it seems many cults are actively searching for it.

Grail of Death
The Grail of Death looks exactly like the Grail of Healing (below), and was obviously designed as a trap. Instead of healing, however, the Grail of Death

instantly kills whoever drinks from it, and destroys his soul, eliminating any hope of resurrection or passing on to the afterlife. Various cults have swapped the Grail of Healing for the Grail of Death when stealing the former from its current owner. A nasty trick indeed. So you have been warned...

Grail of Healing
The Grail of Healing is a finely crafted ornamental cup of gold and silver, incrusted with rich jewels. It is taller and thinner than the Grail of Eternity, and only holds three hundred milliliters of water. Anyone who drinks fully of the cup is healed and revitalized. The Grail of Healing gives back all Endurance, and heals 10D6 Stun damage and 10 Lethal damage. However, like all grails, many cults are actively searching for this grail. Some cults have even swapped the Grail of Healing with the Grail of Death (above), as both cups look alike. This fact should never be forgotten.

Grail of the Resurrection
Easily overlooked, the Grail of the Resurrection is a small, scuffed-up wooden chalice, able to hold 150 milliliters of liquid. When water, or any other drink, is drunk from this grail, nothing out of the ordinary appears to happen. For this reason, many simply disregard this simple cup. However, if completely filled with fresh *human* blood (from a willing or unwilling subject), the Grail takes on its magical qualities. Anyone who drinks fully of the blood within the Grail is instantly healed of all injury, illness, and disease. Furthermore, if the blood is poured into the mouth of a dead body, the subject is resurrected, as per Regeneration spell (strangely, this particular resurrection process seems to take three days). It should be noted that anyone donating 150 milliliters of blood will probably die, so having multiple donors is always a good idea (unless you intend to actually sacrifice some one). Either way, donating lots of blood is very exhaustive. The *Grail of the Resurrection* is extremely hard to find because it is so obscure and unremarkable in appearance.

Hell's Mirror
Hell's Mirror is a tall, full-length mirror, whose border are made of human bone (painted black) with a demonic goat skull mounted on the top of the mirror. This terrible relic was created by demons (or possibly even a dark god) and is capable of opening a porthole to Hell itself. When used, this has the effect of summoning a random demon through the mirror. Using the mirror is frightfully easy -- You need only touch the surface of the glass with your hand and speak the dark incantation engraved across the top of the mirror (which is oddly readable in any language). Stand back and watch as the mirror turns into a shimmering red gateway. The demon which comes through the mirror will *not* be hostile (unless you make him mad). However, any deal struck with him will *never* be in your favor.

Hell's Wishing Stone
Often called simply "the Wishing Stone", because no one would be foolish enough to use a relic called "Hell's Wishing Stone". The Wishing Stone is another demonic item of great power and terrible consequences. Many users are completely unaware of the Wishing Stone's dark qualities until it is far too late. Anyone touching the Wishing Stone can make one wish, stating his wish aloud. What is actually happening, however, is that he is contacting a demon (a djinn, probably) of great power who wants nothing more than to collect more souls. He is more than happy to fulfill the wish, and will do so, but any contingency related to the wish *not* mentioned may *also* come to pass! For instance, wishing for eternal life may grant you eternal life as a cockroach. Wishing for your enemy to die may throw you into a parallel universe where your enemy is dead, but so is all other life on the Earth. The more contingencies you specify the better, but there is always something you will forget.

Magical Healing Machine
It is unknown where the Magical Healing Machine came from or who even made it. It is some sort of magical machine that can transfer life-energy from one person to another. The device is small, and can easily fit into a backpack. There are two cables with armbands at the end -- one labeled "Patient" the other, "Donor". Obviously, the wounded (or dead) subject is tied into one end and a donor is tied into the other. When activated, the machine will being transferring energy from the donor to the patient. It will transfer 1 Hit (Stun and/or Lethal) per Phase. That is, every Phase the patient will be healed 1 hit while the donor takes 1 hit of damage. The dead may also be resurrected with this machine. It takes ten minutes for the resurrection process to complete, but, although the patient is healed and resurrected, the donor dies a slow painful death.

Ring of (Im)Probability
Wearing this ring seems to bestow no apparent magical benefit or powers whatsoever. Thus, it is often discarded under the assumption it was not magical at all (Detect Magic will, of course, show that it is magical). A keen observer will notice, however, that when worn things just seem to happen *better* than normal, and in the favor of the wearer (often, this ring may be called a Lucky Ring). In game terms, the player of a character wearing this ring gains +2 in the Luck Talent, or if Luck is a Derived Characteristic, he may add +10 to the Luck Pool. If neither are used in the game, the GM should just

make the character more lucky in general. Remember, this ring does not appear to have any real effect, so players must treat the ring accordingly. Unknown to the wearer, however, he is much more susceptible to *any* improbability as well, and thus becomes an unwilling magnet to strange and bizarre things (an excellent plot device).

Shears of Destiny

Rumored to be the same shears used by the Fates themselves, the Shears of Destiny is a relic of startling magical power. The shears can be used as ordinary shears, but should be used very carefully. When clipped just above the head of any mortal, his destiny will be cut short and his fate sealed. At some point within the next 24 hours, that person will die, seemingly by a natural or accidentally cause. Thus, there will be no evidence of murder. But to work the Shears must be scissors just above the subject's head. Used any other way they will not have this effect (you must cut the spiritual life-line of their destiny). Once this has been done, there is no way to prevent the subject's doom, unless by the course of an adventure some way is found to restore his destiny (within 24 hours, of course). But usually nothing short of contacting a god will have any chance of helping.

Staff of Annihilation

The Staff of Annihilation is a long gnarled staff (aren't all mage's staffs gnarly), carved with ancient runes and inlayed with six 6-mait manastones. The staff is permanently enchanted with a level ten Disintegration spell. When the activation word is spoken, and the staff is pointed at a target, the spell will activate and completely drain all six manastones. The Disintegration (which has a range at LOS) has its area effect bound to a 4 meter radius, but anything within that radius takes 30DC damage, as per Disintegration effect. Once used, the Staff's manastones must recharged before it can be used again.

Staff of Armageddon

Another one of Hell's little toys of chaos and destruction is the Staff of Armageddon. Legends and lore advertise its power as being able to "Destroy all enemies" with nothing more said. This is true, but like all dark weapons, it is not the whole truth. When used, the Staff of Armageddon will throw out a great number of extremely powerful spells. First, it will bring down an Inferno firestorm (similar to the Inferno spell) covering a sixteen meter radius around your target (be sure you are out of this radius). Next, Tremor is cast, which if everyone nearby has not been scared off, they probably will at this point. Then, if that wasn't enough, other "minor effects" follow (such as the creation of massive

thunderstorms, hurricanes, and tornadoes). Soon after, a direct gateway to Hell itself is opened up, unleashing hell's legions and armies of darkness (1D6 x 1000 Phantoms are summoned, commanded by 1D6 x 50 demons). All dead within 5 kilometers instantly become zombies allied to hell's legions (not to you). As a matter of fact, none of these forces are allied to you... For you see, "all enemies" will be destroyed. It just so happens to be hell's enemies, which includes every living thing on earth...

Sword of Prometheus

The Sword of Prometheus is a finely crafted bastard sword of mirror-quality steel. It has several enchantments, not the least of which is Exploding Fireball. The Sword of Prometheus has Accuracy +2, Damage Increase +2DC, and Penetration. It also has Exploding Fireball and Magical Fire permanently enchanted upon it, with five 6-mait manastones built into the hilt to power these spells (giving it a total of 30 MP), you may add your own MP energy to power it further. Each casting of Exploding Fireball uses 10 MP (this version is slightly more efficient than the one in **Atomik Grimoire**). Each casting of Magical Fire uses 4 MP. Using Exploding Fireball allows you to swing the Sword at a distant foe and blast him with an exploding fireball (5DC damage, 5 meter radius). Using Magical Fire will cause the blade to be surrounding in a blazing magical fire for 5 minutes. When the burning blade strikes a foe, he takes an additional 1DC damage and may be set on fire.

Used as a normal sword (with the damage and accuracy enchantments included), the stats of the Sword of Prometheus are as follows: 6 DC Armor Piercing, WA +3, Min.STR 5, 2-handed.

The Heretic Sword

A powerful and deadly demonic sword of devastating power. Not only is it enchanted with all the usually sword enchantment spells (Accuracy +2, Damage Increase +2DC, and Penetration), but this broadsword also has *Fingers of Decay* and *Touch of Death* enchanted upon it. These spells are only activated when you strike a foe. In addition to damage taken for the sword blow, the target also takes 5DC damage from Touch of Death (bypassing all armor) and the wound instantly festers and rots, inflicting 1DC more damage from *Fingers of Decay*. However, the energy used to power the sword comes from the user's own soul! This spell burns away 30 points of the wielder's Humanity (or Essence, whatever the case is). His Humanity will slowly return over time, but after three or for strikes with this weapon, the user is reduced to an insane, inhuman, soldier of darkness. Using it too frequently may permanently destroy the user's soul. It should be noted that "soulless" creatures can only use this weapon as a normal magic sword.

Used as a normal sword (with the damage and accuracy enchantments included), the stats of the Heretic Sword are as follows: 6 DC Armor Piercing, WA +2, Min.STR 4, 1-handed.

Thor's Hammer

Thor's Hammer is a massive war hammer of enormously devastating potential. Thor's Hammer is enchanted with +2 Accuracy ad +5DC Damage Increase. Not only does it have enough power to knock down a castle wall in one blow (well, not quite), but it also has a Lightning Bolt spell, Tremor, and a Flight spell. To activate the Lightning Bolt, the wielder need only swing the Hammer in the direction of the target and scream "DESTROY!" Immediately, a lightning bolt is cast doing 10 DC damage. The lightning bolt, however, can only be used once every hour. To activate Tremor the wielder need only slam the Hammer on the ground and scream "SMASH!" Immediately, Tremor is cast, creating a Richter scale 6 earthquake (see *Tremor* in **Atomik Grimoire**). Tremor can only be used once every four hours. To activate flight, the wielder must thrust the hammer upward, hold tight, and scream "FLY!" at the top of his lungs. Immediately, he will take flight as per Flight spell (see **Atomik Grimoire**) at 15 Move. This will last ten minuets, and can only be used once a day.

Used as a normal war hammer (with the damage and accuracy enchantments included), the stats of Thor's Hammer are as follows: 10 DC, WA +2, Min.STR 8, 2-handed.

Manastones, Familiars, and Talisman

Oh My!

Manastones

Also called Mage Gems, Power Crystals, Power Stones, and any number of more fantastical names (mithium, kyystones, etc.), but manastone is the generic term we shall use. Basically, these are crystals (or stones) that can collect, store, and give out magical energy, acting just like any other Mana Pool.

Manastones can be found in nature -- they are simply a product of the magical order of the universe. Manastones *are* rare, and thus highly expensive. A quest for a legendary manastone of great power (or any kind of manastone, for that matter), can start off an entire campaign. Though manastones occur in nature it is unlikely a party will stumble across one by chance. They must look for one, following rumors, hints, and sometimes even a trail of mysterious murders (or whatever plot the GM wishes to conceive). After all, many mages would literally *kill* for a manastone. This makes for many great "instant adventures" for a beginning party.

A manastone's power is rated in Maits (just like other Mana Pools). Power ranges from 1 mait to hundreds of maits. The majority of manastones (90%) do not exceed 10 maits, with 4 to 5 maits as average. Manastones of more power than 10 cost *much* more, because they are very rare. Thus, it is often better to have several lower power manastones than one great big expensive one. However, big manastones tend to recharge faster and if a manastone is to hold a spell it must be able to fit within the Mana Pool (you *cannot* split spells between Mana Pools).

To use a manastone is quite simple. It works just like a magician's own Mana Pool. He can charge it up (based on its MR), use stored mana to cast spells, or store spells within it. For example, a 10-mait manastone can hold up to 10 MP. This can be in the form of pure mana, or spells totaling no more than 10 MP, or a combination there of. A 10-mait manastone *cannot* store a 12 MP spell (unless Distended). To use the mana (or spells) contained within a manastone, simply touching the stone gives instant access to the magical energy it contains. Thus, a 5-mait stone can give you 5 extra MP energy to use when casting spells. Once you have spent this the stone is empty and must be recharged.

Many mages wear their manastones as jewels. Rings, necklaces, circlets, and armbands are all quite popular, as well placing a stone at the end of a magical staff or wand. A manastone that is part of a magic item can power or help to power it. This works just as you might imagine it. Instead of requiring energy from the user, the item will first use up whatever energy the manastone can provide. After the manastone runs dry, the item is useless, unless the user can supply energy from himself or some other source, or until the manastone is recharged.

Below is a chart of mana stones, their level of mait, Mana Rating, and their Relative Cost Factor.

Maits	Mana Rating	Cost
1	1/2	1
2	1	3
3	2	6
4	3	10
5	4	15
6	5	20
8	7	30
10	9	50
12	10	100
14	12	150
16	15	200
18	20	250
20	25	400
24	30	800
26	40	1,200
30	50	1,800
35	60	2,600
40	70	5,000
45	75	8,000
50	100	10,000

The cost of a manastone must be set by the GM for his gameworld. For instance, if he declares that a 1-mait manastone costs 1 Gold Piece, then a 6-mait manastone would cost 20 gold. However, if the GM declares that a 1-mait manastone costs 10 gold, then a 6-mait manastone costs 200 gold! In some worlds, manastones might *be* the currency standard! I recommend the GM to set the cost of manastones to be fairly high, unless he wants everyone to have one or two.

To recharge a manastone, the stone must have mana energy actively focused into it. Though they do recharge themselves very slowly over time, this process usually takes years (newly found manastones are thus found fully charged with raw mana energy). However, a magic user (or familiar) can actively recharge the manastone just as he would recharge his own Mana Pool. Each type of Mana Stone has its own Mana Rating, which is how

many mana points can be recharged per Hour of Channeling activity (unless MR rating was set to a different time scale). However, a mage is also limited by his own MR. He cannot channel more mana energy into a manastone faster than he could handle it himself (unless he Suffuses). If a manastone has an MR of 20, but the mage only has an MR of 16, then he can only recharge the manastone at a rate of 16 MP per hour (or whatever the time scale for the MR is). It is possible to both Suffuse as well as Distended mana energy into a manastone, but doing so can break it if used excessively.

Familiars

There are many different types of familiars -- spiritual familiars, elemental familiars, animal familiars, and even demonic familiars. But all familiars share certain things in common. Nearly all are spirits of one form or another, and all reside within the bodies of animals. A familiar is in the service of a magic user, either voluntarily or forcibly, for one reason or another (except for demonic familiars who, in fact control, the magic user).

Familiars are highly intelligent begins with roughly human intellects (some surpass human intellect), and should have their character's built (at least personality wise) to reflect this. Most all can speak in human tongues and many can transfigure their bodies to other forms, grow in size, and so forth, all depending on what sort of familiar they are, and how powerful they are. Demonic familiars are the most powerful, but the sorcerer himself is usually under the control of this type of familiar and not the other way around (not suitable for PCs).

Familiars most often have magical characteristics similar to their master, but this does not have to be the case. A very few may actually have innate magical abilities as well. They can cast magic spells based on the Magic System they know (usually the same as their master), and can store spells to cast later. The master may tap from his familiar's Mana Pool (physical contact is not necessary, but they must be in Line of Sight of each other). He may also order the familiar to use its spells whenever he wishes, or give him certain restrictions. The master may also store his spells in the familiar's Mana Pool, and the familiar may then have access to invoke the spells if the master grants such permission to do so.

The magic user may only have *one* familiar at a time, even if it is possible for him to create more than one. Not only is this for game balance, but most familiars are insanely jealous of each other, a fact that often caused conflict when two magic users meet (familiars are often hostile or extremely anti-social to each other). The reason for this is unknown.

Creating Familiars

As mentioned, there are many types of familiars, but the differences reside primarily in their classification (they are all functionally the same, in game terms). Whether it is a Spiritual familiar from the netherworld, an elemental familiar of fire, or a lion-spirit animal familiar, the mechanics of creating and using the familiars is the same. The only difference is with demonic familiars. Demonic familiars should not be used by players.

How do you determine what sort of familiar you need? Basically, it depends on your magic system. With the default system of Magery, Spiritual familiars are assumed to be the choice, but any sort of familiar spirit can be had. In a different magic system, such as Elementalism, elemental familiars may be preferred. For some sort of druidic, shamanic, or other nature magic system, then animal spirit familiars would be better. The only difference is in their personality and behavior, which should be determined by the GM for his particular game world. Some worlds may have only one type of familiar available, or dozens of types.

A wizard wishing to have a familiar may create one by summoning the spirit he or she desires. It is then necessary to permanently Enchant that spirit into the body of a living animal (basically using a permanently Enchanted Summoning spell, as done for creating magic items). Only wild or domesticated animals should be used, if a sentient being is possessed the spirit will usually leave or be forced away by that being's own will.

However, many spirits have no desire to be familiars whatsoever. It is therefore necessary for the magician to explain his or her needs to the spirit and supplicate (beg) it to lend its services. This often involves the creation of a pact that states the mutual benefits provided by each to the other. Alternatively, if powerful enough, the wizard might be able to forcibly enslave the spirit.

For the familiar's body, any animal can be used, but usually it is representative of that type of spirit. You will not find a Sylph in the body of boar, but you may in a stag, falcon, or even a cat.

The GM should always create the stats of the familiar. Mental characteristics can be anything, but all physical characteristics are typical for the animal it is inhabiting (though possibly a point or two higher). It will have a Magical Characteristic of 1D6 (roll randomly), or whatever the GM selects, and the GM should give the familiar appropriate skills. It can only cast spells based on the Magic System it know. The wizard can grant it other types of spells and may draw from or replenish his familiar's Mana Pool (the familiar will replenish its Mana Pool on its own though Channeling, as normal).

Talismans

Also called Totems, Talisman are objects with a spirit bound to them (spirit-bound items). This is exactly the same as for familiars; however, the spirit is simply bound upon the object, rather than an animal. This is much less desirable for the spirit, as you might imagine, so only lesser elemental spirits and animal spirits should be made into Talismans. Because such lesser spirits are not sentient this posses no problem, but they will not be very powerful.

To bind a spirit to an item or object is quite simple (in theory). The wizard must summon the spirit in question and then permanently Enchanted it into the item (as a permanently Enchanted Summon). The item is now a spirit-bound Talisman. Items bound with animal spirits are usually called Totems, and such Totems are often carved with the image of the animal spirit that inhabits it. Other spirits-bound items have no formal name (other than Talisman), but many are amulets, rings, stones, and so forth. Talisman and totems are perfect for powering enchanted magical items. Some of the most powerful magic items, relics, and artifacts are spirit-bound talisman.

Talisman have only a little bit of magical power (1 to 2 MAGE), but often a much higher Mana Pool or MR (between 20 to 30 MP and 3 to 4 MR), adjusted by the GM as he sees fit. Spirit items cannot cast spells on their own, but can be used to power other spells, or simply supply the holder with extra energy. What makes a Talisman so special, however, is that it will constantly be recharging its own Mana Pool. Other spells can be cast into their Mana Pool, just as with manastones and familiars. In this way Talisman are probably superior to manastones, and may supersede them in many gameworlds (since they can be created by a mage, given enough time and energy, unlike manastones).

Talisman have a negligible intellect, but can sometimes press a small bit of will on anyone using them. This is often perceived in dreams or a nagging feeling, or slight inclination to do something. It is an Everyday Will Roll to overcome the effects, but it is ever-present. It may be good or bad (such as nightmares), but this is strictly up to the GM.

The biggest restriction of Talisman is that familiars often react negatively toward them. They can usually adjust and settle down, eventually, but still distrust or dislike such items. Talisman will react unpredictably in the presence of a familiar or another Talisman, which is why it is advisable to have only one such item. Such unpredictable behavior may be that they simply do not work, or may discharge all their mana at random times, or do other strange things. However, some Talisman may have no such problems at all. This is one way a GM can control *Talismania* (the overuse of Talisman by munchkins).

Alchemy

Alchemy, or alchymie as it is sometimes spelled, is basically the *science* of magic. Alchemists seek to unlock the secrets of the universe. By testing, experimentation, formulation, and trial-and-error, the secrets of the magical universe are slowly being brought to light.

In a realistic setting, alchemy is a precursor to chemistry. Many alchemical reactions are actually chemical reactions, with nothing magical about them whatsoever. However, it is the fantastical aspect of alchemy that concerns us.

In most fantasy settings, alchemy is magical. Alchemy itself has nothing to do with a person's own magical ability, so even those little or no MAGE can create and use elixirs. The process of alchemy draws out the magical essence inherent in all things by mixing and transmuting their base elements (water, fire, earth, air, and sometimes aether). In doing so, the elixir itself takes on magical properties without the need for the creator to cast as spell or enchantment.

What is Alchemy?

On the physical level alchemy is concerned with the purification, transmutation, fusion, and distillation of metals, minerals, elements, plants, and animals. By careful and dedicated laboratory processes it is possible to achieve ones goal.

On a spiritual level the alchemist seeks the purification and transfiguration of the mind, body, and soul. By studying how elements, metals, and chemicals react to one another it is possible to create a Philosopher's Stone -- a miraculous stone, crystal, or powered capably of acting as an ultimate catalyst for elemental purification. Such a stone could work wonders beyond comprehension, including transforming lead to gold, healing the sick, or granting immortality by purifying the body and soul into a higher, ideal form.

Though the alchemist also seeks the Philosopher's Stone, he knows such a goal is quite beyond his reach and works on more practical applications. The alchemage, on the other hand, uses alchemy to foreword is own magical powers, create dazzling potions and enchanted items, and delve deeper into the elusive mysteries of Creation.

There are three Grand Goals of alchemy in general. The first, and oldest, is to discover a process by which lead (or another base metal) maybe transformed into gold (a pure and immortal metal). The second builds on the first, stating that if a metal can be transmuted into a pure, immortal form of gold, so then might human life be prolonged or transmuted to immortality. The third goal is the creation of an artificial process to create human (or human-like) life.

Alchemical Terminology

First and foremost, because not everyone is an expert in alchemy and occultism some basic terminology may be in order.

Arcanum -- meaning a secret formulae, recipe, or mystical elixir.

Base Metal -- The pure forms of the elements which make up all other matter in different proportions.

Blood -- See *Body, Blood, and the Stone*.

Bloodstone -- a stone made from coagulated and calcinated blood.

Catholicon -- a type of elixir of life which met with some modest success.

Chemical Wedding -- Usually meant to infer the union of quicksilver and sulpher (water and fire) which results in either balance or chaos.

Coagulation -- clotting of insoluble materials

Dibicos -- a large, two spouted distillation flask (also called a Pelican).

Dung -- indeed, a very common alchemical substance. Unpleasant, but common in alchemy.

Elixir -- Basically, a potion, but can mean much more (such as the quintessence of all life).

Firestone -- A stone of sulpher, primarily, and a transmuter of lesser metals and minerals.

Golem -- a being artificially created by an elemental, rather than alchemical, process. Its intelligence resides in the elemental spirit, rather than a human soul.

Great Work -- the Great Work (*Magnum Opus*) is the creation of the Philosopher's Stone.

Kerotakis -- A large metal container used for holding and heating metals.

Paste -- a form of elixir in a pasty form.

Pentacle -- a five pointed star, a common symbol of power, protection, and healing.

Pentagram -- a pentacle turned upside down. Also grants power and protection, but in a different way.

Plating -- the proceeds of hardening a thin layer of gold over a block of lead. A common alchemical trick for "turning" lead to gold, which has as resulted in the execution of many such charlatans.

Poison -- Basically, a toxic potion.

Potion -- a form of elixir in a liquid state.

Powder -- a substance ground into fine particles.

Prima Materia -- Primal Matter. The basic matter of

creation from which all the elements and base metals were formed, and thus from them, all other materials, metals, and compounds.

Prince -- A pure chemical which is effectively untainted or is in a highly concentrated form. Prince of Water is pure water. Prince of Quicksilver is pure quicksilver.

Principle -- A law or rule of nature which cannot be broken (violated). Also, a Prince.

Quintessence -- a type of lesser Philosopher's Stone which arises from the distillation of base metals to find their essential forms.

Retort -- A glass vessel shaped like a bulb with a long neck used in the process of alchemical distillation and heating.

Tribicos -- a three spouted distillation flask like a dibicos.

Uroboros -- a symbolic dragon who is endlessly eating is own tail. His end is his beginning and symbolizes the circular nature of all things.

Vitriol -- a metal or chemical based on sulfates.

Xerion -- a common healing powered for wounds.

Basic Chemicals

These are some basic alchemical substances, listed with their 20th Century Earth counterparts (though such names as carbon dioxide are *not* known). Other chemicals, metals, and compounds may be called by their more common names

Alkahest -- a universal solvent, possibly based on antimony.

Antimony -- the universal solvent, indispensable to the alchemical process and used in most recipes.

Arsenic -- Arsenic disulphide.

Aqua Fortis -- Strong water. Nitric acid.

Aqua Regia -- King of Water, a mixture of hydrochloric and nitric acids which could dissolve anything, even gold!

Aqua Vitriol -- (Glassy water?). Sulfuric acid.

Blue Vitriol -- copper sulphate.

Chalybs -- an alchemical steel alloy.

Cinnabar -- a bright red mineral from which quicksilver is extracted. Also know as Dragon's Blood.

Copper-Nickel -- basically, nickel. Fake copper.

Deadly Antimony -- White arsenic, or arsenic trioxide.

Fixed Air -- carbon dioxide.

Fool's Gold -- iron pyrite.

Green Copperas -- another name for green vitriol (iron sulphate).

Green Vitriol -- or iron vitriol, which is hydrated iron sulfate.

Plumbago or Black Lead -- graphite (carbon).

Powder of Zinc -- zinc oxide.

Quicklime -- calcium oxide. Created by calcinating limestone. Often used in alchemical processes and reactions.

Quicksilver -- Mercury. One of the chief alchemical base metals, and most important.

Regulus of Antimony -- plain antimony, the heavy substance that sinks to the bottom of your crucible.

Sal Ammoniac -- ammonium chloride.

Salt of Vitriol -- boric acid made from green vitriol, another name for iron sulphate, not to be confused with blue vitriol, or copper sulphate.

Shiny Bismuth -- bismuth sulphide (it is shiny).

Spirit of Aether -- ethyl alcohol.

Spirit of Hartshorn -- aqueous ammonia distilled from harts (oxen) horns or hooves.

Spirit of Salt -- hydrochloric acid made from salt.

Black antimony -- An ore from which antimony sulfide is extracted.

Wax of Antimony -- antimony trichloride

Alchemical Fraud

Historically, alchemy was nothing but fraud. Nearly all who seek the transmutations of lesser metals into gold (often from lead or iron), and those who were simply peddlers of miracle elixirs and immortality potions, were charlatans and fakes. The latter have never been of considerable number or severity to warrant significant attention (unless their potions are poisons); simple, do not buy elixirs from strangers. However, the counterfeiting of gold by false alchemical transmutation was a high crime and was punishable by death in many nations.

Historically, there were no (or few) accounts of alchemist succeeding in transmuting lead (or whatever) into gold; only Paracelus was said to have done so, and he probably cheated as well. Here I give you a few of the most common techniques employed by alchemist to "turn" lead or silver into gold. Remember -- not all that glitters is gold.

First off, gold has five distinct properties by which metallurgist use to determine if the metal is indeed gold. By created an alloy which meets these properties and "faux-alchemist" can appear to miraculously create gold. Gold is malleable and ductile (can be pulled into wire), it is metallic and yellow-white in color, is of high weight and thus density, and can not be corroded. Others add that only *Aqua Regia* can dissolve true gold, and it is a common test for gold to see if it will dissolve in a*qua fortis* or a*qua vitriol* (which true gold will *not*).

One common way in which fake gold has been produced was by burning iron filings with some sulfur compounds (such as blue vitriol or pure sulfur) which will sometimes produce a small quantity of Fool's Gold. This "gold" can be dissolved in most acids, so it is easy to discovery.

Often a false alchemist may attempt to boost his reputation by appearing to make real gold by *using* real gold. This has sometimes been done by using a hollow stirring rod filled with powdered gold, which is covered at the end by a wax. As the mixture

(whatever it is) is being stirred the wax dissolves, letting the gold flow out into the mixture. In this way the alchemist can then process the mixture to extract the gold and claim he created it. If you are suspicious of this, always inspect the alchemist's tools and implements for such trickery.

Another interesting fraud is for the alchemist to purchase a coin or nugget of gold and dip it in lead (for example) to make it appear to be some other metal. When he thus processes the "lead" nugget in his mixture, the lead dissolves away leaving the gold nugget. This is one of the classic transmutations tricks, and it is quite easy for anyone to do (if you can afford the gold).

There is, however, a more complex twist on this trick. It involves the creation of an electrum alloy (a silver-gold alloy), which looks like silver and can be made to pass inspection as silver or some other alloy. When the electrum nugget is distilled in *aqua fortis* the silver reacts and dissolves into the mixture, but the gold does not. It may thus appear that gold was created from silver. To prove such fakery, simply offer the alchemist a silver coin you know is truly silver (or whatever metal is in question). If he refuses to demonstrate the transmutation with *your* metal this would be very suspicious indeed!

The Philosopher's Stone

The ultimate goal of alchemy has always been to find the *Lapis Philosophorum*, the Philosopher's Stone, even though most practical alchemist have put this quest aside. The Philosopher's Stone would essentially be the perfect catalyst for the transmutation of base metals and pure elements.

The principle of creating the Stone is quite simple -- extract all impurities from ordinary matter and recreate it into its pure, perfect form (the *Prima Materia*). Thus, every *thing* has its very own "Philosopher's Stone" (usually called a Quintessence), but gold, being the purest metal (immortal, uncorroding, and everlasting) and in perfect balance to all things, is the main objective. The Philosopher's Stone for creating gold could not only turn lead to gold, but cure the sick and grant immortality.

None have every created such a Stone, and most alchemist now view the concept as an allegory.

Body, Blood, and the Stone

"What is this Stone which is not a stone; this precious jewel which has no value, this thing of many shapes which has no form, this unknown which is yet known to all?"

All matter is made up of varying proportions of all the elements, each of its base metal (Salt of Air, Sulpher of Fire, an so on). Only gold has a harmonious balance of these elements, all others are out of balance for they are imperfect. Matter (the body) must be separated in its parts by pounding, breaking, grinding, boiling, and dissolving. By this process the base metals can be attained. By mixing, melting, distilling, and fusing of materials the proportions of base metals within matter can be changed. When balance is attained, the metal will be of gold. This philosophy can be extended to encompass the body and soul of man as well.

Blood is the universal conveyer of Life, the water of the primordial sea from which all living things were created. Blood is nearly gold in that it is in close to balance between the elements (the color red is close to the color of gold). When the elements of the blood become harmonious to the elemental base metals, immortality and eternal life may be achieved.

The *Lapis Philosophorum*, the Philosopher's Stone, is the key to the balance of elements within all metals, minerals, plants, and animals. It is the quest for perfection -- that is, the Stone is allegorical to the discovery of a process, catalyst, or formulae which would enable a substance to undergo such a transformation.

This is the basic philosophy behind alchemy. I doubt it has too much relevance today, but to an alchemist such would be his outlook on life.

The Alchemical Process

The alchemical process itself was held in nine stages, the first being Calcination, and the process of purification.

Calcination -- the process of purification. Heated in a furnace a substance may change in composure or turn into a fine powder.

Congelation -- the clotting of insoluble materials, particularly with quicksilver.

Solution -- dissolving a substance into a solution.

Distillation -- a process of purification where the solution is evaporated and then collected.

Sublimation -- to change the state of a substance or solution from one form (solid, liquid, gas) to another.

Separation -- a process of purification where two or more substances are separated from on another.

Fusion -- a process of mixing and melting where two substances are chemically reacted together.

Fermentation -- a reaction where by complex compounds are split into simpler substances.

Multiplication -- the replication of said processes.

Making Elixirs

An elixir is made based on an alchemical recipe or formula. There are many formula, and volumes upon volumes of alchemical text on how to create such elixirs.

To be an alchemist you must have the skill *Alchemy* (based on INT). There is no MAGE requirement. Each formula has a certain Difficulty

Value, Materials Cost, Time Requirement, and commercial Selling Cost. To make the elixir, the Alchemist must buy (or acquire) the necessary materials (what those materials are is up to the GM), spend the allotted time, and make an *Alchemy Task Roll* against the DV of the elixir.

Once an alchemist has found a formula in a tome (and you must have a text with the formula, unless you are *inventing* a new elixir, as per the *Spell Creation System*) he can then create the elixir. The time listed is the total tending time to make the elixir, in *Hours*. Thus, if the time required is 20, he must spend a total of 20 hours. Working 8 hours a day on the elixir, he would be finished in two and a half working days. Working ten hours a day he would be done in two days. At the end of this time, he makes his *Alchemy Task Roll*. If he fails, all the time and materials were wasted and he must start completely over again.

Some alchemist have several elixirs brewing at once, attempting to tend and monitor them all at the same time (this is also true for double or triple batches of the same elixir). If this is done, the DV of each elixir is increased by +1 for each extra elixir brewing. This +1 modifier can be countermanded if there is an extra alchemist helping (one alchemist extra per extra elixir).

Elixirs can come in several forms. The most popular form is a potion. However, elixirs can also be made into pills, powder, unguents, or pastes, all depending on the formula and the needs of the alchemist. When an alchemist finds a formula, it must be specified (in the text or by the GM) what form the elixir is in (potion, pill, powder, etc). If the alchemist wishes to make the elixir in some other form, this increases the DV by +2.

Alchemical Formula

To simplify matters greatly, no formulas will be listed (aside from a few examples). Instead, simply use the spells in **Atomik Grimoire** and modify them for alchemy instead of for spell casting. You may also create new spells to use for alchemy using the *Spell Creation System*.

Alchemy Spell Category Guidelines

Alchemy can replicate most spells, however, there are some cases where this does not make since. You may have a potion that has the same effect as Lesser Healing, but there are no potions to cast fireballs! As a rule of thumb, elixirs only work on the person *using* the elixirs. Thus, elixirs that affect others people cannot exist. There are no attack elixirs (but certainly there are protection and defense elixirs), no Summoning elixirs, and so forth. The GM should be the judge of what can logically be made into an elixir.

Creation (and Entropy) Spells
These types of elixirs are the hallmark of alchemy, especially those using the Transmute and Alteration effects. Again, there should be no range or area effect, elixirs only effect the target.

Elemental (Primal) Spells
Certainly, alchemy deals with the elements (fire, water, etc.), but not in the same way as magic. In general, just remember the general guideline that alchemy can only affect *the self*, and "fireball" potions should be a big no-no (that's not what alchemy is about).

Knowledge (Wisdom) Spells
Alchemy itself rarely grants wisdom or knowledge. Danger Sense might be valid, but the others are probably not.

Mental (Psychic) Spells
Mental alchemy is somewhat limited. It may be used particular potions which give Mental Defense (as protection), or deliver hostile effects such as Mind Wipe, Mind Control, and Influence (for truth serums and mind control potions).

Movement (Portation) Spells
The only valid use for Movement elixirs are those which "energize" the drinker to run fast, swim fast, and so forth. A magical "spider-blood" potion may allow for Walk-Walker, and there could be teleport potions in some special cases (such has been shown in fiction and fantasy).

Natural (Shamanic) Spells
Potions and elixirs which effect nature are uncommon. There may be a special need for Nature elixirs, and if so, just remember the general guideline that alchemy can only affect the *self*.

Necromancy (Spiritual) Spell
Any potions which deal with death (or the Death SFX) can be considered a Necromantic elixir. There are not too many uses for this, however, aside from creating zombies or inflicting necromantic damage.

Physiology (Healing) Spells
Most physiology spells can also be made into elixirs. The most common ones are, of course, healing potions. Polymorphism potions are also very common in fantasy literature.

Sensory (Wyrdsight) Spells
Most Sensory spells can be made into elixirs. Invisibility and See Invisible are classic examples very common in fantasy literature. Other spells which allow one to see or detect things can also be made into elixirs.

Summoning (Conjuring) Spells
There are practically no cases where alchemy was used to raise spirits, demons, or other entities. Therefore, you cannot have Summoning Elixirs, unless it is strictly to inflict possession upon yourself or a target.

Temporal (Chronomancy) Spells
Probably not. There may be rare cases where a

potion of time travel exists, but for the most part, Temporal Alchemy is very limited.

Wizardry (Enchantment) Spells

A Dispel Elixir would make a sort of counter-elixir against another type of elixir effect, or an antidote against a harmful potion or poison. Such a tonic could be mixed with an elixir to nullify its effect, or break the effect of an elixir which has been drunk. Enchantment spells should never be made into alchemical elixirs unless the GM declares otherwise. Spells which Adjust Complications and Talents would also be possible, and such could be common.

As For Illusions...

Yes, alchemy can use illusionary effects. The truth is, historical alchemy was *only* an illusion. Therefore, illusionary elixirs can be used, within the guidelines presented above.

Creating Elixirs

There are Five basic characteristics for alchemical elixirs: Its Name, its DV to make, Time Required to make it, the Material Cost, and what you can Sell it for.

Name of the Elixir

What the elixir is called is usually listed in the text (or set by the GM). Many have simple, generic names, such as Potion of Healing, Elixir of Youth, or Paste of Regeneration. Others may be named for their creator -- Alartus's Powder of Flight.

Difficulty Value

Two things effect the Difficulty Value -- the Difficulty to Cast the spell and how much MP energy it required. The spell's Difficulty and required MP are both listed in the description.

To calculate the total DV of the alchemical formula, add the DV to Cast + the MP/10. For instance, a potion which replicates the effects some spell with a DV of 24 and using 10 MP would have a total DV of 25.

Time Requirement

The time required to make a potion is as listed for the Spell itself. However, the time scale should be different for Alchemy. I would recommend Time to be in Hours or 20 minute units.

Campaign Style	MR Time Scale
Negligible Magic World	in Days
Low Magic World	in 6 hour units
Average Magic World	in hours
Above Average Magic World	in 20 minute units
Super Magic World	in 5 minute units
Unlimited Magic World	in Minutes

Using a Time Scale based in Hours for alchemy is much more realistic, for the process of creating elixirs can take days, even weeks. In a world where magic is much more powerful, 20 minute time units could be better, but it is not as easy to work with. For example, if a spell takes 15 time units to complete, and Alchemy uses 20 minute time units, then you must compute the time out into hours (15 x 20 minutes is 5 hours). I would not recommend using 5 minute units or anything lower, such would make alchemy far too powerful and unrealistic.

You may also gain a skill bonus for taking extra time to make the elixir. See the beginning of this document under "Taking Extra Time". This may take a very long time, but it does help insure eventual success.

Material Cost

The cost of materials will vary widely. As a rule of thumb, it should be related to the DV. As each gameworld will have its own currency (dollars, dinar, crowns, gold, etc.), this must be set by the GM.

DV of the Elixir	Materials Rarity
0 to 10	Very common reagents
11 to 15	Common, easy to find reagents
16 to 20	Fairly common, but not trivial
21 to 25	Obtainable, but pricey reagents
26 to 30	Rare and expensive reagents
31 to 40	Very rare and costly reagents
41 and above	Extremely rare reagents

Selling Cost

This cost is actually set by the creator. Having made a healing potion, the alchemist can sell it at any price he chooses. However, unless the alchemist has a monopoly on the potion, his price should match that of other alchemist. Typical mark up is 30%, but can be as low as 10%, or even 5%. Some worlds have an Alchemists' Guild which sets the price of all potions, which is beneficial to all alchemist (they basically have a corporate monopoly) but very bad for the people. In a world with multiple Alchemists' Guilds or alchemy mercantile competing for customers, things can get ugly fast. Especially when megamercantile start pulling the king's strings.

Sample Elixirs

To demonstrate the format for creating an elixir formula, there are a few sample elixirs are listed below. Feel free to develop your own list, either using spells provided in *Atomik Grimoire*, or those you make up on your own.

Apothecary Tonic

Difficulty: 14
Time: 0.4
Materials: set by GM, based off DV
Form: Potion, which the subject drinks.
Effect: This is one of the most basic alchemical potions, probably nothing more than a strong mix of healing herbs. When drunk it has the same effect as *Bind Wounds* (see *Atomik Grimoire*).

Create Golem

Difficulty: 30
Time: 1440
Materials: set by GM, based off DV
Form: A process
Effect: This is a common alchemical process which allows for the creation of an elemental spirit, usually an earth or stone Golem (see *Elemental Summonings* in *Atomik Grimoire*). It acts just like Summon Elemental Spirit, however, the Duration is 1 Day rather than 1 Round, which is why this process is so difficult and long to perform.

Elixir of Revelation

Difficulty: 20
Time: 8.1
Materials: set by GM, based off DV
Form: Potion, which the subject drinks.
Effect: When drunk, this potion has the same as per *See Invisible* spell.

Elixir of Youth

Difficulty: 25
Time: 240.1
Materials: set by GM, based off DV
Form: Potion, which the subject drinks.
Effect: The long sought after Elixir of Youth can take years off anyone who drinks of it. This potion acts just like *Rejuvenation* (see *Atomik Grimoire*). The GM should make this formula very rare.

Healing Potion

Difficulty: 19
Time: 6.4
Materials: set by GM, based off DV
Form: Potion, which the subject drinks.
Effect: When drunk, this potion has the same as per Lesser Healing spell.

Potion of Paracelsus

Difficulty: 20
Time: 14.4
Materials: set by GM, based off DV
Form: Potion, which the subject drinks.
Effect: When drunk, this potion has the same as per Greater Healing spell.

Transmutation X

Difficulty: 16
Time: 14.4
Materials: set by GM, based off DV
Form: A process
Effect: This alchemical process replicates the effects of *X to Y* (in *Atomik Grimoire*) and is perhaps the most common of all alchemical tasks. Please note the Activation Roll which is needed for *X to Y*. Every Transmutation is a different formula, so there are countless thousands to be found in magical grimoires (and the GM should make Lead to Gold very hard to find). The Duration (1 minute) is restrictive, so there can be different versions of Transmutation X, using other Duration times (see the spell *X to Y*).

Unguent of Levitation

Difficulty: 20
Time: 14.4
Materials: set by GM, based off DV
Form: Unguent, which is lathered on to your body.
Effect: When lathered over your body, you gain the effects of *Levitation* spell (see *Atomik Grimoire*). You will be able to levitate for up to 5 minutes.

Unguent of Flight

Difficulty: 22
Time: 44.1
Materials: set by GM, based off DV
Form: Unguent, which is lathered on to your body.
Effect: When lathered over your body, you gain the effects of *Flight* spell (see *Atomik Grimoire*). Your Flight Move is 15 and it will last for 5 minutes.