

**JONSY'S**

**BASIC MAGIC**

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# BASIC MAGIC

Basic Magic is the magic of the elements. All mages are proficient in it's use (hence the term basic), and it is one of the few instances of magic having a permanent and visible effect (materials created or removed generally stay that way!) which cannot simply be dispelled.

The four elements are Air, Fire, Earth and Water, each of which is then further subdivided in classes of that element. Each class then has a group of spells associated with it. The great power of basic magic is that these spells may be combined to produce a huge diversity of effects. The spell groups are as follows.

## Create

This is the primary spell for any element of any class. *Create* brings forth an amount of the appropriate class of element, from some unspecified place (Theorists debate where at great length, whole realms of existence dominated by specific elements are postulated).

The exact amount of matter so *Created* depends on the caster - each mage will have a maximum he can *Create* (Volume Create) and he can attempt to create up to that volume. Until the spell is mastered, the exact volume *Created* may not always be the quantity desired.

A mage must master this spell before he can master any other spells for that class of element (IE Until you have mastered create, a successful cast at BMR 0 does NOT master any other spells for that class).

*Create* spells are not instant in effect. Once cast, there is a delay before the material appears, in which the material appears in the specified location in a ghostly form.

The length of delay is variable, and depends on the element class created.

*Create* may be quickened by *Accelerate* (see below).

Materials once *Created* generally remain (IE They do not vanish once a spell duration expires), the exception being Fire (anything set alight will continue to burn naturally).

Note that all materials *Created* are subject to normal physical laws - if you *Create* a lump of rock 30' up in the air, it will drop unless something is done to stop it.

Material can be created at up to Range Factor from the caster.

## Remove

The complimentary spell to *Create*, much of what is true about *Create* also applies to *Remove*.

The matter so *Removed* is assumed to go to wherever *Created* material comes from. *Removed* matter turns ghostly immediately, but is otherwise unchanged until the delay has occurred (IE you can see where a remove is about to happen). Again, *Accelerate* will speed up the process.

Note that due to the non-instantaneous nature of *Remove*, the space so created will generally fill naturally with surrounding materials (such as air, water or earth) rather than causing a vacuum pressure effect.

A mage can *Remove* up to his volume create limit per spell.

Material can be *Removed* at up to Range Factor from the caster.

## Detach

*Detach* is used to move materials from place to place.

It does not have to be applied to *Created* matter (if there are rocks lying around, you can use *Detach Rock* to move them).

If used to pull materials apart the spell has a strength of POW + Level for countering resistance.

*Detach* is subject to the same delay effect, and is again quickened by *accelerate*.

If *Create* and *Detach* are combined, two *Accelerates* are required if both parts of the spell are to be quickened.

A Mage can move a number of volumes equal to his missile control total with a *Detach* spell (Combining multiple *Detach* spells to give greater volumes is possible).

Movement Rate:  $(INT + POW) * \text{Caster Level} / 10$  ft. per second

*Accelerate* can be used to double this rate (two *accelerates* treble it, etc.)

Range: Caster Level \* Range Factor

Duration: Caster Level \* Time Factor

## Affix

Causes material to be fixed into a given position until the duration expires (when it becomes subject to normal physical laws).

It can be *Affixed* to a place, thing or creature.

If *Affixed* to a creature, a BMR check or MCT roll is required.

If *Affixed* to a thing or creature, it will move with the specified target.

If the BMR or MCT check is failed, it will be *Affixed* to the place adjacent to the target.

If *Affixed* to a like material, it will remain attached when the duration expires - so for example, a bridge could be made this way (or a building) but you could not graft stone to flesh.

*Affix* also allows some shaping of the material once mastered, the degree of control increasing with experience.

Range: Caster Level \* Range Factor

Duration: Caster Level \* Time Factor

## Amplify

Only applicable in combination with *create* or *remove*, *Amplify* doubles the number of volumes affected.

Note that for a single doubling, it is generally easier to cast two *creates*.

Unlike *Accelerate*, one *Amplify* affects all *Creates* or *Removes* in a combination spell.

Multiple *Amplifies* cause successive doubling.

Note that the number of volumes which can be *Detached* are not affected by *Amplify*.

## Accelerate

Again, only useful in combination, *Accelerate* speeds up the effect of other spells.

One *Accelerate* is needed for each thing to be quickened.

See sections on Delay Times and *Detach* for exact effects of accelerate.

Multiple *Accelerates* on the same spell component have no effect except when used to increase movement rate for *Detached* matter.

## Concentrate/Disperse

This changes material from one class to another, either increasing or decreasing as required.

Each *Concentrate* will make a one-class shift.

Note that once *Concentrated*, the appropriate spells for the new element class must be used to manipulate it (However, you can use multiple *Concentrates* of the same class to make multiple shifts with a single combined spell).

Shifting materials to above or below the standard classes can produce unusual effects, particularly in combination with heat or cold.

Materials may return to their original form when the duration expires.

*Concentrate* is subject to Delay.

Range: Caster Level \* Range Factor

Duration: Caster Level \* Time Factor

## Intensify/Diminish

This increases or decreases the intensity of fire-based spells, by up to (Caster Level\*5)% per spell.

*Intensify* is subject to Delay.

Range: Caster Level \* Range Factor

Duration: Caster Level \* Time Factor

## COMBINING BASIC MAGIC

The key to the use of Basic magic lies in the combination of spell effects.

Any combination may be used (many may not be very useful), the exact effects of any combination being at GM discretion.

Importantly, Combination Basic Magic spells can be devised and used as required – they do not have to be researched or learnt as a new spell. Note that this also means that Basic Magic Combination Spells are not subject to the change in BMR that applies to other spells.

If a combination spell is cast which includes a spell which is not mastered (this includes casting a non-mastered spell on its own), then that spell element is subject to BMR change as normal.

A combination spell is subject to the following rules and limitations.

1. In any combination, all but one spell must be mastered.
2. A mage may have up to his Caster Level number of spells in a combination.
3. The level of the spell is given by the total level of all the component spells, less the mages Caster Level, but never less than the highest-level individual spell in the combination.
4. The BMR of the spell is given by the BMR of the non-mastered spell (if used), plus one less than the number of mastered spells in the combination.
5. The chance to cast is reduced by 5% for each spell in the combination after the first.
6. The combination may be focused if all the spells are mastered.

EG: A Mage (CL 5, INT 17, POW 16) wishes to create a 'fireball' type spell.

Using Magic Fire from the Fire Element, he first needs to Create the Magic Fire, then move it to the target.

He has Mastered Create, so can combine this with Detach to form a single combination spell. At Caster Level 5 he can combine up to 5 spell elements, but sticks to just 2 for now.

Create	L=3	Mastered	
Detach	L=3	BMR = 1	
Total Level	= 3 + 3 - 5		= 3 (Minimum)
Total BMR	= 1	= 1	
Base Fatigue Cost		= 10 + ( 1 * 5 )	= 15
Base Time		= ( 3 + 1 ) * 5	= 20s
Base Chance		= 80 - 5%	= 75%

He is limited to 4 volumes (4 cubic feet) of material for a missile. The ball of fire will appear  $10 + 3d10$  s after he casts the spell, then move to the target a further  $10 + 3d10$  s. It will move at 165 ft / s.

Later he masters Detach, which drops the BMR to zero, Fatigue cost to 10, Casting time to 15s and Base Chance to 85%. The Delay time drops (on average) as each d10 becomes a d10-5, minimum 1.

He also knows Accelerate (L4) at BMR 1, so considers a more complex combination with Accelerate added.

The Level becomes 5, the BMR 2, Fatigue Cost 20, and Casting Time 35s. He can either accelerate the Creation of the Magical Fire or the Detach. The time for either would drop to  $5 + 3d10/2$  s.

Once he has mastered Accelerate, this time would drop further to  $(3d10 - 5)/2$  s.

# BASIC MAGIC SPELLS

These tables list the various base spells the comprise Basic Magic.

For each Element (Earth, Water, Fire, Air) a number of Categories of that element are listed.

For each Category the Casting Level and BMR are listed for the appropriate set of base spells; Create, Remove, Detach, Affix, Accelerate, Amplify (not Air), Concentrate (not Fire), Intensify (Fire Only).

Also listed are; the Volume for Creation or Removal of the Category, the Damage per Volume when the Category is used as a missile, the Knock back modifier when the Category is used as a missile and the Delay when the Category is Created or Removed.

## Volume

Volumes are in cubic feet.

The number of volumes that will engulf the target will limit damage - additional volumes will not cause additional damage.

24 cubic feet engulf a standard man-sized target.

Volume will typically be spherical. If confined, volume will expand evenly from a central point.

Once mastered, control over the shape is possible – check with GM for additional difficulty.

## Delay Times

When a Create or Remove base spell is used, the effect is not instantaneous, but instead takes a variable number of seconds for the material to appear (or vanish). During that period a 'shadow' of the material to appear will be seen in the area where it is to arrive (for Remove, the material will become slightly translucent).

The tables for the Categories give the Delay time (in seconds).

If all spells in a combination (or single spell) have been mastered, then the Caster Level is deducted from each die, with a minimum of 1 per die.

A spell that is accelerated does not have the minimum per die (and negatives are possible), and the final total is then halved.

The minimum delay time for any basic magic creation or removal is 1s.

Table 1: Earth

	Dense Rock		Porous Rock		Sand/Earth		Dust	
	CL	BMR	CL	BMR	CL	BMR	CL	BMR
Create	2	6	2	5	1	1	1	1
Remove	2	6	2	5	1	1	1	1
Detach	3	9	3	6	1	1	1	1
Affix	3	9	3	6	1	3	2	3
Accelerate	3	10	3	9	2	4	2	2
Amplify	3	10	3	9	2	4	2	2
Concentrate	3	9	3	8	2	5	2	3
Volume	1		2		4		8	
Damage / Vol.	1d6		1d4		1d2		0	
Knock back	(Volumes)		(Volumes) - 1		(Volumes) - 2		N/A	
Delay	10 + 5d10		6 + 4d10		5 + 4d8		3 + 3d8	

Table 2: Water

	Ice		Water		Rain/Spray		Fog/Mist	
	CL	BMR	CL	BMR	CL	BMR	CL	BMR
Create	3	6	1	4	1	3	1	2
Remove	2	6	1	4	1	3	1	2
Detach	3	6	2	5	1	4	1	3
Affix	3	6	2	6	1	4	1	3
Accelerate	3	9	2	9	1	7	1	5
Amplify	3	9	2	7	1	7	1	5
Concentrate	3	8	2	8	1	7	1	5
Volume	20		20		1000		4000	
Damage / Vol.	1d4		1		0		0	
Knock back	(Volumes)		(Volumes) - 1		N/A		N/A	
Delay	6 + 3d10		5 + 4d8		4 + 3d8		4 + 3d8	

**Table 3: Fire**

	Magic Fire		Normal Fire		Heat		Light	
	CL	BMR	CL	BMR	CL	BMR	CL	BMR
<b>Create</b>	3	0	1	2	3	3	1	1
<b>Remove</b>	3	0	2	4	2	4	1	1
<b>Detach</b>	3	1	1	2	3	4	1	2
<b>Affix</b>	4	2	2	3	3	4	1	2
<b>Accelerate</b>	4	3	4	4	5	5	4	4
<b>Amplify</b>	4	2	4	4	4	4	3	3
<b>Intensify</b>	4	5	5	5	6	6	4	4
<b>Volume</b>	6		6		4		500	
<b>Damage / Vol.</b>	1d4		1d2		1		0	
<b>Delay</b>	10+3d10		10+3d10		5 + 4d8		4 + 3d8	

**Notes**

Normal fire will burn for 5s unless fuelled.

Damage for fire-based spells is upon impact, and then every 5s thereafter.

**Table 4: Air**

	Air		Poison Gas	
	CL	BMR	CL	BMR
<b>Create</b>	2	2	6	6
<b>Remove</b>	3	3	3	3
<b>Detach</b>	2	1	6	6
<b>Affix</b>	2	5	6	6
<b>Accelerate</b>	3	3	7	7
<b>Concentrate</b>	4	4	7	7
<b>Volume</b>	65		65	
<b>Delay</b>	5 + 3d8		4 + 4d8	

**Poison Gas**

Poison Strength      6 + Level

Time Factor            15 - Level

Final Effect            As Desired.

Note that for each effect, a new Create must be researched and mastered, but the manipulation spells are common to all poison gases. They can be mastered as soon as the mage has mastered the first creation.