TSGS: Magic

Release 1

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Magic Skills

Characters can select magic skills, which are:

Druidism: Affects plants, animals, and weather. *Examples: Control weather, Summon Animals, Call Lightning*

Necromancy: Creates and destroys undead; healing and death spells. *Examples: Create Zombies, Minor Healing, Word of Death*

Illusion: Creates illusions and masks real objects. *Examples: Minor Illusion, Invisibility*

Evocation: Creates force and energy. *Examples: Fireball, Magic Missiles, Shield*

Enchantment: Changes physical or mental aspects of the spell's target. *Examples: Sleep, Transmute Metal, Shapechange*

Creating Spells

To create a spell, it is necessary to determine Range, Duration, Area and Effect. Add the points found in the tables to determine point cost, which will determine the difficulty of learning, casting time, and "backlash."

Range Table Determines how far away the spell's center of effect must be from the caster.

Condition	Points
Within 1 yd./Touch/Personal *The cone of flame bursts from the evil wizard's hands.*	1
Near (within 10 yd.) *Three conjured arrows fly 15 ft. toward the troll, hitting it squarely in the face.*	2
Short (up to 100 yd.) *The small, glowing ball flies 200 ft. before exploding into a flaming sphere.*	3
Far (in sight of the caster) *The magically aided sling bullet whistles toward the escaping dragon as it flees into the hills.*	4
Special (target can be affected by the spell wherever he is as long as the caster has a physical connection to the target like blood, hair or a personal item) *Suddenly, Arthur felt a sharp pain in his left shoulder, as if someone was sticking a needle into it.*	5

Duration table-Determines how long the spell lasts

Duration	Points
Instant (only a moment, although effects could be permanent) *In a flash of light, John crashed to the floor.*	1
Concentration (as long as the caster concentrates on maintaining it, up to a maximum of 20 minutes) *The Druid focused all of his concentration on calling down another lightning bolt from the sky.*	2
Scrimmage (20 minutes, with no concentration required) *The magical shield kept Windell safe for the short battle, but half an hour later when the harpies attacked, he was left without protection.*	3
Short (up to 1 hour) *Unfortunately, the protection spell wouldn't last Feejo the entire evening.*	4
Hours (up to 6 hours) *The circle of protection kept Arna's companions safe for their short rest.*	5
Day (24 hours) *The magical feast kept Neal vigorous for the next day's fighting.*	6
Week (7 days) *The blessing and anointment gave immunity to poison, but it wore off eventually.*	7
Feat (until a condition set by the spell or caster is met) *The curse would haunt Kilan for the rest of his days- unless he atoned.*	8
Permanent (forever) *Melarius imbued the sword with enough power to prevent it from ever breaking.*	9

Area Table Determines how large an area is affected by the spell (sample areas are included)

Cubic Feet	Cube	Rectangular Prism	Cone	Cylinder	Sphere	Points
Single Target	--	--	--	--	--	1
125	5' x 5' x 5'	2.5' x 5' x 10'	5' d, 20' h	--	6' d	2
1,000	10' x 10' x 10'	10' x 5' x 20'	14' d, 20' h	10' d, 10' h *or* 8' d, 20' h	12' d	3
15,000	25' x 25' x 25'	12' x 25' x 50'	24' d, 100' h	20' d, 50' h *or* 22' d, 20' h	30' d	4
125,000	50' x 50' x 50'	25' x 50' x 100'	50' d, 200' h	30' d, 200' h or 128' d, 20' h	60' d	5

Effect Table Determines the number of dice added or subtracted from rolls (for buffing/debuffing spells); the wounds inflicted or healed (for healing and damage spells); the power of the summoned, created, or banished creature (for summoning and necromancy spells) the number of senses affected (for illusions); or the mass affected (for shaping or damaging spells).

Number	Mass Affected	Points
1	<2 lbs	1
2	<20 lbs	2
3	<200 lbs	3
4	<2,000 lbs (1 ton)	4
5	<20,000 lbs (10 tons)	5
6	<200,000 lbs (100 tons)	6
7	<2,000,000 lbs (1,000 tons)	7
8	Any mass	8

Putting it together

Add all the determined points to determine "difficulty." Difficulties over 6 are displayed as **6 x**, where x is the number of points over 6. Difficulties over 12 are displayed as **6 6 x**, where x is the number over 12. For example, a spell with difficulty 8 is written as **6 2**, and a spell with difficulty 15 is written as **6 6 3**.

The casting time of a spell is equal to its difficulty in "steps," where each number is 1 step. For example, a spell with difficulty **6 5** has 2 "steps."

Learning Spells

Learning a spell takes one day per "step" and requires a magic skill roll against the spell's difficulty. A spell cannot generally be learned unless a resource (such as a scroll) is available with the spell written on it.

If a spell that the caster wants to learn is not available, he may attempt to "create" one. Creating a spell typically requires a relaxing work environment and a source of material (e.g. a magical library). Things may differ for the GM's individual campaign.

Casting a spell

Casting a spell will take one round for each "step." If the caster is distracted, the spell is lost. Optionally, the GM may grant an ability roll to avoid this effect (for example, a Tough roll to avoid being distracted by an arrow wound, or a Wise roll against a distracting environment). Casting a spell requires a skill roll either versus a static difficulty of 4, or a skill contest against the targets to avoid the spell. For example, the target may attempt to avoid falling asleep or dodge a fireball. When a spell goes into effect, it inflicts a wound point on the caster for each step of difficulty. However, these wound points will only knock the caster unconscious, never kill him.