

Scholarly Magic

For *Five-Point Fudge*

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Well, I told Kent I'd have the next version up before 2001 was over, and I made it!

But man, am I sick of this project. Not all feedback has been incorporated, sorry. I did incorporate a fair bit – thanks for all feedback! – but I'm just tired of this project and I think it's time for me to let it go.

Feedback at this stage: still useful, but best to post it to the playtesters list so whoever continues this after me will have access to it.

Thanks again for all who have taken the time to read, test and respond – it's much better than it used to be thanks to all of you!

I have not yet updated the wizard character in basic Five-Point Fudge, but I will do that, I promise, once this is in a final form.

Love and kisses, pigs and donkeys,

-Steffan

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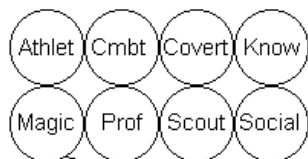
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OVERVIEW

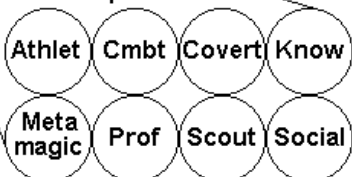
This magic system is written for use with *Five-Point Fudge*, but can be used with other character creation systems with a little work.

The *Scholarly Magic Skills Group* in *Five-Point Fudge* is subdivided into eight *Magic Spells Groups*. That is, if a player spends any points in the Scholarly Magic Skills Group, he then chooses which Magic Spells Group(s) to spend those points in.

Skill Groups:



Spell Groups:



Character Creation

GIFT: MAGICAL POWER

Using the basic *Five-Point Fudge* rules, a character can spend up to four points in the Magic Skills Group – no more because you must spend points in at least two Skill Groups. However, you must take at least one level of the Gift *Magical Power* if you spend points in the Magic Skills group:

Points in Magic Skills Group	Minimum <i>Magical Power</i> levels required
1 or 2	1
3 or 4	2

A character may have as many levels of *Magical Power* as he can afford. Although only one or two levels are required as a prerequisite to learning spells, taking more levels has certain benefits:

1. It grants you more Wizardry Points (WP) which are required to cast spells,
2. Having a surplus of WP allows a wizard to reduce time to cast spells,
3. Having a surplus of WP allows a wizard to improve temporarily his skill level at any spell.

For specifics, see *Improving Skill Level, Time to Cast, and WP*.

WIZARDRY POINTS

Each level of *Magic Power* grants a character 4 Wizardry points (WP). Wizardry points are the power in spells – the greater the spell effect desired, the more WP you’ll have to spend. You **must** have the required WP available or you cannot cast the spell.

If a spell effect does not list a WP cost, use the default cost of 1 WP per degree. Thus a 3rd-Degree spell would cost 3 WP to cast unless it specified otherwise.

WP regenerate daily during sleep – each hour of sleep regenerates ¼ of a wizard’s total WP

since the last sleep period (minimum of 1 WP). Thus a wizard with 1 level of *Magical Power* (4 WP) would regenerate one WP per hour, while a wizard with two levels of *Magical Power* (8WP), would regenerate two per hour.

WP depletion: a wizard may reduce himself to 0 WP without penalty. He simply cannot cast any more spells until he has regained some WP through sleep (or, if desperate, through burning a level of *Magical Power*).

“Burning” a level of *Magical Power* is a drastic way to increase WP, and only a desperate wizard will even consider it. A wizard may temporarily sacrifice one level of *Magical Power* in order to gain 4 WP. This occurs the instant the Time to Cast is completed. The spell goes off (roll the results), and the wizard immediately falls into a coma as if he had rolled a “Plus” result on the “D” line of the *Stress Table*. It takes a full month to recuperate a burnt level of *Magical Power*, and only then if the entire month is non-stressful for the wizard (GM’s decision). Only one level of *Magical Power* may be burned at a time.

SPENDING CHARACTER POINTS

Points spent in the Magic Skill Group grant a character knowledge of certain spell effects. The character learns spells at levels determined by the number of points spent in each spell group. These levels are determined exactly as skill levels are determined, using the *Points Spent in a Group* table found in *Five-Point Fudge*.

Example: spending three points in the *Combat Spells* group gives a character

- 1 Combat spell at Great
- 3 Combat spells at Good
- 4 Combat spells at Fair.

A player is free to spend the points in any of the eight spell groups. **You may not spend more than three points in any one Spell Group** – otherwise there are no restrictions. Like points spent in other skill groups, a player may spend 1 or 2 points in a spell group with a broad or narrow focus.

GENERAL SKILLS POINT

If a character has at least one level of *Magical Power*, he may include magic spells as part of his three skills of a General Skills point.

MAGIC SKILLS

Alchemy and **Thaumatology** are the two magic skills, and are considered part of both the *Knowledge Skill Group* and the *Knowledge Spell Group*. A wizard may learn them by spending at least one point in the *Knowledge Skill Group* or the *Knowledge Spell Group*. (A wizard may also learn these skills with a General Skills point.)

Literacy skill: unlike Hedge magic or shamanism, scholarly magic must involve literacy. Therefore, spending points in the Magic Skill group **automatically** gets you the Literacy skill at the following levels, for no additional cost:

- 1 pt. in Scholarly Magic: Mediocre Literacy
- 2 pts. in Scholarly Magic: Fair Literacy
- 3 pts. in Scholarly Magic: Good Literacy
- 4 pts. in Scholarly Magic: Great Literacy

Action Resolution

SKILL LEVEL AND RESOLUTION

To cast a spell effect, the wizard must have the spell listed on his character sheet at Mediocre or better. There are no defaults for spells – if you haven’t studied it, you can’t cast it.

The wizard chooses the desired spell effect, notes the listed Degree (which affects skill level, time to cast, and WP cost). He then checks to see if he has the appropriate amount of WP available – if there is no WP cost listed with a spell effect, the cost is 1 WP per degree. The character must then take the required amount of time, and the player (or GM – see below) rolls against his skill with the appropriate spell group.

Who rolls the spell result? The player should make most spell rolls. However, there are many times when the GM should make the spell roll in secret, only revealing a critical success or failure. This is largely for information-seeking

spells. Basically, whenever the player would have too much information knowing he got a Good result, for example, the GM should make the roll in secret.

A wizard may cast a spell at a higher degree than listed simply to get the increased range and duration, multiple subjects (next paragraph), and superior resistance to counterspell magic. This will increase WP cost and time to cast, however, and also mean a penalty to the roll. Example: the 1st-Degree spells that grant a Gift for 10 minutes can be cast as 3rd-Degree spells to grant the Gift for 6 hours.

Unless specified otherwise, a spell only affects one subject at a time. However, casting a spell effect at **one degree higher** than listed allows a wizard to affect up to **five subjects** at once. Casting a spell effect at **two degrees higher** than listed allows a wizard to affect up to **ten subjects** at once. Casting a spell effect at **three degrees higher** than listed allows a wizard to affect up to **twenty subjects** at once. However, casting a spell at a higher Degree to affect multiple subjects means using the lower Degree's range and duration. Example: a *Covert Spells* wizard can cast a 2nd-Degree spell to grant the *Night Vision* Gift to one subject two yards away for one hour. **Or** he can cast a 2nd-Degree spell to grant the same Gift to four subjects at once, but must touch them when he casts it, and it only lasts 10 minutes. (It's permissible to touch just one of a group of subjects, provided they're all connected by touch amongst themselves, much like in the Brothers Grimm fairy tale, *The Golden Goose*.)

Spells that grant a +1 to a given ability will generally, with the GM's approval, grant a +2 at one level higher and a +3 at two levels higher.

Likewise, spells cast at a higher degree may grant more powerful effects. For example, the 3rd-Degree *Transportation* spell allows a wizard to move a ship as fast as a ship can normally go. The GM may allow a 4th-Degree *Transportation* spell to move a ship safely even faster than that,

though there's no guarantee what will happen to the passengers' stomachs...

The results of the spell roll determine the effects of the spell as follows:

A Good result returns the effects described in the spell. The player should record the appropriate amount of WP spent.

A Great or better result may (or may not) grant some bonus to the listed effects. The GM may rule the spell to be more efficacious, of longer duration, or even of reduced WP cost. The more magic-rich the campaign, the better the benefit for an excellent skill roll.

A Fair result returns a somewhat reduced spell effect, the exact nature of which is up to the GM. Examples include shorter duration than expected, lesser bonus granted, fewer subjects affected, reduced range, etc. Or the GM may simply treat it as a Good result, especially in a magic-rich campaign world.

A Mediocre or Poor result means the spell fails. A generous GM can allow some effect if she wishes – a brief, pale shadow of what the spell is supposed to be. There should always be at least one WP *per Degree of attempted effect* spent on a failed spell, and the GM may rule full expected WP expenditure.

CRITICAL FAILURE

A Terrible or worse result (or a roll of –4) is critical failure. The spell not only fails (and the caster pays full WP cost), but there is also some distress to the caster. This is certainly adjustable by the GM, but as a general guideline:

1st Degree: roll on the *Stress Table* on line "B."

2nd Degree: roll on the *Stress Table* on line "C."

3rd Degree: roll on the *Stress Table* on line "D."

4th Degree: roll on the *Stress Table* on line "E."

More entertaining results are possible and are left as a fun pastime for the GM.

SPELL EFFECTS AND DEGREES

Notice that a spell is divided into various *Spell Effects* and four *Degrees*. **A single casting of a spell only produces one spell effect at a time.** The wizard concentrates on a specific effect (and the player tells the GM which effect before rolling the dice), and attempts to cast it. You must cast a spell multiple times in order to get multiple spell effects.

A spell effect with a higher degree is harder to cast than a spell effect with a lower degree:

A wizard is at +1 to cast 1st-Degree spell effects.

A wizard is at his listed skill to cast 2nd-Degree spell effects.

A wizard is at -1 to cast 3rd-Degree spell effects.

A wizard is at -2 to cast 4th-Degree spell effects.

The Degree of a spell effect has three other consequences to take into consideration:

1. It costs more WP to cast higher degree spells.
2. It takes longer to cast higher degree spells.
3. There may be some risk involved in casting higher degree spells.

These are all explained in the sections that follow.

TIME TO CAST, DURATION, RANGE, ETC.

Time to cast: if a spell has no time to cast listed [T=X], then time to cast is whatever the GM sets a basic default. In the absence of other instructions, this is 1 combat round (CR) per degree. Thus a 2nd-degree spell would take 2 combat rounds to cast.

Other times to cast are listed with a code to allow the GM to set her own times easily. Unless otherwise changed, these are:

T=D: double-time casting. The default is 2CR per degree. Thus a 3rd-degree spell would take 6CR to cast.

T=M: middling casting. The default is one minute per degree.

T=L: lengthy casting. Ask the GM, as some “L” spells may be longer than others. Figure at least 10 minutes per degree, and possibly longer.

Duration and Range: you’ll want to know the duration for most spells, though the term has no meaning in some cases. (Duration in a healing spell is a meaningless concept, for example.) Likewise, range (the distance a wizard can affect a subject) is important.

If there is no duration or range listed with a given spell effect, use the following table.

	Duration:	Range:
1st Degree:	10 minutes	Touch
2nd Degree:	1 hour	2 yards
3rd Degree:	6 hours	20 yards
4th Degree:	24 hours	200 yards

Units of measure: many spells give distances in yards. Please substitute *meter* for *yard* if you prefer the metric system. Other units will always be given in both systems.

In Sight: some spells use the term “in sight.” This is always a GM call, but in general figure that something must not only be in sight, but also close enough to be able to distinguish and affect. Thus a mountaintop may be visible from 50 miles (80 km) but you can’t distinguish a person standing on it at that range. Likewise the sun is clearly visible but it would take a very powerful wizard to affect it.

Subject: the target of a spell is called the subject. This can be the caster himself, if desired, or another person, animal, object, spell, etc. (As a general note, where a spell refers to “people” or “person,” it refers to any sentient being as opposed to an animal. Humans, elves, dwarves, orcs, halflings, etc., are all people.) Some spells (at GM’s discretion) will have a penalty for subjects of a larger scale than the caster: perhaps -1 per scale level, or possibly only -1 per 2 or 3 levels of scale.

CONCENTRATION AND HOLDING SPELLS

Concentration while casting a spell is required. However, a wizard may walk, observe his surroundings, etc., while casting, unless the GM rules otherwise. Just don't expect to be able to fight or carry on a conversation while casting a spell.

Casting rituals are not necessary unless the GM deems such flavor text important for her world. Otherwise, the wizard doesn't need to have specific ingredients, chant magic words, make specific gestures, etc., in order to cast a spell. Simply focusing his will on the spell is sufficient.

Casting in combat: unless the time to cast has been reduced to less than 1 combat round (see *Improving Skill Level, Time to Cast, WP*), a wizard must concentrate for a number of combat rounds (or minutes, if appropriate) equal to the time to cast. The spell is actually cast at the beginning of the wizard's next combat round after completing concentration. He may then take an action that round, such as concentrating on another spell. Example: Alan is casting *Energy Attack* with T=CR. He concentrates for one round. At the beginning of his next combat round, he rolls the result for his spell and gets a Good result. He may now take an action, and attempts to touch an opponent to deliver the successfully cast *Energy Attack*.

When a spell result lists a specific wound level, such as "Hurt" or "Very Hurt," the caster may cast the spell for reduced effect, if desired. Otherwise, the level listed is inflicted on the subject on a Good rolled result. On a Great or better result, the wound may be more extreme *if* the GM's campaign world is magic-rich enough to warrant it.

Aborting Spells: a wizard may set a shorter duration than the spell calls for. Or he may simply abort a spell at any time with no need to roll – he simply wills the spell to cease, and it does so. This has no meaning for certain spells, e.g., healing – a wizard can't abort the magic after the wound is healed!

"Holding" a spell: a spell generally needs to be directed fairly quickly after being cast, but not necessarily at the instant of casting – perhaps one minute is a reasonable amount of holding time.

Example: a wizard is casting a 4th-Degree spell to drive a subject insane. He doesn't want to spend four minutes standing in front of his victim focusing on the spell – he'd probably be interrupted long before finished. So he may cast the spell out of sight, then walk around the corner (or whatever) sometime in the minute after casting the spell, and then direct it at the victim. This is fine, but the GM may rule one can't "hold" a spell for as long as a player would like. A wizard may not "hold" more than one spell at a time, but two or more spells may be combined, and count as only one spell. See *Combining Spell Effects*.

Extending Spells: a wizard may attempt to extend a spell when the duration runs out – he will automatically know when one of his spells is about to expire. He must spend the appropriate amount of WP, but there is no time to cast. He must make a skill roll, and if the spell is Opposed, the subject gets another roll to resist the spell.

OPPOSED SPELLS

Certain spells are Opposed. Basically, any spell effect that makes a subject do what he doesn't want to do is Opposed. There are exceptions, mostly in the *Combat Spell Group*: a person probably doesn't want to bleed, but nonetheless a physically damaging spell, such as a fireball, isn't Opposed, as such. You may instead give the victim a defensive roll in an attempt to get out of the way.

Opposing Attribute: most Opposed magic rolls will be against Willpower. Occasionally the GM may rule another Attribute should be used instead, such as Health or Strength.

Opposing Skill levels: certain spells are Opposed by skills: detecting the truth is an example, Opposed by *Lie/Pretense* skill. In these cases, the nature of magic is such that all

Opposed skills are at -2 compared to the magic spell.

Animal spells: magically controlling an animal is an Opposed spell. Consider most wild animals to have Mediocre Willpower to resist such a spell and most domestic animals to have Poor Willpower. The PCs may encounter exceptions. Cats are immune to all control spells. (It's just part of their magical nature, even more so than nine lives, which are most simply represented as an innate nine Fudge Points).

Many Metamagical spells are Opposed by another spell. In all cases, add the difference in Degrees to the MetaMagical Spell level. For example, a 1st-Degree Counter Magic spell is at -1 to affect a 2nd-Degree Control Person spell, but a 3rd-Degree Counter Magic spell would be at +1 against the same spell.

IMPROVING SKILL LEVEL, TIME TO CAST, AND WP

Wizards cast spells using Wizardry Points (WP). Each spell effect costs a certain number of WP. A character without the Gift *Magical Power* may never use WP.

Each level of *Magical Power* grants 4 WP.

A wizard can affect WP available or skill level or time to cast for a given spell in various ways. It's possible to reduce the WP cost to zero (but never below) – such spells are cast “for free.” It's also possible to reduce Time to Cast to near instantaneous – such spells may be cast in a combat round **and** the wizard may take an action as normal, including concentrate on another spell. However, only one spell may be cast per combat round.

A character may utilize more than one way to improve an aspect of spellcasting. For example, a wizard could spend +2 WP to get a +1 bonus and take twice as long to cast the spell for an additional +1, earning him a total +2 to his spellcasting skill.

Important note: due to the inherently unpredictable nature of magic, the final skill

level when casting a spell, including all bonuses, can never be higher than Great.

1. **Skill/WP tradeoff:** reducing your spell casting skill by one level reduces the WP cost by 2. Conversely, spending +2 WP more to cast the spell increases your skill level by one. The largest possible bonus using this tradeoff is +/-1 to skill level (+/-2 WP).
2. **Time to cast:** each spell has a listed time to cast. Taking twice as long to cast a spell reduces the WP required by 1 **or** grants a +1 skill bonus. Casting a spell in half the time required increases the WP cost by 1 **or** reduces skill by -1. (A 1CR spell cast in half time allows you to take another action in the same combat round, but you may not roll for another spell result that combat round.)
3. **More than one caster:** if two or more wizards (all of whom know the spell) cast the spell together, WP cost is reduced by 1 **or** skill is increased by +1. Roll only against the primary wizard's skill. The WP cost may be split among the wizards, but the primary caster must pay at least as many WP as any other wizard in the group.

These trade-offs are summarized in the following table. Note that you cannot use a single sacrifice to gain two benefits. E.g., doubling time to cast grants either -1 WP or +1 to skill, but not both. However, quadrupling casting time would grant both -1 WP and +1 to skill, if desired.

Ways to ...
Improve Skill level:
Spending +2 WP = +1 skill
Double time to cast = +1 skill
2+ Wizards casting spell = +1 skill
Reduce WP cost:
-1 casting skill = -2 WP
Double time to cast = -1 WP
2+ Wizards casting spell = -1 WP
Reduce Time to Cast:
-1 to casting skill = half time to cast
Spending +1 WP = half time to cast

COMBINING SPELL EFFECTS

A wizard may wish to combine spell effects to achieve an exact result. For example, a wizard may wish to combine a *Swimming* spell with a *Speed* spell in order to swim faster than a fish, or *Alter Size*, *Alter Shape* and *Fly* spells in order to look like an ordinary house cat – but one that can fly.

In this case, simply roll once for each spell in the combination: your final result is the lowest you rolled. WP cost and time to cost are equal to all the spells combined. Duration is equal to that of the shortest spell.

Example: a woman is reading a scroll in a foreign language across a large room from Alan. In order for him to read what she's reading without moving from where he is, Alan must cast both a spell to see the scroll clearly enough to read it and a language spell since the words are in a language he doesn't know. Alan is Fair at *Communicate Knowledge* and Good at *Scry*. He decides to try for the 2nd Degree *Scry* effects for seeing a subject (and surrounding area) up close and knowing a language at Fair. He must roll twice, however, since he's combining spells: he rolls a Great result for the viewing spell, but only a Fair result for the language spell. In this case, his combined spell is only Fair: he can see the words clearly enough, but he can't quite understand the whole text – the meaning of certain sections eludes him. (See the effects of rolling a Fair result on a spell in *Skill Level and Resolution*.)

However, if a character knows the *Manipulate Magic* spell (*Metamagical* spell group) at Good, his final skill level is equal to the *highest* spell result rolled (but he must roll no lower than Fair for all spells) and WP cost is at -1. If he knows the *Manipulate Magic* spell at Great, he gets the same benefit, his WP cost is at -2, and Time to Cast is simply that of the slowest spell, not all spells combined.

ENCHANTING ITEMS

A wizard with the *Enchantment* spell at Good or better (*Metamagical* Spell Group) may create magic items. It is very difficult to enchant items, however, as the wizard must either also know the spell he wishes to enchant into the item, or work with another wizard who does. This is the only case in which two wizards may work together without both knowing the same spell: one can know the *Enchantment* spell and the other the spell to be cast into an object. This means that magic items will be available in the world, but there won't be too many PC enchanters.

Rules for Enchantment: a wizard's skill must be at least Good in order to attempt an enchantment. There are no 1st-Degree effects.

A character can activate a magic item instantaneously by willing it so. Other magic items are created to be specifically activated when touched or triggered in some other way – the *Enchantment* spell includes the ability to work this into the spell. The desired spell effect must be specified in advance.

2nd Degree: caster may temporarily endow an item with another spell. WP = same as spell being enchanted (both costs must be paid).

Example: +2 to *Music Skill* could be enchanted into a flute. The next time the flute was played, the player would receive the relevant bonus to his skill. The duration in this case would be 24 hours upon being activated. [T=L]

3rd Degree: as for 2nd Degree, but duration is 1 week upon activation. WP = double the cost of spell being enchanted. [T=one 8-hour day per Degree of Enchanted spell. Prorated WP cost is paid each day.]

4th Degree: as for 2nd Degree, but item is permanently enchanted. WP = ten times cost of spell being enchanted. [T=1 month's full time work (at five 8-hour days/week) per Degree of enchanted spell. Prorated WP cost is paid each day.]

REACHING BEYOND YOUR ABILITY: THE STRESS TABLE

There are times when a wizard has to do what a wizard has to do ... and now and then that means trying for a more potent spell effect than he's really trained for. He can temporarily raise his skill level through slow casting or spending more WP, but casting such a spell is still a strain – and it isn't safe to strain the fabric of magic...

It's a potentially stressful situation when a wizard attempts a 3rd- or 4th-Degree spell effect in a Spell Group in which he has spent fewer than three points. If, when casting such a spell, his spell result is less than Great, the player must

also roll on the *Stress Table* after rolling for the spell result. (GMs who hate tables can simply assign an appropriate result. If the player complains, assign a more severe result...)

There is no need to roll on the *Stress Table* for a Great or better result. Otherwise, roll 1dF (or 1d6, reading 1-2 as Minus, 3-4 as Blank, 5-6 as Plus), cross-reference the result with the final rolled degree of the spell. If the result is a letter, roll again on the next table and apply the results listed.

(*Stunned* = "in shock": no actions allowed and you miss at least half of what there is to notice.)

	Plus	Blank	Minus
Good	–	A	B
Fair	A	B	C
Mediocre	B	C	D
Poor	C	D	E
Terrible	D	E	F
Below-Terrible	E	F	G

Results (roll again):

	Plus	Blank	Minus
A	Sparks shoot out of the wizard's fingertips for 15 sec	Wizard's eyes glow with a bright colored light for 1 min	Strong smell of sulfur surrounds wizard for 1 min
B	Wizard is stunned for 1 CR	Wizard is stunned for 2 CR	Wizard is stunned for 3 CR
C	Wizard is stunned for 1 min	Wizard is stunned for 10 min	Wizard is stunned for 1 hr
D	Wizard falls into coma for 1 hour	Wizard is stunned for 10 min and gains a psychological fault for 1 week	Wizard is stunned for 10 min and gains a physical fault for 1 week
E	Wizard is stunned for 10 min and so is everyone within 5 yards of him	Wizard is stunned for 10 min and is unable to speak for 1 day	Wizard is stunned for 10 min and is at –1 to spellcasting for one week
F	No apparent effect! Until wizard tries to cast a spell ... he then realizes he is at –1 MP for one week!	No apparent effect! Until wizard tries to cast a spell ... he then realizes he has lost one point in this spell group for one week!	No apparent effect! Until wizard tries to sleep ... he is then plagued by severe nightmares which do not let him rest. He cannot recuperate WP for one week!
G	Wizard is stunned for 10 min and permanently loses the ability to cast this spell effect	Wizard is stunned for 10 min and permanently loses one WP per MP (i.e., each MP provides only 3 WP)	Wizard is stunned for 10 min and permanently loses one level from all spells in this spell group

Spell List

ATHLETIC/MANUAL DEXTERITY SPELLS GROUP

Acrobatics
Enhance Athletic Ability
Grace
Journey
Manual Dexterity
Speed
Up/Down
Water Movement

COMBAT SPELLS GROUP

Beast Fury
Damage Opponent
Degrade Weapon/Armor
Enhance Combat Ability
Enhance/Create Weapon
Impair Opponent
Protection
Traumatize Opponent

COVERT/URBAN SPELLS GROUP

Counter-Espionage
Disguise
Enhance Covert Ability
From Afar
Hide & Seek
Intruder
Poison Mastery
Vision

KNOWLEDGE SPELLS GROUP

Communicate Knowledge
Enhance Knowledge
Know the Future
Know Objects
Know the Past
Know Persons
Know Spirits
Scry

METAMAGICAL SPELLS GROUP

(Note: the Metamagical spell group contains spells that affect other magic plus those that affect the nature of the universe itself.)

Alter Shape
Alter Size
Counterspell
Enchant
Energy
Essence
Know Magic
Manipulate Magic

PROFESSIONAL SPELLS GROUP

Agriculture
Cooking
Enhance Artistic Ability
Enhance Professional Ability
Healing
Manipulate Objects
Merchant
Transportation

SCOUTING/OUTDOOR SPELLS GROUP

Animal Mastery
Enhance Senses
Enhance Scouting Ability
Fire/Light
Movement
Plant Mastery
Survival Mastery
Wariness

SOCIAL/MANIPULATIVE SPELLS GROUP

Compel Truth
Contact Mind
Distort Worldview
Enhance Manipulative Ability
Enhance Social Ability
Glamour
Manipulate Emotions
Puppeteer

Spell effects are listed by spell group, and by degree within each group. You may substitute words for the various degrees, if desired, such as:

- 1st Degree = Apprentice spells
 2nd Degree = Journeyman spells
 3rd Degree = Adept spells
 4th Degree = Master spells

Key: spell effects are explained in *Action Resolution*, but briefly **T** = time to cast and **WP** = Wizardry Points required to cast the spell.

Note: although four of the spell groups have multiple titles, such as *Athletic/Manual Dexterity Spells*, for simplicity they are referred to outside this list by the first part of the title, such as *Athletic*.

ATHLETIC/MANUAL DEXTERITY SPELLS GROUP

Acrobatics
 Enhance Athletic Ability
 Grace
 Journey
 Manual Dexterity
 Speed
 Up/Down
 Water Movement

Acrobatics (Athletic)

1st Degree:

Subject is at +1 to one of *Acrobatics*, *Aerial Acrobatics*, *Equestrian Acrobatics*, or *Team Acrobatics* skills.

2nd Degree:

Subject can magically kip up: move from a horizontal or even kneeling position to standing. Subject will be able to maneuver (even fight) as if he were standing to begin with.

3rd Degree:

Subject may perform an acrobatics maneuver (with skill equal to the spell result) while performing other actions. There is no penalty for other actions while doing acrobatics.

4th Degree:

Subject may use a very light horizontal or vertical bar or even line for aerial acrobatics.

Examples include swinging off a twig that wouldn't normally hold his weight, scaling a wall clutching only a thread dangling down, etc.

Enhance Athletic Ability (Athletic)

1st Degree:

Subject gains the *Ambidexterity* Gift. [T=M]
 Subject is at +1 to *Agility* attribute. [T=M]
 Subject is at +1 to *Strength* attribute. [T=M]

2nd Degree:

Subject is at +2 to *Agility* attribute. [T=M]
 Subject is at +2 to *Strength* attribute. [T=M]
 Subject is at +1 to any one skill from the *Athletic/Manual Dexterity* Skill Group. [T=D]

3rd Degree:

Subject is at +3 to *Agility* attribute. Duration = 1 hour. [T=M]
 Subject is at +2 to any one skill from the *Athletic/Manual Dexterity* Skill Group. [T=D]
 Subject is at +3 to *Strength* attribute. Duration = 1 hour. [T=M]

4th Degree:

Subject is at +3 to any **two** skills from the *Athletic/Manual Dexterity* Skill Group. Counts as only one spell cast. [T=D]
 Subject is at +4 to *Strength* attribute. Duration = 1 hour. [T=M]

Grace (Athletic)

1st Degree:

Subject is at +1 to *Balance* skill.
 Subject can walk on ice or other slick surfaces at a fast normal walking speed, but as safely as if he were walking very slowly and carefully. [T=D]

2nd Degree:

Subject may drop slowly and gently from heights up to 10 yards without taking any damage or even landing hard.
 Subject may walk on ground and carpets without leaving traces. [T=D]

3rd Degree:

Subject may drop slowly and gently from heights up to 100 yards without taking any damage or even landing hard.

Subject may walk even on powdery snow or dusty floors without leaving traces. [T=D]

4th Degree:

Subject may maneuver on a narrow surface, such as log bridge, sturdy branch, or even tight rope, with no penalty to other action (such as fighting or running).

Journey (Athletic)**1st Degree:**

Subject is at +1 to *Riding* skill. [T=D]

2nd Degree:

Subject may control perfectly for *Riding* and *Equestrian Acrobatics* purposes any one animal, wild or domestic, which will hold his weight. This includes sea creatures and any flying creature large enough to carry the subject. (This will have to be a fantasy creature unless the subject is of a diminutive race or under a size-altering spell.) A trained war steed attacks at subject's command, but any animal not trained as a war steed cannot be used to attack while being ridden, even if it is normally an aggressive creature, such as a carnivore. [T=M]

3rd Degree:

Subject can fly at walking speed, with good control. Duration of flight = 10 minutes. [T=D]

4th Degree:

Subject can fly at running speed, with good control. Duration = 1 hour. [T=D]

Subject can fly, riding the wind. Control varies with the wind speed, of course: controlling your ride on a hurricane requires at least a Superb spell result! Duration = 1 hour. [T=D]

Manual Dexterity (Athletic)**1st Degree:**

Subject may manipulate fine and fragile items with a very gentle, sure touch.

2nd Degree:

Subject may instantly tie or untie any one knot. If tied, the knot is as securely tied as the subject desires and is easy, medium, or difficult to untie, as the subject desires.

3rd Degree:

Subject may perform two different one-handed tasks, one with each hand. Both tasks are at subject's skill level. At least one task must be capable of being done "on auto-pilot" – this would include basic parrying and thrusting in combat, but no fancy maneuvers for one of the hands. Duration = 10 minutes. [T=D]

4th Degree:

Subject may perform two different one-handed tasks, one with each hand. Both tasks are at subject's skill level, and do not need to be "on auto-pilot." Duration = 1 hour. [T=D]

Speed (Athletic)**1st Degree:**

Subject may move one-and-a-half times his normal speed when running, walking, swimming, or flying, if he's able to.

2nd Degree:

Subject may move double his normal speed when running, walking, swimming, or flying, if he's able to. [T=D]

3rd Degree:

Subject may move four times his normal speed when running or flying, if he's able to. Duration = 1 hour. [T=D]

4th Degree:

Subject may move ten times his normal speed when running or flying, if he's able to. Duration = 1 hour. [T=D]

Subject may speed up his entire system. In combat, for example, he gets two attacks each turn, one of which cannot be defended against. Other physical tasks may likewise be done at double speed with no loss of accuracy. Duration = 10 CR. [T=D]

Up/Down (Athletic)**1st Degree:**

Subject is at +1 to *Climbing* skill.

Subject may jump double his normal jumping distance, both vertically and horizontally. Note that a jump down can be a hard landing, though – there is another spell for soft landing. Duration = 1 jump.

2nd Degree:

Subject can jump four times normal jump distance. Duration = 10 minutes.

Subject may magically climb any vertical surface, acting much like a spider. This is still climbing, however, and requires use of at least one hand. [T=D]

3rd Degree:

Subject may magically “climb” any vertical surface; in fact, subject may actually “stroll” up a surface, leaving the hands free for other purposes. Duration = 1 hour. [T=D]

4th Degree:

Subject levitates straight up or down at 1 yard per second. This does not allow lateral movement – you must be able to touch a person, surface or object in order to move sideways. **Note:** a subject cannot be harmed by this spell. E.g., if the spell is aborted while the subject is high above the nearest surface, he will drift slowly and safely down. Duration = 1 hour. [T=D]

Water Movement (Athletic)**1st Degree:**

Subject magically gets oxygen with no need to breathe.

2nd Degree:

Subject may move along the bottom of a body of water as if he were on land: walk, run, etc. This includes a +2 to swimming skill. However, note that this does not include the 1st-degree effects! [T=M]

3rd Degree:

Subject may move along the bottom of a body of water as if he were on land: walk, run, etc. This includes a +3 to swimming skill and the 1st-degree effects. Duration = 6 hours. [T=M]

4th Degree:

Subject may crawl, walk, or run on water. Duration = 1 hour. [T=M]

COMBAT SPELLS GROUP

Beast Fury
Damage Opponent
Degrade Weapon/Armor
Enhance Combat Ability
Enhance/Create Weapon
Impair Opponent
Protection
Traumatize Opponent

Beast Fury (Combat)**1st Degree:**

Subject grows claws which do +1 damage in unarmed combat. [T=D]

2nd Degree:

Subject grows claws and fangs which do +2 damage in unarmed combat. [T=D]
Subject is at +2 to Strength: holding an opponent, choking, arm wrestling, damage, etc.
Subject grows ram horns and the skull/neck structure to use them without self-injury. [T=D]

3rd Degree:

Subject can perform two attacks in one combat round – only one of them can be defended against. [T=D]

Caster can eject a spider web from his wrist up to 5 yards distance. This can enfold a human-sized opponent in one CR. The web does no damage, but will take a Great Strength roll to break free from, and another two combat rounds to remove the web enough to be fully unimpeded.

4th Degree:

Subject can leap 3 yards in each running step, and still perform a combat action with no loss to combat skill. [T=D]

Damage Opponent (Combat)**1st Degree:**

Caster can Hurt a target by touching them or their armor sometime within three combat rounds of casting this spell. Armor does not protect against this magic.

2nd Degree:

Caster can make a target Very Hurt by touching them or their armor sometime within three combat rounds of casting this spell. Armor does not protect against this magic.

3rd Degree:

Caster may create a ranged energy attack capable of being “thrown” as a dagger, bypassing armor and causing a Very Hurt wound on a single opponent. Caster’s skill in throwing is equal to the skill result in creating the attack. One-time use.

4th Degree:

Caster may create a ranged energy attack capable of being “shot” as if it were an arrow from a longbow, bypassing armor and causing a Very Hurt wound on a single opponent. Caster’s skill in shooting is

equal to the skill result in creating the attack. One-time use.

Caster may create a ranged fireball attack capable of being “thrown” as a rock. The fireball has a “blast” radius of 3 yards and anyone in this radius will be Very Hurt (armored victims will be Hurt). Flammable material may catch fire. Caster’s skill in throwing is equal to the skill result in creating the attack. One-time use.

Degrade Weapon/Armor (Combat)**1st Degree:**

Caster can break an average wooden (or other non-metal) weapon by touching (or being touched by) it. No effect on metal weapons or very fine quality wooden weapons.

Weakens target’s armor by 1 factor.
Duration = 10CR.

2nd Degree:

Caster can break an average quality weapon by touching (or by being touched by) it. A superior quality weapon will tarnish, nick, or – if it’s an edged weapon – dull. Only in the case of an edged weapon does that result in a –1 to damage, however.

3rd Degree:

Caster can break any weapon (except possibly magical ones) at a range of two yards, without having to touch the weapon.

4th Degree:

Completely nullifies target’s armor.
Duration = 10 minutes.

Caster can shrink an opponent’s weapon: a spear becomes arrow-sized, a sword knife-sized, etc.

Enhance Combat Ability (Combat)**1st Degree:**

Subject gains the *Ambidexterity* Gift. [T=M]
Subject gains the *Pain Tolerance* Gift.
[T=M]

Subject gains the *Peripheral Vision* Gift.

[T=M]

Subject gains the *Quick Reflexes* Gift. [T=M]

2nd Degree:

Subject does +1 damage for any non-magical, muscle-using combat skill.

Subject is at +1 to any skill in the *Combat Skill Group*.

3rd Degree:

Subject does +2 damage for any non-magical, muscle-using combat skill.

Subject is at +2 to any skill in the *Combat Skill Group*.

Subject may perform two different one-handed tasks, one with each hand. Both tasks are at subject's skill level. At least one task must be capable of being done "on auto-pilot" – this would include basic parrying and thrusting in combat, but no fancy maneuvers for one of the hands.

Duration = 10 minutes. [T=D]

4th Degree:

Subject does +3 damage for any non-magical, muscle-using combat skill.

Subject is at +3 to any two skills from the *Combat Skill Group*. Counts as only one spell cast. [T=D]

Enhance/Create Weapon (Combat)

1st Degree:

Caster may create a poor quality weapon, which appears in his hand. It will shatter after it parries (or is parried by) another weapon, but it looks impressive. Duration = 1 minute or until caster lets go of weapon, whichever is first. [T=D]

May be cast on an impromptu or poor quality weapon, which becomes good quality (less likely to break). An already good quality weapon gets a +1 damage bonus.

2nd Degree:

Caster creates an "energy sword" as long as a normal one-handed sword. The energy

sword lasts 20 combat rounds, can be used repeatedly in that time with any weapon skill, and can be handed off to another person to use. Does damage as a normal sword.

Caster may increase the damage of any one weapon by +1.

Caster may cause a wooden weapon, such as a staff, to be impervious to breakage when parrying even a battle-axe.

3rd Degree:

Caster may create a weapon, which appears in his hand. It is of ordinary quality.

Caster may hand the weapon to another person, throw it at an enemy, or shoot arrows made this way. (A bow with a quiver of a dozen arrows may be created with just one casting of the spell.)

Duration = 10 minutes. [T=D]

Caster may increase the damage of any one weapon by +2. Duration = 1 hour.

Caster may increase the size of a weapon: a knife becomes sword-sized, an arrow spear-sized, etc.

Caster may increase the to-hit of any one weapon by +1. Duration = 1 hour.

4th Degree:

Caster may increase the damage of any one weapon by +3. Duration = 1 hour.

Caster may increase the damage of any weapon by +1 and to-hit by +1. Duration = 1 hour.

Impair Opponent (Combat)

1st Degree:

One trip attempt made by subject is automatically successful – must touch target (or his clothes, armor, etc.).

Reduces one target's speed by ½. Duration = 1 minute. Opposed.

Target who loses simultaneous combat roll by 2 or more drops his weapon. Range = 2 yards. Duration = 10CR. Opposed.

2nd Degree:

Target does one wound level less damage than he would otherwise. Duration = 1 minute. Opposed.

Target is at -1 to all physical skills. Duration = 10 minutes. Opposed.

Target's movement can be reduced to one step every three combat rounds. Duration = 10 minutes. Opposed.

3rd Degree:

Target is at -2 to all physical skills for 10 minutes. Opposed.

Target is rendered stationary, but with full upper body movement. Duration = 1 minute. Opposed.

Target trips and falls, face up or down, as the caster wishes. Opposed.

Target who loses simultaneous combat roll drops his weapon. Target also does two wound levels less damage than he would otherwise. Duration = 10 minutes. Opposed.

4th Degree:

Caster can create a whirlwind with a 5-yard radius. Those in the area must make a Superb Strength roll to avoid being knocked down, and another Superb Strength roll in order to move slowly out of the area. Light objects will be swept up by the wind. Duration = 10 minutes. Opposed.

Protection (Combat)**1st Degree:**

Subject is at +1 for defending (but does not add to damage if he wins the attack in a simultaneous combat situation). [T=M]

2nd Degree:

Subject gains the *Tough Hide* Gift. [T=M]

3rd Degree:

Subject gains a doubled version of *Tough Hide*. Duration = 10 minutes. [T=M]

All ranged weapons fired at subject are diverted into the ground at subject's feet. Duration = 10 minutes.

Caster may create a campfire-sized fire for one hour, plus caster may "shape" fire with their hands, about a foot away from their skin. A fire could be drawn out into a wall shape, for example. [T=D]

4th Degree:

Caster may create a force field wall up to 3 yards high and 4 yards wide. Nothing physical can pass through this wall (though the caster may make it permeable to air). Duration = 1 hour.

All ranged weapons fired at subject are diverted into the ground at subject's feet and subject gains the *Tough Hide* gift. Duration = 1 hour.

Caster may reduce an opponent's magical energy attack damage by one wound level. May be cast instantaneously.

Traumatize Opponent (Combat)

Armor does not protect against this spell

1st Degree:

Caster stuns one target. Target must be touched within three combat rounds of casting the spell. Stun lasts combat rounds equal to the difference in the Opposed roll. Opposed.

2nd Degree:

Subject gains the *Mute* Fault. Opposed. [T=M]

Subject gains the *Night Blindness* Fault. Opposed. [T=D]

Subject gains the *Pain Intolerant* Fault. Opposed. [T=D]

3rd Degree:

Subject gains the *Unlucky* Fault. Opposed. [T=M]

Subject gains the *Bad Eyesight* Fault (caster chooses distance or close up vision). Opposed. [T=D]

4th Degree:

Subject is blinded for one minute. Opposed.
[T=D]

Caster emits a thunderclap, stunning all within range who can hear (except the caster) – no Opposed roll allowed.

Caster emits a visible flash of light, stunning all within range who are looking at the caster – no Opposed roll allowed.

COVERT/URBAN SPELLS GROUP

Counter-Espionage

Disguise

Enhance Covert Ability

From Afar

Hide & Seek

Intruder

Poison Mastery

Vision

Counter-Espionage (Covert)**1st Degree:**

Caster can magically hide an inanimate object up to the size of a normal door. This can only be discovered through magic or by physically touching the item. [T=M]

2nd Degree:

Caster may lock any existing lock, no key needed. Lock is not held locked by magic, simply locked. [T=M]

3rd Degree:

Caster may lock any existing lock encountered during the 10 minutes after casting this spell, no key needed. Lock is not held locked by magic, simply locked. [T=M]

Caster may define an area up to 5 yards in radius. If anyone/anything enters that area, caster will be warned. This can be set to be a silent mental warning for the caster alone, or an audible warning that anyone in the area could hear. Caster may limit spell to exclude known persons. [T=D]

4th Degree:

Caster can create a soundproof barrier with a radius of 2 yards. This can be a one-way or two-way barrier – e.g., if caster is inside the zone, he can choose to hear things outside the zone or not, while keeping any noises inside the zone from escaping.

Duration = 8 hours. [T=D]

One door, gate, hatch, window, lid, etc., may be magically locked even if they are not equipped with a lock or even a place for a lock. This can only be opened magically (or by destroying the locked material). [T=M]

Disguise (Covert)**1st Degree:**

Caster can mildly distort one feature of subject's face: –1 to observer's *Perception* roll to identify subject. The change is an illusion that works on all senses, but doesn't really alter flesh. [T=M]

Caster may alter the color of any one item of clothing (or animal's gear, such as saddle, bridle, etc.). The change is an illusion that works on all senses, but doesn't really alter the clothing. [T=D]

2nd Degree:

Caster can mildly distort one feature of subject's face: –2 to observer's *Perception* roll to identify subject. The change is an illusion that works on all senses, but doesn't really alter flesh. [T=M]

Caster may alter the color of all clothing he or one other person is wearing. Each item may be altered to a different color if desired with only one casting total of this spell. The change is an illusion that works on all senses, but doesn't really alter the clothing. [T=D]

3rd Degree:

Caster may alter the appearance of subject's build: taller, shorter, huskier, slimmer, hunchback, bowlegged, etc. Note that this

is just magical illusion: the subject is not actually taller, slimmer, etc. [T=M]

Caster may completely disguise subject's face so that it's totally unrecognizable. The change is an illusion that works on all senses, but doesn't really alter flesh. Duration = 1 hour. [T=M]

4th Degree:

Subject is at +3 to *Ventriloquism* skill, and voice can be magically thrown as if to be speaking from up to 100 yards distance. Duration = 1 hour. [T=D]

Subject may take on the exact image of a specific person. The caster must have studied the person for at least ½ hour. The change is an illusion that works on all senses, but doesn't really alter flesh. [T=M]

Enhance Covert Ability (Covert)

1st Degree:

Subject gains the *Danger Sense* Gift. [T=M]
Subject is at +1 to his *Perception* attribute. [T=M]

2nd Degree:

Subject is at +2 to his *Perception* attribute. [T=M]
Subject is at +1 to any one skill in the *Covert* Skill Group. [T=D]

3rd Degree:

Subject is at +3 to his *Perception* attribute. [T=M]
Subject is at +2 to any one skill in the *Covert* Skill Group. [T=D]

4th Degree:

Subject is at +3 to any two skills from the *Covert* Skill Group. Counts as only one spell cast. [T=D]

From Afar (Covert)

1st Degree:

Subject may overhear clearly any conversation (even whispered) where the

participants are in sight within 50 yards. Duration = 1 hour. [T=M]

2nd Degree:

Subject can hear what someone is saying if he can see their lips. Duration = 1 hour. [T=D]

Opens a "gate" (no larger than normal door-sized) between two points known by caster, within one mile (1.6 km) of each other. (*Scry* may be used to "know" a location.) People at each side of the gate can see and hear through the gate. Nothing else can pass through the gate, however. Duration = 10 minutes. [T=L, WP=4]

3rd Degree:

Subject can hear through one 6-inch thick wall (15 cm) as if it weren't there. Duration = 1 hour. [T=D]

Opens a "gate" (no larger than normal door-sized) between two points known by caster, within ten miles (16 km) of each other. (*Scry* be used to "know" a location.) People at each side of the gate can see and hear through the gate. Items, but not living beings, may be passed through the gate. No one can reach through the gate to grab an item, however – it must be passed through from its side, or moved with a spell. Duration = 1 hour. [T=L, WP=6]

4th Degree:

Opens a "gate" between two points known by caster, within ten miles (16 km) of each other. (*Scry* be used to "know" a location.) People at each side of the gate can see and hear through the gate. Living beings may pass through the gate. Range is 100 miles (160 km) to a known locale, or 20 yards to a place caster has never seen. The gate may be as large as a normal-sized door. Duration = 1 hour. [T=L, WP=8]

Hide & Seek (Covert)**1st Degree:**

Subject and everything carried and worn may blend with shadows while stationary: -2 to an observer's *Perception* roll to be noticed (and -2 to be hit by a *ranged* weapon). [T=D, WP=2]

2nd Degree:

Any hidden door, hatch, or compartment in the same room as the subject becomes apparent to the subject. Spell only works in the room it was cast in. Does not reveal magically hidden items. Duration = 1 minute. [T=M]

Caster can detect magically hidden items.

Opposed by the hiding spell. [T=M]

Subject and everything carried and worn may blend with shadows even while moving: -3 to an observer's *Perception* roll to be noticed (and -2 to be hit by a *ranged* weapon). [T=D, WP=4]

3rd Degree:

Any hidden door, hatch, or compartment in sight within 20 yards becomes apparent to the subject. Subject may move from room to room or outside. Does not reveal magically hidden items. Duration = 1 hour. [T=M]

Subject and everything carried and worn become invisible while stationary.

Duration = 10 minutes. [T=D, WP=6]

4th Degree:

Caster may concentrate on a specific item he is searching for. If it's within 20 yards, he'll know right where it is. Also works on people, Opposed by *Disguise* skill-2 or *Disguise* spell. Magically hidden items Opposed by the hiding spell. Duration = 1 minute. [T=M]

Subject and everything carried and worn become invisible even while moving.

Duration = 1 hour. [T=D, WP=8]

Intruder (Covert)**1st Degree:**

Caster may focus on a single object, window or door and determine just how dangerous it might be to touch, open, or pass through the target of the spell. [T=D]

Subject is at +1 to *Move Quietly* skill. [T=D]

2nd Degree:

Subject may magically climb any vertical surface, acting much like a spider. This is still climbing, however, and requires use of at least one hand. Duration = 1 hour.

[T=D]

3rd Degree:

Caster can magically open any one lock – resisted by the locking spell if it's a magic lock. [T=M]

Subject may magically "climb" any vertical surface; in fact, subject may actually "stroll" up a surface, leaving the hands free for other purposes. Duration = 1 hour.

[T=D]

Subject may move with absolute silence.

Duration = 1 hour. [T=D]

4th Degree:

Caster can magically open any lock encountered during one hour after casting this spell – resisted by the locking spell if it's a magic lock. [T=M]

If caster can concentrate on a mental image of a particular course of action for 10 minutes (Good+ Willpower roll at the end of the 10 minutes), caster gets a sense of how dangerous said action would be. [T=L]

Poison Mastery (Covert)**1st Degree:**

Caster can detect poison in food or drink.

[T=M]

2nd Degree:

Caster can alter enough food or drink to be mildly poisonous to one person. Ingesting this poison isn't fatal, but makes for a very

uncomfortable hour for the victim:
sweating, cramps, vomiting, intestinal pain,
etc. [T=M]

3rd Degree:

Caster can alter enough food or drink to
poison one person severely – medical
attention in the next two hours is necessary
to save his life. [T=M]

Subject is immune to poison. [T=M]

Caster can create enough poison to smear on
five weapons: +1 damage.

4th Degree:

Caster can alter enough food or drink to kill a
single person in a few minutes. [T=M]

Caster can alter enough food or drink to
cause a single person to collapse
unconscious within 1 CR of ingestion. No
lasting harm comes of the poison. [T=M]

Vision (Covert)

1st Degree:

Subject gains the *Night Vision* Gift. [T=M]

Subject gains the *Peripheral Vision* Gift.
[T=M]

Subject looks intently at a scene for 1 minute.
He may then project this image for one
minute so that others can see it as he saw it.
One-time projection, within 24 hours of
viewing the image. [T=M]

2nd Degree:

Subject looks intently at a scene for 3 combat
rounds. He may then project this image for
up to ten minutes so that others can see it
as he saw it. The image may be projected
up to three times during a week after
casting the spell. [T=M]

3rd Degree:

Subject looks intently at a scene for 1 combat
round. He may then project this image for
up to ten minutes so that others can see it
as he saw it. The image may be projected
up to three times during a week after
casting the spell. Subject may “store” and

project up to 10 images. These can be
different pages of a book, for example.
Each scene requires only 1 combat round
of staring. [T=M]

4th Degree:

Subject can see, albeit dimly, in pitch-black
conditions. Duration = 1 hour. [T=M]

Subject may make a permanent record of up
to twenty mental images made within a ten-
minute period. These can be recalled and
projected so that others can see it as he saw
it as often as desired. [T=M]

KNOWLEDGE SPELLS GROUP

Communicate Knowledge

Enhance Knowledge

Know the Future

Know Objects

Know the Past

Know Persons

Know Spirits

Scry

Communicate Knowledge (Knowledge)

1st Degree:

Subject is at +1 to a language skill he already
knows. (This and other language spells
apply to languages of people only – not to
animal languages.) [T=M]

Subject has a Poor knowledge of one
language he doesn't know. [T=M]

2nd Degree:

Subject has a Fair knowledge of one
language he doesn't know. [T=M]

3rd Degree:

Subject is at +3 to a language skill he already
knows. [T=M]

Subject may memorize 5 minutes of speech
or 5 pages read in a book after spell is cast.
[T=M]

4th Degree:

Subject speaks/comprehends/reads (if
literate) any language like an educated

native speaker. (If the language is a dead language, then as a native speaker did when the language was alive.) Duration = 1 hour. [T=M]

Subject may memorize 10 minutes of speech or 10 pages read in a book after spell is cast. [T=M]

Enhance Knowledge (Knowledge)

1st Degree:

Subject gains the *Good Memory* Gift. [T=M]

Subject gains the *Never forgets a ____* Gift. [T=M]

2nd Degree:

Subject is at +1 to any one skill from the *Knowledge* Skill Group (except those with no default). [T=D]

Subject is at +1 to *Reasoning* attribute. [T=D]

3rd Degree:

Subject is at +2 to any one skill from the *Knowledge* Skill Group (except those with no default). [T=D]

Subject is at +2 to *Reasoning* attribute. [T=D]

4th Degree:

Subject is at +3 to any two skills from the *Knowledge* Skill Group. Counts as only one spell cast. [T=D]

Subject is at +3 to *Reasoning* attribute. [T=D]

Know the Future (Knowledge)

1st Degree:

Subject may focus on a single object, window or door and determine just how dangerous it might be to touch, open, or pass through the target of the spell. [T=M]

2nd Degree:

Prognostication: caster has a glimpse of a few possible future outcomes of a given action by concentrating on a mental image of the action. (Caster cannot picture self in the mental image – prognostication gives no clue about the caster’s future.) The GM should provide a few variants on the outcome, eliminating at least half of the reasonable outcomes. Example: the wizard wants to know what will happen if his friend climbs a tower and enters at a certain window. Lots of things really could happen, so the GM decides to show (a) the room being empty, (b) the room being furnished but empty of people, (c) the room having a human occupant who does not look threatening, (d) the friend not being able to reach the window at all. While this may not seem very helpful, it at least eliminates such possibilities as (e) their known major enemy being in the room, (f) a monster being in the room, (g) a troop of soldiers being in the room, etc. Note, however, that it does not eliminate (h) the human occupant who does not look threatening being in reality quite hostile, (i) the furnished room being rigged with a trap, (j) there being a troop of soldiers in the corridor outside the room, (k) the friend falling to his death in the climb, etc. The future is always full of unknowns, even with this spell...[T=L]

3rd Degree:

Prognostication: as for 2nd-Degree *Prognostication*, but with a greater probability of accuracy. [T=L]

If caster can concentrate on a mental image of a particular course of action for 10 minutes (Good+ Willpower roll at the end of the 10 minutes), caster gets a sense of how dangerous said action would be. [T=L]
Caster may “tag” an item. He will be aware of anyone touching the item in the next week. [T=M]

4th Degree:

Prognostication: as for 3rd-Degree *Prognostication*, but with a greater probability of accuracy. [T=L]

a small quantity of iron, gold, silver, precious gems, paper with ink on it, a glass vial with cork stopper, a liquid consisting of alcohol and cyanide, and a small object made of wood. [T=L]

Know Objects (Knowledge)**1st Degree:**

Caster can determine if an object is solidly of one material. A solid object returns a yes answer, while a hollow object (or one of multiple materials) returns a no answer. [T=L]

Caster can estimate the value of an item compared to other items of its type. That is, it's below standard quality, above standard quality, or even far above standard quality. [T=M]

2nd Degree:

Any hidden door, hatch, or compartment in the same room as the caster becomes apparent to the caster. Spell only works in the room it was cast in. Does not reveal magically hidden items. Duration = 1 minute. [T=M]

Caster can evaluate the value of an item to within 10% (with a Good result). [T=M]

3rd Degree:

Caster gets a sense of which book or scroll (in sight when caster begins the spell) has information about an issue caster is concentrating on while casting the spell. [WP=6; T=L]

Caster has a sense of which items (of those in sight when caster begins the spell) are things he is looking for. [WP=6; T=L]

Caster may determine exact composition of subject up to size of a normal door.

Example 1: cast on a door, the caster knows it is three inches (75 mm) thick, solid oak, with a hollow iron lock mechanism near the handle. **Example 2:** cast on a small locked box, the caster knows it contains a hollow equal in area to $\frac{3}{4}$ its total volume, and the hollow contains

4th Degree:

Caster gets a sense of which book or scroll has information about an issue caster is concentrating on while casting the spell. Caster does not have to view a book or scroll in order to find out about them. Instead he gets a mental image of such subjects and a general idea on where to look for them. WP=8 [T=L]

Caster has a sense of which items are things he is looking for. Caster does not have to view items in order to find out about them. Instead he gets a mental image of such subjects and a general idea on where to look for them. WP=8 [T=L]

Know the Past (Knowledge)**1st Degree:**

If caster touches an object he can get a sense of how long it's been since the object has been used by a person and roughly what type of person last used it, and how. [T=M]

2nd Degree:

Subject can recall exactly a 1-minute conversation heard within the last month, or a page read in a book. This memory lasts clearly for 10 minutes, then begins to fade away. [T=M]

3rd Degree:

If caster enters a locale (room, section of alley, clearing in a woods, etc.) he can get mental images of the last ten times people were in the locale. [T=M]

If caster touches an object he can get a sense of how long it's been since the object has been used. Caster has a clear mental image of the person using the item, and exactly how it was used. Caster may skip back over people and uses to find a specific type,

such as a hammer being used to kill someone even though it had been used simply to pound nails for a year following that. [T=M]

4th Degree:

Subject may recall clearly details of any event that happened in the past year. The event includes speech, written words, etc., and works as a modern DVD video with pause, reverse, and fast forward controls. An event up to 1 hour long can be viewed this way, and may be recalled in this manner for two hours. [T=M]

Know Persons (Knowledge)

1st Degree:

Caster can determine if there is a person within 20 yards of his position. Caster can sense how many people and roughly which direction and how far away they are, but nothing else. Duration = 10 seconds. [T=D]

2nd Degree:

Caster can determine if there is a person within 200 yards of his position. Caster can sense how many people and roughly which direction and how far away they are, but nothing else. Duration = 10 seconds. [T=2Q]

Caster can evaluate a given skill of a person simply by watching them hold an appropriate tool or weapon or even by an appropriate stance. [T=M]

3rd Degree:

Caster can get a sense of the basic personality of an individual: trustworthy, honest, reliable, self-assured, nervous, etc. Opposed. [T=M]

Caster gets a sense of which person, in sight when caster begins the spell, knows something about an issue caster concentrates on while casting the spell.

Example: the PCs are sent to investigate a crime, and find themselves in a likely

looking rough bar. The wizard sits in the corner and casts this spell. At the end of the casting, two people seem to stand out to the wizard. (In reality, neither committed the crime. One, however, overheard some people talking about it and the other knew the victim and has a good guess who his enemies are...) [WP=6; T=L]

4th Degree:

Caster can evaluate the truth (as the writer or speaker understands it) in a written or oral account. Opposed by *Lie/Pretense* skill-2 for oral account. [T=M]

Caster gets a sense of which person knows something about an issue caster concentrates on while casting the spell. Caster does not have to view people in order to find out about them. Instead he gets a mental image of such subjects and a general idea on where to look for them. WP=8 [T=L]

Know Spirits (Knowledge)

1st Degree:

Caster can sense any spirits in the immediate vicinity, but has no idea of what type or attitude. Opposed by spirit's Willpower. [T=L]

2nd Degree:

Caster can sense any spirits in the immediate vicinity and get a general sense of their emotional state, if any: friendly, sad, hostile, etc. Opposed by spirit's Willpower. [T=L]

3rd Degree:

Caster can **see** any spirits in the immediate vicinity and get a general sense of their emotional state, if any: friendly, sad, hostile, etc. Also the caster may ask yes/no questions of a single spirit. (The spirit is not constrained to answer or to be truthful.) Opposed by spirit's Willpower. [T=L]

4th Degree:

Caster can see any spirits in the immediate vicinity and get a general sense of their emotional state, if any: friendly, sad, hostile, etc. Also the caster may carry on a conversation with any and all spirits present. (The spirits are not constrained to answer or to be truthful.) Opposed by spirit's Willpower. [T=L]

Scry (Knowledge)**1st Degree:**

Caster must look at an inanimate object, then close his eyes and cast this spell. He will then be able to see a mental image of subject for the next 10 minutes. This image will include the surrounding 2 yards – caster can zoom in and see the image from any angle to get a closer view to read writing, etc. [T=M]

2nd Degree:

Caster must look at a person, animal, or thing, then close his eyes and cast this spell. He will then be able to see a mental image of subject for the next 10 minutes. This image will include the surrounding 2 yards – caster can zoom in and see the image from any angle to get a closer view to read writing, etc. [T=M]

3rd Degree:

Caster may define an area up to 5 yards in radius. If anyone/anything enters that area, caster will get a mental image of them. [T=M]

4th Degree:

Caster can see a mental image of subject for the next 1 hour. He must have seen the subject at some point in the past, but it will work on any known subject within 3 miles (5 km) of the caster. This image will include the surrounding 2 yards – caster can zoom in and see the image from any angle to get a closer view to read writing, etc. Caster may also “zoom out” to show

up to 10 yards of surroundings. In addition, the image may be “projected” onto a mirror or glass ball so that anyone who looks at it will see the subject instead of a reflection. [T=M]

METAMAGICAL SPELLS GROUP

Alter Shape
Alter Size
Counterspell
Enchant
Energy
Essence
Know Magic
Manipulate Magic

Alter Shape (Metamagical)**1st Degree:**

Caster may alter the **shape** of an inanimate item up to ½ pound (¼ kg) in mass. [T=D]

2nd Degree:

Caster may alter the **shape** of an inanimate item up to 5 pounds (2 kg) in mass. [T=D]

3rd Degree:

Caster may alter subject's shape into that of a natural being or item, such as an animal, plant, rock, etc. Mass does not change, however. Duration = 1 hour. [T=D]
Caster may alter the shape of an inanimate item up to 50 pounds (20 kg) in mass. [T=D]

4th Degree:

Caster may alter subject's shape, but is not constrained to natural shapes: he may grow tiger claws while in human form, for example, or become a chair with eyes, ears, and a mouth. Duration = 1 hour. [T=8CR]
Caster may alter the shape of an inanimate item up to 250 pounds (100 kg) in mass. [T=D]

Alter Size (Metamagical)**1st Degree:**

Caster may alter the **size** of an inanimate item up to ½ pound (¼ kg) in mass. Maximum length differential = 2 (i.e., double or halve a linear dimension, and the item stays in proportion. Remember that double length = octuple mass. Half length = 1/8 mass.) [WP=2; T=M]

2nd Degree:

Caster may alter the **size** of a living being of Scale -2 or smaller. Size differential = 2 levels of Scale. [T=M; WP=4]
Caster may alter the **size** of an inanimate item up to 1 pound (½ kg) in mass. Maximum length differential = 3. (Triple length = 27 × mass! 1/3 length = .04 × mass.) [T=M; WP=4]

3rd Degree:

Caster may alter the size of an inanimate item up to 5 pound (2 kg) in mass. Maximum length differential = 8. [T=M; WP=6]
Caster may alter the size of any living being. Size differential = 2 levels of Scale. (If human = Scale 0, a medium-sized dog is Scale -2, and a black bear is Scale +2.) [T=M; WP=6]

4th Degree:

Caster may alter the size of any living being. Size differential = 4 levels of Scale growth, or 8 levels shrinkage. (If human = Scale 0, a rabbit is Scale -8, and a grizzly bear is Scale +4.) Duration = 8 hours. [T=M; WP=8]

Counterspell (Metamagical)**1st Degree:**

Caster may counter hostile magic. Tying the Opposed result means roughly half the spell is blocked. Opposed by countered spell and Degree level. [T = instantaneous reaction. WP = equal to countered spell +1.]

2nd Degree:

Subject has the *Magic Resistance* Gift. Does not affect his ability to cast spells, even on himself. [T=M]

3rd Degree:

Caster may create a “counterspell wall” up to four yards long and three yards high which acts as a one-way barrier: spells may be cast out, but none may be cast toward the caster through the wall. Duration = 10 minutes. [T=D]
Subject has double *Magic Resistance*. Duration = 1 hour. [T=M]
Caster may reduce an opponent’s magical energy attack damage by one wound level. May be cast instantaneously.

4th Degree:

Caster may alter an ongoing spell of another wizard. Opposed by the other spell, possibly at a penalty if the alteration is severe. Example: caster suspects a person of having a 4-point *Image* spell of some evil magic scroll. Caster attempts to modify the image so that the words are blurred ... the GM rules this is not as severe as trying to wipe out the image entirely, so there is no penalty. [T=L]

Enchant (Metamagical)

Caster may Enchant items – see separate *Enchantment* rules.

Energy (Metamagical)**1st Degree:**

Caster may lend 1 Strength level to another person. [T=M]

2nd Degree:

Caster can lower his Strength to gain one WP per level lowered. Strength cannot be reduced below Terrible. It takes one hour of rest to regain each level of Strength converted. Extra WP will be lost as

Strength is regained, if not used by then.

WP = 0 on a Good+ result, otherwise [WP = 2; T=L per level of Strength lowered]

Caster may borrow 1 Strength level from a willing person. [T=M]

Caster may transfer 1 Strength level between two willing subjects. [T=M]

3rd Degree:

Caster can convert 2 WP into nourishment provided by one normal meal. WP = 2 whether the spell succeeds or fails. If it succeeds, the 2 WP spent are converted to nourishment – no more need be spent. [T=M]

Caster can gain 2 WP by eating a meal. However, the food will not nourish the caster even though his stomach is full. He will be able to eat again in one hour in order to eat for nourishment, if desired. WP=0 on a Good+ result; otherwise WP=3. [T=L]

Caster may borrow 1 Strength level from an unwilling subject. Opposed. [T=M]

Caster may transfer up to 4 WP to/from a willing wizard. Duration = 1 hour or until used, whichever comes first. [T=M]

4th Degree:

Caster can lie in the sunlight for 1 hour to gain 2 WP. WP=0 on a Good+ result; otherwise WP=4. [T=Special]

Caster can stand in a waterfall for ½ hour to gain 2 WP. WP=0 on a Good+ result; otherwise WP=4. [T=Special]

Caster may transfer up to 8 WP to/from a willing wizard. Duration = 1 hour or until used, whichever comes first. [T=M]

Essence (Metamagical)

1st Degree:

Caster can determine if an object is solidly of one material. A solid object returns a yes answer, while a hollow object (or one of multiple materials) returns a no answer. [T=L]

2nd Degree:

Caster may make a single item up to the size of an average door fireproof for 1 hour.

[T=D]

Opens a “gate” (no larger than normal door-sized) between two points known by caster, within one mile (1.6 km) of each other.

(*Scry* be used to “know” a location.)

People at each side of the gate can see and hear through the gate. Nothing else can pass through the gate, however. Duration = 10 minutes. [T=L; WP=4]

3rd Degree:

Caster may make a living being fireproof for one hour. [T=D]

Caster may make paper as hard as rock.

[T=M]

Opens a “gate” (no larger than normal door-sized) between two points known by caster, within ten miles (16 km) of each other.

(*Scry* be used to “know” a location.)

People at each side of the gate can see and hear through the gate. Items, but not living beings, may be passed through the gate. No one can reach through the gate to grab an item, however – it must be passed through from its side, or moved with a spell. Duration = 1 hour. [T=L, WP=6]

4th Degree:

An inanimate subject (up to the size of a normal door) may be converted to another substance: iron to wood, rock to clay, wood to canvas, etc. The GM may restrict the change to something relatively close to the same hardness – iron to air may be too extreme, for example. Shape and substance do not change, but may be physically altered during the duration. Duration is 1 minute, but any damage done to item remains when item reverts to its true substance. [T=L; WP=10]

Opens a “gate” between two points known by caster, within ten miles (16 km) of each other. (*Scry* be used to “know” a location.) People at each side of the gate can see and

hear through the gate. Living beings may pass through the gate. Range is 100 miles (160 km) to a known locale, or 20 yards to a place caster has never seen. The gate may be large enough to pass a well-burdened camel. Duration = 1 hour. [T=L, WP=8]

Know Magic (Metamagical)

1st Degree:

Caster can determine if one specific item is enchanted or not, and if so, with which spells. [T=M]

If caster suspects a wizard of concentrating on casting a spell, he can determine which spell is being cast. [T=M]

2nd Degree:

Caster can determine if one specific person is acting under a spell, and if so, which spell. [T=M]

Subject can see any magic item as if it were glowing. Likewise, people or animals under a spell and those with the Gifts *Magical Power, Magical Talent, and Innate Magic* appear to glow slightly to the subject. [T=M]

3rd Degree:

Any magic item in caster's sight glows so all can see it. Likewise, people or animals under a spell and those with the Gifts *Magical Power, Magical Talent, and Innate Magic* glow slightly if the caster desires. [T=M]

4th Degree:

Caster may determine which spells a subject knows, and at what levels. Opposed. [T=M]

Caster can define a given locale that he has seen. If a spell is cast at that locale in the duration of the spell, caster will be aware of it. [T=M]

Manipulate Magic (Metamagical)

(**Note:** knowing this spell at Good or better allows the caster to more easily combine spells – see the separate section on *Combining Spells*.)

1st Degree:

When combined with another spell, caster may make the other spell appear to be other than it is. For example, a spell protecting a camp can be made to appear to be an *Energy Attack* bound in place as a trap – or vice versa! [T=L]

2nd Degree:

When combined with another spell, caster may attempt to remove all magical traces that any spell has been cast (without actually altering the spell). I.e., this spell effect opposes *Know Magic*. [T=L]

3rd Degree:

Caster may alter the properties of one of his existing spells or a spell combined with this spell. **Example 1:** caster may alter an existing *Command Animals* spell where hens are to scratch at a door (as in the sample spell) to having the hens run around excited and clucking for a minute.

Example 2: caster may move a 3rd-Degree *Announce Danger* from one area to another area within sight. [T=L]

Caster may insert a “triggering mechanism” into one of his existing spells or a spell combined with this spell. **Example 1:** a spell to increase strength is cast and triggered to go off only when caster draws his sword. **Example 2:** a mind-link spell is cast on a companion, but will not activate until the companion taps his knees together and thinks the word, “*starkle*.” **Example 3:** caster may create an energy attack set to go off when someone touches a doorknob. (Be very careful with your wording as it's the GM's job to turn your wording against you ...) [T=L]

4th Degree:

Caster can give a permanently visible aura to any magic item. This aura will be neutral, sinister, or benevolent, which will accurately reflect the nature of the magic on the item. (To create a false aura, the spell is Opposed by the creating spell.) [T=M]

PROFESSIONAL SPELLS GROUP

Agriculture
Cooking
Enhance Artistic Ability
Enhance Professional Ability
Healing
Manipulate Objects
Merchant
Transportation

Agriculture (Professional)**1st Degree:**

Caster may heal minor plant damage from insects, fungi, trampling, etc., on one plant. [T=L]

2nd Degree:

Caster can direct the actions of any one domestic animal. The skill roll is at -2 if caster commands the animal to harm itself. This spell does not work on people in animal form nor on magical creatures. Opposed. [T=M]

3rd Degree:

Caster may heal minor plant damage from insects, fungi, trampling, etc., plus caster may increase the growth rate and yield of plants in an acre (.4 hectares). [T=L]

Caster can give long-term orders to one domestic animal, providing the orders do not require it to harm itself. (Example: caster could command a hen in the yard to scratch at the door three times whenever it notices a person approach the building.) Duration = 1 day. This spell does not work on people in animal form nor on magical creatures. Opposed. [T=M]

4th Degree:

Caster may heal major plant damage from insects, fungi, trampling, etc., but works over 40 acres (16 hectares). [T=L]

Cooking (Professional)**1st Degree:**

Caster may cook one meal's worth of raw food. [T=M]

2nd Degree:

Caster may cook six meals' worth of raw food, plus the food is pleasantly seasoned. A single casting prepares enough food for up to six people. [T=M]

3rd Degree:

Caster may cook a dozen meals' worth of raw food, the food is pleasantly seasoned, and the nutritional value is that of the best possible for that type of food. A single casting prepares enough food for up to a dozen people. [T=M]

4th Degree:

Caster may cook raw food, the food is gourmet quality, and the nutritional value is that of the best possible for that type of food. In addition, the meal serves twice as many people as the quantity of raw materials would indicate. [T=M]

Enhance Artistic Ability (Professional)**1st Degree:**

Caster can evaluate an artistic skill of a person simply by watching them hold an appropriate tool or instrument or even by an appropriate stance. [T=M]

2nd Degree:

Subject is at +1 to any one artistic skill from the *Professional* Skill Group. (This would include graphic arts and performing arts.) [T=D]

Subject gains the *Beautiful Speaking Voice* Gift. [T=M]

Subject gains the *Perfect Timing* Gift. [T=M]

3rd Degree:

Subject is at +2 to any one artistic skill from the *Professional Skill Group*. [T=D]

4th Degree:

Subject is at +3 to any two artistic skills from the *Professional Skill Group*. Counts as only one spell cast. [T=D]

Enhance Professional Ability (Professional)

1st Degree:

Caster can evaluate a given skill of a person simply by watching them hold an appropriate tool or weapon or even by an appropriate stance. [T=M]

2nd Degree:

Subject is at +1 to any one non-artist skill from the *Professional Skill Group*. [T=D]

Subject gains the *Common Sense* Gift. [T=M]

3rd Degree:

Subject is at +2 to any one non-artist skill from the *Professional Skill Group*. [T=D]

4th Degree:

Subject is at +3 to any two non-artist skills from the *Professional Skill Group*. Counts as only one spell cast. [T=D]

Healing (Professional)

1st Degree:

Caster may perform immediate and life-saving first aid: stop bleeding, keep patient warm, etc. Works on a person or animal. [T=D]

Caster may exhaust self in order to bring an unconscious person to consciousness. Caster must rest for 1 hour to recuperate energy. Subject remains conscious at least 15 minutes – possibly longer, depending on condition at time of spell. [T=D]

Caster may diagnose one illness. Works on a person or animal. [T=M]

2nd Degree:

Caster may cure one mild disease in a patient. [T=M]

Caster may heal one wound level of patient: e.g., from Very Hurt to Hurt, etc. This includes first aid effects. Works on a person or animal. [T=D]

3rd Degree:

Caster may heal two wound levels. This includes first aid effects. Works on a person or animal. [T=3M]

Caster may cure one moderate disease in a subject. [T=M]

Caster may immunize a single patient against a specific disease. [T=M]

4th Degree:

Caster may cure one major disease in a patient. [T=M]

Caster may cure insanity in a patient. [T=L]

Caster may regenerate a lost limb in subject. [T=L]

Manipulate Objects (Professional)

1st Degree:

A tool, weapon or other item up to 1 lb. (½ kg) in weight in sight and within 2 yards may be maneuvered without touching it while the caster concentrates on it. The item may not be moved from the area in which it is located, but may be used as a tool or weapon: a hammer strikes, a saw cuts, a sword stabs or swings, a key turns in a lock, etc. The item is manipulated with the physical strength and task skill of the caster. [T=M]

An item in sight and within 10 yards may be moved without touching it. This is linear movement, not manipulation of the item. [T=M]

Weight: up to ½ lb (¼ kg).

Speed: 1 yard per second.

Levitation: none.

Duration: 1 minute.

2nd Degree:

A tool, weapon or other item up to 5 lb (2 kg) in weight in sight and within 20 yards may be maneuvered without touching it while the caster concentrates on it. In this case, the item is not moving from the area in which it is located, but may be used as a tool or weapon: a hammer strikes, a saw cuts, a sword stabs or swings, a key turns in a lock, etc. The item is manipulated with the caster's strength +2 and skill +2. [T=M]

An item in sight and within 100 yards may be moved: [T=M]

Weight: up to ½ lb (¼ kg).

Speed: 1 yard per second.

Levitation: 2 yards.

Duration: 5 minutes.

An item in sight and within 100 yards may be moved: [T=M]

Weight: up to 2 lbs (1 kg).

Speed: 1 yard per second.

Levitation: up to 2 yards.

Duration: 5 minutes.

3rd Degree:

Caster can dictate a "program" for an item to perform and have it run as if the caster had skill and strength +2, without concentration required. The caster may even leave the area. The program, however, can not involve more than two different actions for the item, nor require it to move more than a yard from its current location. [T=M]

An item in sight may be moved: [T=M]

Weight: up to ½ lb (¼ kg).

Speed: 1 yard per second.

Levitation: up to 20 yards.

Duration: 10 minutes.

An item in sight may be moved: [T=M]

Weight: up to 2 lbs (1 kg).

Speed: 5 yards per second.

Levitation: none.

Duration: 10 minutes.

An item in sight may be moved: [T=M]

Weight: up to 100 lbs (40 kg).

Speed: 1 yard per second.

Levitation: up to 2 yards.

Duration: 10 minutes.

4th Degree:

An item in sight may be moved: [T=M]

Weight: up to ½ lb (¼ kg).

Speed: up to 5 yards per second.

Levitation: up to 200 yards.

Duration: 10 minutes.

An item in sight may be moved: [T=M]

Weight: up to 100 lbs (40 kg).

Speed: up to 5 yards per second.

Levitation: up to 20 yards.

Duration: 10 minutes.

An item in sight may be moved: [T=M]

Weight: up to 500 lbs (200 kg)

Speed: up to 5 yards per second.

Levitation = up to 2 yards.

Duration = 1 hour.

Merchant (Professional)**1st Degree:**

An item can be cleaned and made to look like new, barring any damage to it. [T=M]

Caster can estimate the value of an item compared to other items of its type. That is, it's below standard quality, of standard quality, above standard quality, or even far above standard quality. Will also discover forgeries. [T=M]

2nd Degree:

An item can be cleaned and made to look like new, plus any small nicks, tears, scratches, etc., can be repaired. [T=M]

Caster can evaluate the *Merchant* skill of a person simply by watching them while casting this spell. [T=D]

Caster can evaluate to within 10% the value of an item. [T=M]

3rd Degree:

An item can be cleaned and made to look like new, plus any small nicks, tears, scratches, etc., can be repaired, and a broken item can be repaired if all the pieces are present. [T=M]

Caster can determine within 10% how much money a subject is carrying. [T=D]

4th Degree:

Caster can locate the nearest source of a precious metal or stone within 200 yards. Small known quantities may be ignored, such as coins in one's own purse. [T=M]

Transportation (Professional)

1st Degree:

Subject may walk twice normal distance without tiring or need to rest. [T=M]
Subject is at +1 to *Riding* skill. [T=D]

2nd Degree:

Caster can control the movements of one vehicle from a distance of 100 yards. Vehicle must operate under natural propulsion at normal speeds. Caster's concentration may go in and out as needed. [T=M]
Subject is at +2 to *Riding* skill. [T=D]

3rd Degree:

Caster may move a vehicle within 100 yards in the absence of natural propulsion. A cart moves without a horse, a boat without oars, a sailing ship without wind, etc. Speed can be up to the maximum naturally possible. Caster can give detailed orders early in the spell, and let the "program" run, or can concentrate and control the vehicle second by second, or some combination of the two. If used in opposition to a controlling person (teamster, shiphandler, etc.), it's simply an Opposed action. If used in opposition to natural propulsion (sailing into the wind, dragging a cart in a direction the horses don't want to go, etc.), spell is at -2. Duration = 8 hours. [T=M]
Subject is at +3 to *Riding* skill. [T=D]

4th Degree:

Each step subject takes moves him as if he had taken ten steps. [T=M]

SCOUTING/OUTDOOR SPELLS GROUP

Animal Mastery
Enhance Senses
Enhance Scouting Ability
Fire/Light
Movement
Plant Mastery
Survival Mastery
Wariness

Animal Mastery (Scouting)

1st Degree:

Subject gains the *Animal Empathy* Gift. [T=M]

2nd Degree:

Caster can cause one hostile wild animal to run away rather than attack. This spell does not work on people in animal form nor on magical creatures. Opposed. [T=D]
Caster can send a mental message (sounds, words, images, smells, or some combination thereof) to one of his animal companions – there must be an existing bond between himself and the animal before casting this spell. There is no magical compunction to obey – their relationship must already include the animal's predisposition to obey. There is no magical enhancement of the animal's intelligence. The animal does not have to be in sight; the range is 10 times default degree range (i.e., 20 yards at 2nd Degree, 200 at 3rd Degree, etc.). [T=D]

3rd Degree:

Caster can control the actions of one wild animal. The skill roll is at -2 if the caster commands the animal to harm itself. This spell does not work on people in animal form nor on magical creatures. Opposed. [T=M]
Caster may communicate magically with one animal. This is two-way communication, but will be unintelligible to bystanders. Note that animals may not have any useful information – a spider may be able to tell

you that something big broke its web recently, but that could mean a rat, a badger, a human, or a cow. A spider will also have a *very* soft voice – you’ll have to put your ear right up to it to hear an answer. [T=M]

4th Degree:

Subject gains the sensory ability of any one type of animal: a dog for scent, an eagle for vision, a rabbit for hearing, a snake for ground vibrations, etc. [T=M]

Enhance Senses (Scouting)**1st Degree:**

Subject gains the *Night Vision* Gift. [T=M]
Subject is at +1 to *Perception* attribute.
[T=M]

2nd Degree:

Subject may overhear any conversation (even whispered) where the participants are in sight within 50 yards. Duration = 1 hour.
[T=M]

3rd Degree:

Any hidden door, hatch, or compartment in sight within 20 yards becomes apparent to the subject. Subject may move from room to room or outside. Does not reveal magically hidden items. Duration = 1 hour.
[T=M]

Subject can see through 2 yards of earth, clay and rock. This works on walls made of brick or rock, but not wood. Likewise, subject will not be able to see through any tapestry covering a stone wall. Duration = 1 hour. [T=M]

Subject may detect and identify (if known) scents on even a mild breeze. The range is 1 mile (1.6 km) and duration is 1 hour.
[T=M]

4th Degree:

Subject can also see, albeit dimly, in pitch-black conditions. [T=M]

Enhance Scouting Ability (Scouting)**1st Degree:**

Subject gains the *Never Gets Lost* Gift.
[T=M]
Subject is at +1 to *Perception* attribute.
[T=M]

2nd Degree:

Subject is at +1 to any one skill from the *Scouting/Outdoor* Skill Group. [T=D]
Subject is at +2 to *Perception* attribute.
[T=M]

3rd Degree:

Subject is at +3 to *Perception* attribute.
[T=M]
Subject is at +2 to any one skill from the *Scouting/Outdoor* Skill Group. [T=D]

4th Degree:

Subject is at +3 to any **two** skills from the *Scouting* Skill Group. Counts as only one spell cast. [T=D]

Fire/Light (Scouting)**1st Degree:**

Caster can create a dim glow (as from a modern night-light) on his finger or an item he touches. This illuminates roughly 2 yards in radius in a pitch-black room.
[T=D]

Caster may create a small fire as on a modern match. However, it burns for 10 minutes without fuel (even in the rain, though not under water), dying out at that time if it hasn’t caught anything on fire. [T=D]

2nd Degree:

Caster can create a light as bright as a modern 75-watt bulb on his finger or an item he touches. [T=D]

Caster may create a campfire-sized fire for 1 hour before requiring fuel. [T=D]

Caster may instantly douse a small flame (as of a candle or lantern) within 20 yards.

3rd Degree:

Caster can create a light as bright as a modern 75-watt bulb – the light is not restricted to a physical item. It can hover, move, rise or fall, grow bright or dim as the caster wills. It can radiate or be focused, like a modern flashlight. It can grow to about the intensity of a modern searchlight. [T=D]

Caster can instantly darken any one light within 20 yards. (This may or may not put out a fire: it may simply mean it doesn't emit any light beyond a yard.) Opposed by the creating spell if this is a magic light.

4th Degree:

Caster emits a visible flash of light, stunning all within range who are looking at the caster – no Opposed roll allowed. [T=D]

Movement (Scouting)**1st Degree:**

Subject gains +1 to *Climbing* skill.

2nd Degree:

Subject may magically “climb” any vertical surface; in fact, subject may actually “stroll” up a surface, leaving the hands free for other purposes. [T=D]

Subject may move along the bottom of a body of water as if he were on land: walk, run, etc. This includes a +2 to swimming skill. Note that this does not include the spell *Breath Control*, however! [T=M]

3rd Degree:

Subject may move along the bottom of a body of water as if he were on land: walk, run, etc. This includes a +3 to swimming skill and the breath control spell. Duration = 6 hours. [T=M]

Subject can move quantities of dirt and rock – whatever he would be able to affect with a shovel and pick, but more rapidly. Rate = 1 cubic yard (.75 cubic meters) of compacted earth in 5 combat rounds (loose

soil more quickly); 1 cubic yard of rock in 10 minutes. Duration = 10 minutes. [T=M]

4th Degree:

Subject and all he is carrying and wearing may pass through earth, clay, or rock. This works for walls made of brick or stone, but beware those paneled with wood on the far side – subject will not be able to pass through the wood, and must either return very quickly or die when the spell lapses and he is caught inside brick or stone... Duration = 1 minute. [T=M]

Subject may crawl, walk, or run on water. Duration = 1 hour. [T=M]

Subject may move along the bottom of a body of water as if he were on land: walk, run, etc. **This includes** a +4 to swimming skill and the breath control spell. Duration = 6 hours. [T=M]

Plant Mastery (Scouting)**1st Degree:**

Dead plant material gathers from within 10 yards and shapes itself into crude but desired forms. This can create a ready-to-ignite campfire, for example, or a shelter of sticks and leaves against the elements. This effect will not create a weapon. [T=M]

Trees assist subject in climbing it – bark shifts into handhold shapes, trunks angle slightly to give an incline, branches bend down to be reached and then move upward to pass subject along, etc. Cast on an individual subject or on a tree to help all subjects. [T=M]

2nd Degree:

Caster can form a reasonably-sized woven item out of grass: a bag, blanket, rope, sling, etc. [T=M]

Plants bend aside to allow unimpeded passage through thickets, etc., returning to shape after caster and up to six people have passed by (or hidden behind them). [T=M]

3rd Degree:

Caster may form a finished tool or weapon out of appropriate wood and fiber.
 Examples: wooden hoe, mallet, quarterstaff, or club; fishing rod, fiber line & wooden hook, bow, half a dozen arrows, fiber whip or bolos, etc. One casting creates one tool or weapon or half a dozen arrows in one minute. [T=M]
 Plants try to impede a target indicated by caster: tree branches bend down to block the way, grasses twist around ankles, briars snap at legs, etc. Affects as many plants as are seen or touched within 10 minutes of casting spell. [T=M]

4th Degree:

Plants attack a target indicated by caster: tree branches bend down to thwack the victim, grasses constrict around ankles, briars lash at legs, etc. Affects as many plants as are seen or touched within 10 minutes of casting spell. [T=M]

Survival Mastery (Scouting)**1st Degree:**

Caster knows the direction and distance to the nearest source of food, potable water, or potential fire fuel. Each target type requires a separate casting. The spell ignores insignificant traces of target type. [T=M]

2nd Degree:

Subject is magically protected from the elements. [T=M]
 Caster may perform immediate and life-saving first aid on self, other people, or animals: stop bleeding, keep patient warm, etc. [T=M]
 Caster can cause traces of passage in a 20-yard radius to disappear: tracks, campfire remains, horse droppings, etc. [T=M]
 Caster may purify a supply of food, water, or air sufficient for eight people's needs over the next eight hours. [T=M]

Any one knot of any type magically ties or unties in one second. If tied, the knot is as securely tied as the caster desires and is easy, medium, or difficult to untie, as the caster desires. [T=D]

3rd Degree:

Caster can create false tracks that extend for half a mile (0.8 km), even if caster doesn't know the territory. He simply points in a direction, and realistic traces of passage appear, curving gently where appropriate. [T=M]

4th Degree:

Subject gains a "magic splint" allowing him to use a broken limb with no pain or worsening of condition. The limb is still broken, and when the spell wears off will require a normal healing period. During the spell, however, a person may limp on a broken ankle or clumsily use a broken arm. [T=L]

Wariness (Scouting)**1st Degree:**

Subject gains the *Danger Sense* Gift. [T=M]

2nd Degree:

Subject may focus on a single object, window, door, or section of a path/road/hall and determine just how dangerous it might be to touch, open, or pass through the target of the spell. [T=D]

3rd Degree:

Caster may define an area up to 5 yards in radius. If anyone/anything enters that area, caster will be warned. This can be set to be a silent mental warning for the caster alone, or an audible warning that anyone in the area could hear. Caster may limit spell to exclude known persons. [T=D]

4th Degree:

If caster can concentrate on a mental image of a particular course of action for 10

minutes (Good+ Willpower roll at the end of the 10 minutes), caster gets a sense of how dangerous said action would be. [T=L]

SOCIAL/MANIPULATIVE SPELLS GROUP

Compel Truth
 Contact Mind
 Distort Worldview
 Enhance Manipulative Ability
 Enhance Social Ability
 Glamour
 Manipulate Emotions
 Puppeteer

Compel Truth (Social)

1st Degree:

Subject is at +1 to *Detect Lies* skill. [T=D]

2nd Degree:

Subject is unable to lie for one specific question, which is formulated when the spell is cast. Subject may remain silent, however. Opposed. [T=D]

3rd Degree:

Subject is unable to lie for one specific question, which is formulated when the spell is cast. Subject may not remain silent. Opposed. [T=D]

Subject gains the *Truthfulness* Fault. Opposed. [T=M]

4th Degree:

Subject is unable to lie for 5 minutes and no specific questions need be in mind when the spell is cast. Subject may not remain silent. Opposed. [T=D]

Contact Mind (Social)

1st Degree:

Caster can determine if there is a person within 20 yards of his position. Caster can sense how many people and roughly which direction and how far away they are, but nothing else. Duration = 10 seconds. Opposed. [T=D]

2nd Degree:

Caster can determine if there is a person within 200 yards of his position. Caster can sense how many people and roughly which direction and how far away they are, but nothing else. Duration = 10 seconds.

Opposed. [T=D]

Caster can carry on a simple soundless conversation with a willing subject, if both concentrate on it and are within 20 yards of each other. Duration = 10 minutes.

Opposed. [T=D]

3rd Degree:

Caster can carry on a simple soundless conversation with a willing subject, if both concentrate on it and are within 200 yards of each other. Duration = 1 hour.

Opposed. [T=D]

Caster can attempt to read the surface thoughts of one person without their knowledge. This is Opposed by Willpower, even though they are unaware of the attempt. Caster must be able to see, hear, or touch subject. Duration = 10 minutes. Opposed. [T=D]

Caster can send his thoughts to one subject unaware of caster's attempt. Opposed by Willpower. If the Opposed roll is won by 3+ the message may seem to come from subject's unconscious mind rather than from an outside source, if desired. Duration = 10 minutes. [T=D]

4th Degree:

Caster may carry on a soundless conversation with a willing, known person anywhere within 100 miles (160 km). Their location does not have to be known to contact them. Duration = 1 hour. [T=4Q]

Caster may attempt to read the surface thoughts of a person within 100 yards, even if out of sight. Opposed by Willpower. Duration = 1 hour. [T=D]

Distort Worldview (Social)**1st Degree:**

Subject is at +1 to *Fast Talk* skill. [T=D]

2nd Degree:

Caster can cast a simple false memory in subject. (“*Yes, I saw him leave the building.*”) Opposed. [T=D; WP=4].

Caster can cause the subject to forget one simple fact. (“*No, I don’t recall having seen him enter.*”) Opposed. [T=D; WP=4.]

Caster can speak impromptu and believably on any subject for 10 minutes. After an hour, listeners will realize – if brought to their attention or they think about it hard enough – that the caster didn’t necessarily know anything about the subject after all. Opposed. [T=D]

3rd Degree:

Subject gains the *Delusions* Fault; GM’s choice of delusion, but something favorable for the caster if the caster’s Opposed roll is successful. Opposed. [T=M]

4th Degree:

Subject becomes insane, type of insanity decided by caster. Subject will have only hazy memories of the time insane. Opposed. [T=M; WP=8]

Enhance Manipulative Ability (Social)**1st Degree:**

Subject gains the *Attractive* Gift. Those with the Gift already become even more so. [T=M]

2nd Degree:

Subject is at +1 to any one manipulative skill (not social) from the *Social/Manipulative* Skill Group. (GM’s decision – generally if the *intent* is to manipulate, it’s allowed. If the *intent* is to entertain or socialize, it’s not.) [T=D]

Subject gains the *Charisma* Gift. [T=M]

Subject gains the *Empathy* Gift. [T=M]

3rd Degree:

Subject is at +2 to any one manipulative skill (not social) from the *Social/Manipulative* Skill Group. [T=D]

4th Degree:

Subject is at +3 to any two manipulative skills from the *Social* Skill Group. Counts as only one spell cast. [T=D]

Enhance Social Ability (Social)**1st Degree:**

Subject gains the *Attractive* Gift. Those with the Gift already become even more so. [T=M]

2nd Degree:

Subject is at +1 to any one social skill (not manipulative) from the *Social/Manipulative* Skill Group. Examples include most uses of *Camaraderie*, *Etiquette*, *Savoir-Faire*, and *Storytelling*, and some uses of *Barroom Savvy*, *Flirt*, and *Repartee*. (This is ultimately the GM’s decision – generally if the *intent* is to entertain or socialize, it’s allowed. If the *intent* is to manipulate, it’s not. Trying to get information from a subject is a borderline case: if giving the information might lead to the subject’s harm, it’s manipulation. If not, it’s probably socializing. Yes, the magic knows the difference and won’t grant the bonus. It’s magic.) [T=D]

Subject gains the *Charisma* Gift. [T=M]

Subject gains the *Empathy* Gift. [T=M]

3rd Degree:

Subject is at +2 to any one social skill (not manipulative) from the *Social/Manipulative* Skill Group. [T=D]

4th Degree:

Subject is at +3 to any two social skills from the *Social* Skill Group. Counts as only one spell cast. [T=D]

Glamour (Social)**1st Degree:**

Caster can determine if something is an illusion or not. Opposed by the creating spell, if it is. [T=M]

Caster can cause subject to “see something out of the corner of his eye,” even though there’s nothing there.

2nd Degree:

Caster may alter the color of all clothing he or one other person is wearing. Each item may be altered to a different color if desired with only one casting total of this spell. The change is an illusion that works on all senses, but doesn’t really alter the clothing. [T=D]

Caster can create a stationary illusion of something known to the caster, up to the size of a large person. Duration = 1 hour. An illusion cannot occupy the same space as a real object or another illusion. [T=D]

Caster can dispel an illusion. Opposed by the creating spell. [T=M]

3rd Degree:

Caster can create an illusion of something known to the caster, up to the size of a large person. Duration = 1 hour. An illusion cannot occupy the same space as a real object or another illusion. Caster can cause the illusion to move and make sounds. The movement/sounds can either be preprogrammed, or concentrated on and varied as time goes by. [T=M]

4th Degree:

Caster can create an illusion of something known to the caster, up to the size of a large person. **This illusion can “overlay” an existing object or person, disguising the object or person underneath.** Duration = 1 hour. Caster can cause the illusion to move and make sounds. The movement/sounds can either be preprogrammed, or concentrated on and varied as time goes by. [T=M]

Manipulate Emotions (Social)**1st Degree:**

Subject is at +1 to any one of the following skills: *Camaraderie*, *Flatter*, *Intimidate*, or *Oratory*. [T=M]

2nd Degree:

One emotion suggested by the caster is intensified in one subject. This is not overwhelmingly powerful – this type of fear doesn’t compel a brave person to run away, but it would hasten a coward’s retreat. Or the enhanced greed wouldn’t force an honest person to take a bribe, but one inclined that way agrees very quickly, and so on. Duration = 10 minutes.

Opposed. [T=M]

One emotion can be toned down. Opposed. Duration = 10 minutes. Opposed. [T=M]

3rd Degree:

One emotion suggested by the caster is intensified in one subject. Opposed by Willpower–2: on a Mediocre or worse result the person gives in to the emotion (runs away in fear, dances in happiness, hugs in fondness, lashes out in anger, attends slavishly in hero-worship, etc.). Duration = 10 minutes. Opposed. [T=D]

4th Degree:

One subject is utterly smitten with caster, and will do anything caster asks. He gets another Opposed roll against Willpower if asked to harm himself or a loved one. Duration = 1 hour. Opposed. [T=M]

Puppeteer (Social)**1st Degree:**

Subject is dazed for three combat rounds. This is not “stun” – more like a daydream state. Subject ignores gentle, regular movement and sounds. Opposed. [T=D]

2nd Degree:

Caster can make one subject twitch once in some way: twitch of the mouth, hand or

shoulder, for example, or a wink or nod of the head. Opposed. [T=D]

Subject is dazed for 5 minutes. This is not “stun” – more like a daydream state.

Subject ignores gentle, regular movement and sounds. Opposed. [T=D]

3rd Degree:

Caster can stop one subject’s voluntary movements as long as he concentrates on it, up to 2 minutes. Subject remains still in the position he was in when spell was cast, but involuntary functions such as respiration and blood circulation continue normally. Opposed. [T=D]

Subject falls asleep for 1 hour (or longer if already tired). Opposed. [T=D]

Caster can create moderate drunkenness in subject for one hour. (Slurred speech, staggering walk, uncertain hand-eye coordination, etc.) Opposed. [T=M; WP=6]

Caster can cause subject to forget one skill. Opposed. [T=M]

4th Degree:

Caster may control the actions of one subject for as long as he concentrates on it, up to ten minutes. No spoken or visual commands need be given – the subject understands caster’s will. Subject’s Willpower roll is at +2 if caster orders subject to harm himself or do something utterly against his morals. Subject gets another Willpower+2 roll every time caster orders such an action within the duration of the spell. Subject will be aware he was controlled once the control lapses.

Opposed. [T=M]

Subject falls asleep for 8 hours. Opposed. [T=D]

Customizing Scholarly Magic

NEW SPELL EFFECTS (OPTIONAL)

Many more spell effects are possible than are listed here. If the GM is willing, a player may propose a spell effect not listed here. In general,

the GM should allow new spell effects – but should also reserve the right to adjust the degree, WP cost, time to cast, etc., if the spell proves abusive. Simply tell the player that he can cast the spell as agreed on for now, but that the details may change in the future.

The GM must decide if the effect is allowable, what spell it falls under, what Degree it is, what the WP cost, time to cast, and duration of the effect are, and whether or not the wizard has a penalty for trying something new. Players should bear the Magic Spell Group in mind when proposing effects: poisons are not in the *Combat* spell group, for example.

ADJUSTING POWER LEVELS (OPTIONAL)

The GM is free to customize the spell groups, of course. The lists provided are to the author’s taste, but might easily be not to yours. Many prominent spells found in fantasy literature and other gaming systems are frankly missing (though the author does allow many of these spells to NPC wizards). Most frequently commented on is the lack of a *Necromancy* spell group. This is deliberate, as the author feels such spells, except for the few spirit-sensing spells in the *Knowledge* spell group, are best left to NPCs.

Likewise, the power level is fairly low, as gaming systems go (though the author does allow more powerful NPC wizards, especially adversaries...).

If either of these conditions bothers you as GM, you should adjust the lists before giving them to your players for character creation.

Or the opposite may be true: there may be spell effects you **don’t** want your players to have – simply ban or alter them before character creation.

If the power level seems too low to you, there are many options available.

The simplest possible fix is to adjust the definition of a successfully cast spell. Currently the default is a Good result on a spell roll. If you

make that a Fair result, spellcasting becomes easier.

Another simple fix is to grant 5 or more WP for each level of *Magical Power* a wizard has.

WP cost can also be adjusted – the default of 1 WP per degree can be maintained, for example, but you might charge 0 WP for 1st-Degree spells, 1 WP for 2nd-Degree spells, and so on.

The GM can change the default spell duration and ranges to make things easier on a wizard, or perhaps allow a spell effect cast at a higher degree to affect more subjects at once.

The “five free levels” option listed in *Five-Point Fudge* works with magic spells, but you may wish to keep the limit of Great for spells.

Or you could rename all the current spell effects as 0th Degree through 3rd Degree, and write your own new 4th Degree effects. (The “gate” spells could open gates into other dimensions or time, an energy attack could blast castles, one could fly across an ocean in little time, etc.) Voila – more powerful spellcasters. Of course, there may already be wizards who know these 5th, 6th, or higher Degree spells already...

If the power level seems too high to you, you could simply allow a maximum of 1 or 2 points to be spent in a given Spell Group, or on magic spells at all, for that matter.

Or you could rename the current effects as 2nd Degree through 5th Degree, and write your own new, milder 1st Degree effects.

Or you could try simply reversing some of the other suggestions above: only grant 3 WP per level of *Magical Power*, for example.

If the players cast the same spells over and over, you can import rule 7.13 from the *Fudge Addenda*. In brief: there is a –1 penalty for each repeated casting of the same spell effect within a given area and time period. Note that casting a different spell *effect* (even if of the same spell group and same degree) does not invoke this –1 penalty.

Sample Wizard Characters

For a true wizard character, see *Pietro* in *Five-Point Fudge* itself. In addition, here is a character from the *Five-Point Fudge* sample character list, modified to use one point in the Scholarly Magic Skills Group.

Balfo, a Halfling Scout

Attributes

Reasoning: Good
Perception: Great
Willpower: Fair
Strength: Mediocre, Scale -2
Agility: Good
Health: Fair

Gifts

Magical Power (1 level)
Never Gets Lost

Faults

Halfling (Scale -2, +3 to Move Quietly Skill;
worth **two** Faults)
Humanitarian *

Skill Groups:

Scouting: 2 pts
Athletic: 1 pt
Combat: 1 pt (narrow)
Scholarly Magic: 1 pt

Skills:

— Scouting: 2 pts —

Observation: Good
Tracking: Good
Woods Lore: Fair
Map Sketching: Fair
Move Quietly: Superb [Fair +3 levels from
Fault: Halfling]

Survival: Fair

— Athletic: 1 pt —

Balance: Fair
Climbing: Fair
Throwing: Fair
Swimming: Mediocre

— Combat: 1 pt —

Bow: Good
One-handed sword: Mediocre

— Scouting/Outdoor Spells: 1 pt -

Enhance Senses: Fair
Fire/Light: Fair
Wariness: Fair
Survival Mastery: Mediocre
Literacy: Mediocre