

SORCERY



Sorcery is viewed as a 'mechanistic' form of magic, in that its practitioners see the universe collection of materials to be manipulated to suit their needs. There are many "flavors" of sorcery; the two most common of which will be described on the following pages. Sorcerers are defined by their Presence, the size of their Presence depends upon the Vows they have taken.

WHO CANNOT LEARN SORCERY

A shaman can learn no sorcery unless his fetch has been permanently destroyed.

A person who knows sorcery and becomes a shaman loses all his sorcerous lore.

Most priests cannot learn sorcery, often because it is considered impious by their deity, but also because the nature of their philosophy and devotion renders the priest unable to alter his mind set in the necessary manner. An initiate of a non-sorcery using deity may never become an acolyte, priest, or rune lord while he knows his lore.

Most nonhumans can learn sorcery like anyone else, always assuming that someone is willing to teach them. Of course, this implies that the race can learn magic at all.

LEARNING SPELLS

Anyone who knows a spell at 90% or better can write down a description of it, using his Write skill. A student who successfully Reads the scroll and studies it for 50 hours can learn the spell by rolling his INT or less on 1d100. If he fails, he can study another 50 hours, then try his INT x2 or less. Then INT x3, and so forth. If the writer got a Critical success in Write, the reader gets to add his INT x2 to his chance of success on each 1d100 roll(i.e., he starts out at INT x3 instead of INT). If the reader gets a Critical Read when studying, then for that 1d100 roll, he gets to add his INT x2 to his chance.

[Example: A critically-Written scroll in Suloise describes Evoke Gloom. Severis the Student gets a critical Read Suloise while reading it. This means his 1d100 roll is equal to his INT (basic chance) + his INTx2 (for his Critical Read) + his INT x2 (for the scroll's bonus) totaling his INT x5.]

NOTE: if the scroll or book is enchanted, making it a matrix of the spell, then the matrix's skill bonus is added to the student's chance of success. A +40 matrix would add 40 percentiles to the student's chance.

If a teacher who knows the spell helps, his skill is added to the student's chance. If he is teaching more than one pupil, his skill is divided among the total number of students. Example: the instructor knows Venom 89 and has 8 students. $89/8 = 11.125$, so each student gets +12 to his chance of success when rolling to learn the spell.

At the end of the training or research, the student receives a skill in the spell equal to his Magic Bonus. If this is 0 or less, then he still gets the spell, but at a negative skill value (i.e., it is useless to him and cannot be cast). He can train for another 50 hours, after which he can add 1d6 to his skill. This process can be continued until he is finally at a positive level.

A sorcery spell takes up 1 point of INT. This INT can either be from the sorcerer's own brain, a spell matrix, a bound spirit, or a familiar, but it must be stored somewhere. A sorcerer is allowed to

research and train in spells which he does not have memorized. In order to gain the "continuous maintenance" skill bonus (see below, under Increasing Spell Skill) he must have cast the spell himself, but need not have it memorized.

INCREASING SPELL SKILL

1) Research and training are efficacious with spells, as with any other skill. Spells are fairly simple to master, so a successful bout of training or research provides the sorcerer with a full 1d6 increase, rather than 1d6-2.

2) Use of spells in crisis situations, as with other skills, earn skill checks.

3) If a spell is kept continuously maintained for a full season, at the end of the season the sorcerer gets a skill check. If the skill check results in an increase, the spell's skill goes up by 1d6-3. This is only applicable if the spell in question makes up at least 10% of the sorcerer's total Presence. Thus, a sorcerer with a Presence of 30 would need to maintain at least a 3 point spell to gain this benefit.

If a sorcerer maintains the same spell more than once (example: keeping a Resist Damage on each of four friends) he only gets a skill check and possible increase once, not once per spell.

CASTING AND MAINTAINING SORCERY

When a spell is cast, the sorcerer determines how many levels of which Art are used in its casting. Normally, each level costs 1 MP. A sorcerer cannot have more total levels of spells in effect at any given time than his Presence.

Skill in a sorcery spell indicates the user's % chance of casting it. He cannot place more total Art levels into a spell than his chance to cast that spell divided by 10.

Unless a spell is maintained, it is either Instant or has a duration of 10 minutes.

Time needed to cast a sorcery spell is equal to the user's DEX SR, plus 1 per MP. The Arts of Ease and Speed and the skill of Ceremony can modify this.

Check the sorcerer's degree of success on the following table:

Spell Success Table	
Level	Result
Critical	Spell costs only 1 MP .
Normal	Spell goes off, normal MP cost.
Failure	Spell fizzles, only 1 MP lost.
Fumble	Spell fizzles, all MPs devoted to spell are lost, also roll on Table below.

Spell Fumble Table	
d100	Result
01-10	No other effect.
11-20	Second Thoughts - No spell may be cast or prepared for the next 1d3 melee rounds.
21-30	Serious Mental Lapse - Demoralized for the next 1d4 melee rounds.
31-40	Distraction - Lose control of one of your maintained spells. The effect of the spell ends immediately, Presence begins to return normally.
41-50	Major Distraction - Lose control of 1d3 maintained spells. All spell effects end immediately, Presence remains in use as if spells still in place!
51-60	Mental Strain - Violent headache causes -20% to all skills for the next 1d6 hours.
61-65	Physical Strain - Sudden muscle spasms cause you to fall to the ground. STR and DEX reduced by 3 for 1d4 rounds.
66-70	Visual Cortex Flash - Lose 50% from all actions for 1d4 melee rounds.
71-73	Internalization - You are effectively blind and deaf for 1d4 melee rounds.
74-80	Neural Shock - You release all your mental energy in one surge. You are at 1 magic point. Matrixes and Spirits are not effected.
81-85	Backfire - Reverse rolls of target and caster.
86-89	Spell Targets Nearest Friend, Automatic Success - If friendless, as above.
90-92	Spell Targets Nearest Friend, Automatic Critical - If friendless, as above.
93-94	Spell has unusual results - substitute a different, random spell from the caster's memory instead of intended spell.
95-98	Seizure - Stress induces epileptic-like seizure. Unconscious for 30-CON melee rounds and one location paralyzed for 30-CON hours.
99-00	Stress induces stroke. Unconscious for 30-CON minutes, and one location paralyzed for 30-CON days. If head is rolled, sorcerer is in a coma, dies in (CON) days.

SORCERY AND MASTERY

Due to the nature of sorcery, certain rules are treated differently in regards to mastery. Note that these rules apply ONLY to sorcery, and not other forms of magic.

Spells - Mastery effects non-ritual spells normally. However, "attack" type spells that do a rated type of damage, instead of doing double have the damage dice "bumped up" to the next level.

[Example: Gulliam has two levels of mastery (245% skill) in Evoke Lightning. When calculating his damage, he rolls 1d6's instead of 1d3's for damage (progression is 1d3, 1d4, 1d6, 1d8, 1d10, etc.). On a critical success, he'd roll 1d8s.]

Arts - A sorcerer who has mastered an Art can now utilize as many levels of it (allowable by spell skill) as he pleases. In the above example, Gulliam could use up to 25 levels of Intensity, even though his skill in Intensity was only 101%.

CEREMONY

Increases the caster's chance to cast a spell, and hence also increases the levels he can manipulate it by. Ceremony cannot more than double the user's skill for a particular spell. Each hour spent in ritual permits the sorcerer to use up to 10 percentiles of Ceremony. A sorcerer with 85% Ceremony has no need to spend more than 9 hours chanting before casting a spell.

[Example: Subadim has a skill of Produce Cold 36. If he spends 4 hours in Ceremony, he can double his skill to 72, letting him expend up to 8 levels of sorcery on the spell.]

PRESENCE

A sorcerer can have a number of Arts in effect equal to his Presence, including any spells he is casting at the moment.

A sorcerer can drop a spell being maintained at will, losing no SRs. The spell's effects last till the end of the round in which it is dropped (However, see the rules for Stale Presence, see below).

[Example: Cybex has a Presence of 35. He maintains a Castback 5 on himself, and on his dog. In addition, he maintains a Boost APP 6 and a Resist Damage 10 on himself for a total of 26 levels. When he is in combat, he cannot cast any spell larger than 9 total levels, and if that 9-level spell requires maintenance, he cannot cast another after that. Also, see below]

STALE PRESENCE

If a sorcerer maintains a spell in his Presence, then that part of him will deteriorate through lack of exercise. He will not lose presence permanently, nor will the spell deteriorate or fail, but when that presence becomes free, it will only be available for reuse at a rate of one point melee round, or one point per hour if the spell was held for more than a month. He may, however, recast the same spell at no penalty. This can be considered as the sorcerer's Presence becoming molded to the pattern of the spell, and taking time to 'limber up' again.

RESISTING / DISPELLING SORCERY

Unless otherwise described in the spell write-up, only Intensity is used to determine a spell's might for the purpose of crashing through counter spells. If a sorcerer casts a spell with an Intensity 1, Range 6, it's only a 1 point spell and a Resist Magic 1 has a 50% chance of stopping it.

When a spell is described like "Damage Boost 6" the number after the spell's name always refers to Intensity.

MP BOOSTING

A sorcerer can boost a spell with additional MPs. This is not limited by the sorcerer's Art, spell skill, or Presence. It does take extra time to boost. The additional MPs serve no function

except to add to the spell's Intensity for purposes of overcoming counter spells only. There is no purpose in boosting a non-attack spell, unless you want to heal someone (for instance) and need to blast through the counterspell he has set up.

[Example: Subadim throws an Evoke Fire 4 at a euroz. He suspects the euroz has Countermagic, so he boosts his Evoke fire with 6 MPs. The Evoke hits the euroz with 10 MPs of force. If the euroz's Countermagic is 8 or less, he is affected by the Evoke Fire.]

SPELL COMPONENTS

If the sorcerer has a component which is very appropriate to the spell he is casting at hand, the GM can give him a 5 percentile boost to chances of success. Special and rare components give higher boosts, depending on the GM's whim. Using multiple components does not increase the spell's chances further. Spell components are only destroyed on a fumble.

[Example: Subadim casts Fly, with an eagle feather as a component. This gives a +5 bonus. If he'd used a griffin or sky bull feather, he'd gotten a +10 bonus. And if he'd had a phoenix feather or dragon wing scale, he'd get a +20 bonus. A feather from Vrimak, King of Birds, is worth about +50. Note that using a whole eagle instead of a feather is still only +5. A chicken or crow feather is worthless, though the tongue of a crow who'd been taught to speak would probably be worth +10 for a communication spell.]

SORCERY VS. OTHER KINDS OF MAGIC

Other types of magic interfere with sorcery. When a sorcerer casts a Spirit spell, Rune spell, or Wizardry spell, they count against his Presence. His Presence remains encumbered with these magics until they expire. However, he cannot cancel them until they expire naturally, nor can he maintain them past that point. Each point of spirit magic takes up 1 Presence. Each point of Rune magic takes up 4 Presence. Each point of Wizardry magic takes up 2 Presence for each magic point required to cast it. Instant spells only use up Presence for the round they are cast.

When sorcery and other types of magic are cast on the same target, similar spells do NOT add together. Instead, they "overlap". For instance, if Boost Damage 6 and Bladesharp 4 are cast on the same sword, damage is increased by 6 (Boost Damage), and attack is increased by 20% (Bladesharp).

Because of the wide variety of possible combinations, the gamemaster is the final judge of whether or not a particular spell pairing "overlaps". Note that some similar-appearing spells may not overlap. For instance, though Fireblade and Boost Damage both increase damage, they do not overlap instead, Fireblade takes precedence, just as it does with Bladesharp.

SPELL PRECEDENCE

Spells are layered from the inside out in the order in which they were cast. For instance, if you cast Resist Magic 6, Castback 6, and Resist Damage 6 on yourself, in that order, an enemy throwing an Evoke Fire 8 would first need to overcome the Resist Damage. It would roll its damage at that time. If it rolled a 4, it would have a 40% chance of getting through the Resist Damage. Once through, it would strike the Castback. Since the Evoke 8 is

higher than the Castback, it penetrates with no difficulty. It now hits the Resist Magic, and the Evoke's Intensity 8 is matched vs. the Resist Magic's 6, for a 60% chance of success. If it finally gets through the Resist Magic, it strikes you, doing the 4 pts of damage previously rolled.

PATHS OF POWER

Sorcerers have two main paths to greater power. Theist sorcerers have access to the Saints of their orders (described separately within each deities description), while nonaligned sorcerers can elect to follow the path of initiation. Theists can also elect to follow the path of initiation, but this precludes their obtaining Saints as patrons. (See pp. 14)

ARTS

The Arts of sorcery are used in casting spells. Remember that the user cannot have more levels of Arts in a spell than his skill divided by 10. For instance, if a sorcerer's Treat Wounds was 72, he could use up to 8 Art levels (normally costing 8 MPs). Ability to use the Arts is not innate, and must be acquired. The exact method varies with the College of Magic involved.

Ten Arts are normally recognized: Accuracy, Ease, Intensity, Hold, Maintain, Minimize, Multispell, Permanence, Range, and Speed. The arts of Intensity, Maintain, Multispell, and Range are considered to be the "basic" arts. The other arts, those of Ease, Hold, Permanence, Speed, etc., are considered "secondary" arts. Sometimes the distinction is important. Other Arts are known; often these are closely guarded secrets of the school or faith that created them.

ACQUIRING ARTS

Non-Theists: The Arts are Magic skills with a base chance of 0%. They are acquired by research, training, and experience. When the sorcerer masters an Art (obtains a skill in excess of 100%), he can henceforth use it automatically. Until then, his spells are limited by his skill in the Arts as well as his skill in the spells (i.e., his chance of casting a spell is equal to the lowest skill being used, including all applicable Arts).

Theists: -- The sorcerer's god is the source of Arts. Once a year, on the High Holy Day, the sorcerer's god can be invoked to gain an Art.

ART BOOSTING

A sorcerer can boost the levels of Art he can cast his spells by two means.

Ceremony: Each additional round (or hour in the case of ritual spells) spent using Ceremony increases the user's Art levels by up to twice his normal spells skill or Ceremony skill, whichever is lower.

[Example: Fred Parker knows Project Sight at 55%, and Ceremony at 40%. He has the option of spending 4 additional rounds casting the spell, increasing the art levels he could use from 6 to 10.]

"Burn" Casting: By overextending himself, a sorcerer can improve the number of Art levels he can use with a spell by

sacrificing his actual casting chance by 10%. However, by doing this, he places himself at additional risk. A roll between his normal skill and his reduced skill is now treated as a fumble, and a fumble based on his reduced skill causes general hit point damage equal to the total magic points in the spell

{Example: Fred Parker knows Evoke Lightning at 91%. He is being rushed by three large euroz, and doesn't have the time to use any Ceremony. He elects to push his skill by 5, reducing his actual success roll to 41%, but giving him five additional levels of spell to play with. He elects to use Intensity 10, Multispell 3, Speed 2, getting the spell off in 11 strike ranks, potentially disabling all three eurozs.

If he rolls over 41%, all the magic points in the spell are lost, and he must roll on the Sorcery Spell Fumble Table, just as in a "normal" fumble. Should he roll doubles (44, 55, etc.) he'd instantly lose not only the magic points, but 15 hit points as well as making a roll on the Fumble Table.

Accuracy

This Art improves the accuracy of certain attack spells, by allowing the caster to "target" certain portions of the body. Each MP of Accuracy in a spell allows the caster to alter the hit location roll by one point. For example, if an Intensity 5, Range 2 Accuracy 5 Evoke Lightning were cast against an approaching foe, and the caster rolled a 15 for the location struck, the 5 points of Accuracy in the spell would allow the caster to strike any hit location between 10 - 20.

Alchemy

This Art requires a stable, physical medium which will be used to "hold" the spell in question. Potions, powders, and salves are common mediums. The levels of Alchemy used determine the length of time the prepared medium remains viable according to the table below. (Obviously, levels of Alchemy less than 3-4 are mostly useless.) Unless the caster wishes to expend Presence to maintain the spell, Permanence must also be used.

When the potion/powder/salve is applied to the user, the spell placed within it takes effect, bypassing all countermagic and resistance rolls and directly affects the target, no other rolls necessary.

Alchemy Table			
Levels	Delay	Levels	Delay
1	1 round	6	1 season
2	1 minute	7	1 year
3	1 hour	8	1 decade
4	1 day	9	1 century
5	1 week	10	eternity

Banish

This Art turns a normal spell into an "anti-spell", effectively allowing the sorcerer to cancel all of or part of another spell. For each level of Banish, 1 point of the defending spell is canceled. To use this Art, you must actually know the spell you wish to

dispel, and must cast it with sufficient Range to reach your target., and as much Banish as you wish to use. Banish can be Multispelled to affect a number of defending spells.

[Example: Rokar the Rocker uses Damage Resist Banish 2 on a foe's Damage Resist Intensity 6. The foe's spell is reduced to Damage Resist Intensity 4.]

When a spell is Banished, the owner notices at once, and will even awaken if he sleeps. The Banish need not match it's level vs.. the Intensity of the spell it is canceling.

Resist Magic is the only spell that gets to match it's Intensity vs.. the levels of Banish when attempting to knock down an opponent's spells.

Condition

This Art allows the caster to add target conditions to a non-ritual spell for an additional magic point cost. Each condition added costs 1 magic point.

Example: Gustav casts Resist Magic 6, Condition 1, with the condition that healing spells are not resisted from any source.

Ease

This Art costs MPs to use like all the rest, but it is a bargain, because it actually lowers the final MPs used in the spell. Each MP of Ease lowers the spell's total MP cost by 2, and adds 1 extra SR to those needed to cast. You cannot reduce the total MPs in the spell to less than the MPs spent on Ease. This does not reduce the spell's effective MPs for purposes of dispelling or maintaining or impacting on defensive spells.

[Example: Thraxon wants to Palsy an unsuspecting guard, but sees no reason it should cost him a fortune in MPs. He spends 2 on Range, 6 on Intensity, and 3 on Ease, for a total of 11. However, the 3 MPs spent on Ease return 6 MPs, so in the end he only spends 5. The spell will take 15 SRs (one for each MP originally placed in the spell, plus 1 more for each level of Ease).]

Force

Only usable when the sorcerer is casting an attack spell that matches the caster's MPs vs. the target's MPs, POW, etc. on the Resistance Table. For each MP in Force, the caster's chance of overcoming the target are raised by 5 percentiles. If the caster's chance is nominally less than 05%, it must be increased sufficiently to overcome this handicap.

Illusion

This Art simulates an intellect behind transient ot illusion type spells. This permits a caster to shift his attention away from a transient spell without it expiring (it effectively becomes an active type spell). It also allows various Phantom Sense spells to react to stimuli without requiring the caster's whole attention (i.e. he could cause a Phantom Sight spell to react to an attack by dodging, etc.). You need as many levels of Illusion as the highest other Art in the spell. It's easier to give examples of how Illusion works than to explain it.

[Example 1: Traxwell casts Phantom Sound to create a voice that speaks out of thin air. With Illusion, he could set it up so that the voice only spoke when there was someone there to hear it, and would be able to respond to simple questions.]

[Example 2: Secknort uses Illusion with a multispelled Smother, Phantom Sight and Phantom Scent spell to create an illusionary cloud of poison gas, and have the smother only activate when a victim is inside.]

Intensity *

The effects of Intensity vary with the particular spell in question.

Hold

This lets you hold a sorcery spell ready to cast. When the spell is cast, instead of triggering, it pops onto the Otherworld, where it remains stable, ready to be released. Essentially, this gives you an "emergency" spell. The levels of Hold must equal the highest other Art in the spell. When released, the spell is cast at the caster's DEX SR. The spell is maintained only until the caster releases it. When Hold is used, the caster need not use any levels of Maintain with the spell, unless he intends to Maintain it once released.

It takes the normal amount of Presence to Hold a spell as if the spell were being cast or Maintained normally.. If the spell is not Instant, Presence and levels of Maintain are required to maintain it once cast.

[Example: Thraxon decides to Hold a Hinder spell. He can put 5 total levels into Hinder, and uses Intensity 2 and Range 1. He'll also need Hold 2 (since Intensity, the highest Art used, is a 2).]

Maintain *

This skill is used to stabilize a spell so that it can be supported by the caster's Presence, and not be tied to the 10 minute duration of normal sorcery spells. If a caster wishes to Maintain a spell, he must use levels of Maintain equal to the highest other art used in the spell.

Minimize

This Art costs MPs to use like all the rest, but it is a bargain, because it actually reduces the effective size of the spell in question for purposes of calculating how much Presence it consumes. Each level of Minimize reduces the effective levels of manipulation by one, to a maximum reduction of half of the manipulation total of the other Arts used. This does not reduce the spell's effective MPs for purposes of dispelling or maintaining or impacting on defensive spells.

Example: Trevalin decides to cast Resist Damage on himself. Using Ceremony, he can boost his 55% skill to 110%, allowing him to use 11 points of manipulation. Since he wants to Maintain this spell as well, he elects to use Intensity 4, Maintain 4, Minimize 3, which will cost 11 magic points but consume only 5 points of Presence.

Multispell *

This skill lets the user combine multiple spells within his Art, casting them all at the same time, and at the same or at different targets. Multispells can have identical MP levels for all skills used, or the user can voluntarily lower the levels for one or more spells selectively. Each MP in Multispell lets the user have one spell to the mix, or have one target who is struck by all the spells in the casting (note: this means you can't use less than 2 MPs in

Multispell -- a 1 MP Multispell only gives you 1 spell, or 1 target, which is worthless).

The maximum MPs for the casting is figured by the lowest skill of all spells involved. If a mage knows Call Fire at 60 and Animate Fire at 80, and decides to Multispell the two (to create a fire already under control), he can only use 6 MPs total, because his Call skill of $60/10 = 6$. Since he needs 2 MPs of Multispell to cast both the spells at once, this means he can have no more than Intensity 4. However, every single spell in the Multispell gets to "share" the MPs! So that the spell would be both Called for Intensity 4, and Animated for Intensity 4, for the same 6 MP cost!

The chance to successfully cast a Multispell is equal to the lowest skill involved. If attack spells are combined, the defender needs only one resistance roll. If he fails, all the spells take effect (otherwise, all fail). If the various spells have different chances to overcome the target, use only the lowest chance among them to determine success or failure for all.

If the Multispell is boosted to break through magic defenses, each individual spell must be boosted separately.

[Example: Thraxon the wizard Multispells Diminish SIZ, Diminish STR, and Shapechange Human, planning to turn a barbarian into a bunny rabbit. He uses Intensity 8, and must use Multispell 3 (because 3 spells are involved). The total cost is 11 MPs, and the target ends up with -8 STR, -8 SIZ, and sufficient Shapechange Intensity to affect a human up to SIZ 16. If Thraxon included 8 levels of Hold, he could keep the effect readied for a total of 19 MPs spent. Of course, he would need at least 181% skill in all the spells involved to do this. Or, if he specialized as a Transformer, then he would only need 91% skill, which is a bit more reasonable. (See sorcerous Specialty rules, following the Arts).]

When Thraxon casts the spell, he only rolls to overcome his foe's MPs once. If the target's SIZ is 17 or more, then the entire spell automatically fails, because the 100% certainty of the Shapechange spell's failing is the "lowest chance" among the spells involved.

[Example: Cybex the sorcerer casts a multispelled Palsy at a trio of bandits. He uses Intensity 5 and Range 2, far enough to hit 'em all. He uses 3 levels of Multispell, to cast a total of 3 Palsies. Fortunately, his skill in Palsy more than sufficient for the 10 Art levels he uses (and only 10 MPs are spent).]

For the purposes of dispelling, Multispelled spells are considered to be ONE spell. If a sorcerer is maintaining a Multispelled Resist Damage/Castback/Resist Spirits Intensity 6 Multispell 3 on himself, successfully dispelling his Resist Damage knocks down the other two spells in the mix as well.

Permanence

This skill lets a temporal spell become permanent, so that it no longer counts against the sorcerer's Presence. To do this, the MPs in Permanence must be equal to the highest other Art used in the spell. In addition, the caster must dedicate a number of POW equal to the points of Permanence in the spell. These points of POW can come from any source, either the sorcerer himself, his familiar, or the target he is casting the spell upon (the target, if unwilling, gets to match his POW vs. those of the sorcerer to reject the spell). The spell can still be dispelled, and

the POW source powering the spell only regenerates magic points up to the value of their current POW minus the POW dedicated to maintaining the spell.

When a Permanent spell is cast, the magician can boost it with extra MPs (above and beyond his normal Art or Presence maximum). These extra MPs are added to the Permanent spell's Intensity for the purpose of resisting anti-magic spells only.

[Example: Cybex decides to boost his Strength. His skill in Boost STR is 75, so he can use up to 8 Art levels. He uses Permanence 4, to match the Intensity 4, then dedicates 4 POW to the spell. Now his strength is at +2 and will remain there until the spell is dispelled, no longer taking up any Presence. At the same time he casts the spell, he boosts it with an additional 12 MPs. Now, to dispel this magic, an enemy caster must overcome a defending MP total of 12+4 = 16. However, Cybex's normal POW of 18 now only regenerates 14 magic points per day.]



Range *

Without the use of Range, a ranged spell can be cast up to 10m away. Each level of Range doubles this. A spell can be maintained via Presence at any range -- this skill is only used when a spell is first cast. Of course, the caster must be able to see or otherwise pinpoint the target no matter how far away it is. For this reason, ranges past 9-10 are rarely useful.

Range Table			
Range	Distance	Range	Distance
0	10 m	8	2.56 km
1	20 m	9	5.12 km
2	40 m	10	10.24 km
3	80 m	11	20.48 km
4	160 m	12	40.96 km
5	320 m	13	81.92 km
6	640 m	14	163.84 km
7	1.28 km	15	327.68 km

Reinforce

Renders a temporal spell more resistant to dispelling. Each MP in Reinforce gives the spell 2 additional pseudo- Intensities vs.. dispel attempts.

Reversal

This Art allows the caster to reverse the effects of those

spells that have a reversed form, without the necessity of learning the reversed form seperately. The levels of Reversal must equal the highest other Art used in the spell.

Speed

This lets you cast a spell in less time. Each level of Speed reduces the SRs needed to cast the spell by 1 (to a minimum of 1). (The Speed MPs do not count in figuring casting time.)

[Example: Cybex is casting a Multispelled Palsy at his enemies (see previous example). The spell costs him Intensity 5 + Range 2 + Multispell 2 = 9 MPs, so it takes 9 SRs plus his DEX SR of 3 for a total of 12 SRs. Hence, it will go off on SR 2 of the next round. Because the bandits are charging quickly, he chooses to also use Speed, spending 2 extra MPs to reduce the casting time from 12 SRs to 10, letting it go off on SR 10 of this round. Now the spell costs 11 MPs instead of 9.]

Time

This art affects the spell it is cast on by delaying the time it takes effect. The spell is cast normally. If it successfully overcomes any resistance rolls, countermagic, etc., it then does not "go off" until a certain time later, depending on the number of Time levels used. When the spell is cast, the user states exactly when the spell will take effect, at any time up to or including the delay he has ensorcelled. For instance, with 3 levels of Time, he could name any delay up to an hour.

When the spell finally takes effect, it bypasses all countermagic and resistance rolls and directly affects the target, no other rolls necessary.

Time Table			
Levels	Delay	Levels	Delay
1	1 round	6	1 season
2	1 minute	7	1 year
3	1 hour	8	1 decade
4	1 day	9	1 century
5	1 week	10	eternity

VOWS

Most sorcerers create and increase Presence by means of Vows: oaths that the sorcerer will do, or refrain from doing, specific deeds. If a sorcerer breaks a Vow, he loses all Presence he'd gained from it, and may not take that Vow again. This fact is taken by Theists as evidence that sorcery is governed by their gods, deities of Magic.

Most sorcery users are not full sorcerers, and do not know the Arts. Such individuals can cast spells using the art of Intensity (only), with maximum levels equal to their skill/10, rounded up. Such spells have a maximum range of 10m, and if temporal last for 10 minutes.

Illumination and Vows -- an illuminate can violate his own High Vow and experience no loss. If he breaks any other Vow, he

loses the Presence it gave, but he can retake that Vow and regain the Presence.

TAKING VOWS

When a sorcerer masters his first Art, he can take the High Vow of his sect. This sets up a mental discipline for him to follow throughout life.

Once the sorcerer has mastered the four basic Arts of Intensity, Range, Maintain, and Multispell, he can take the vow of the Vessel.

For each Art he learns after that, he may take one (1) additional Vow of his choice. In addition, for each sorcery spell he masters, he may take yet another Vow of his choice.

If a sorcerer somehow forgets an Art, or an appropriate skill drops below 100%, he does not lose the Vow he received for that skill or Art, but when he relearns the Art or the skill rises to 90 again, he does not get to take a new Vow. Only one Vow per Art or spell.

Vows Table	
Arts Mastered	Vows Available
None	None
One only	The High Vow
All basic Arts	The Vessel
Each other Art	Any Vow
Each spell mastered	Any Vow

THE HIGH VOW

This is the first vow that a sorcery-user normally takes, and it is the only vow that can be taken before a sorcerer has learned all three basic Arts. The candidate must know at least one Art to take this Vow. The High Vows vary with the particular sect of Theism, hence there is the Boccobian High Vow, Weejasian High Vow, etc. The user must adhere to his Sect's strictures (such as Caste distinctions), to take this Vow, which permits him to add a certain score to his Presence. This score is determined by taking the sorcerer's Intelligence plus his Power, and subtracting 20.

If the sorcerer's score would be equal to 0 or less, he automatically gets 1 point for the High Vow. Few sorcerers will bother with training an individual whose potential for sorcery is lower than 10.

When a sorcerer converts from his own sect to another, he loses this Vow. However, he can make it again in his new sect. For instance, if a follower of Boccob were converted to the Dellebani faith, he would lose his High Boccobian vow, but could take the High Dellebani vow the next time he qualifies for a new Vow.

Even non-Theist sects may have an equivalent to the High Vow -- usually some kind of philosophy upon which the sorcerer can base his mind's architecture. While it is possible for a person to learn sorcery without this kind of framework, it is of course much harder. Unaligned sorcerers must adhere to an ethical doctrine or mental discipline in order to take the High Vow. If they

have no such dogma to base their reality around, the High Vow is not possible, and their sorcerous power is correspondingly weakened.

THE VESSEL

This is a basic, and powerful Vow usually considered the mark of a true sorcerer. This is normally the first Vow taken upon acquiring all the basic Arts (Intensity, Multispell, and Range). All of the user's own personal INT that is not taken up in memorizing spells -- his "free INT" -- becomes a magic Vessel which is added to Presence. INT belonging to a familiar or in a magic item does not count. This vow is especially useful because it cannot really be broken. If the user has no free INT, he gets no Presence from this Vow, but should he forget a spell, the Presence returns.

This Vow normally marks the end of a sorcerer's apprenticeship.

LORE MASTERY

This is a fine Vow which permits the user to increase his Presence by mastering certain non-sorcery skills. For a non-specialist sorcerer, each Knowledge or Magic skill (not counting sorcery spells) he masters gives him 1 Presence. For instance, a wizard who had mastered Read/Write Bakkunish, Enchant, Ceremony, Animal Lore, Mineral Lore, and Olven Lore, would have 6 added to his Presence because of this Vow. The Vow must be qualified for like any other Vow (i.e., by learning an Art or mastering a sorcery spell), but once in place, continues to increase each time the sorcerer masters a new appropriate skill.

This Vow, like the Vessel, cannot readily be broken. If one of the sorcerer's skills drops below 100, the Vow is not broken, but he does lose that point of Presence until it rises again.

Sorcerers who specialize can obtain Lore Mastery, too, but generally use different skills to boost their Presence.

Other Vows

After each Vow's name is a number -- this is the amount by which the Vow increases the sorcerer's Presence. These vows may only be taken after a sorcerer has learned all the basic Arts.

ABJURE ALCOHOL (1)

The wizard swears that he will never again drink alcoholic beverages.

ABJURE ARMOR (2)

Never wear any physical armor.

Some sects have the lesser Vow of **Abjure Metal Armor**, which permits them to wear leather, wood, or other nonmetal armor, for 1 Presence. If such a sorcerer later takes Abjure Armor, the lesser vow is subsumed into the greater.

ABJURE ARMS (2)

Never use a weapon of any type.

Some sects have the lesser **Vow of Abjure Knightly Arms** (1), which permits them to use staves, daggers, and other decidedly nonmilitary arms. If such a sorcerer later takes Abjure Arms, the lesser vow is subsumed (and he only gets 2 total Presence).

ABJURE ART - GREATER (7)

You may not use the selected Art, chosen from Intensity, Range, Maintain, and Multispell.

If Intensity is chosen, all your spells will be Intensity 1.

If Range is chosen, spells which normally have Range are now Touch spells, excluding spells that center on the caster but which require a Range component for an area effect.

If Maintain is chosen, that Art may never be used.

If Multispell is chosen, that Art may never be used.

This Vow may be repeated up to 4 times, once each for the listed Arts.

ABJURE ARTS - LESSER (5)

You may not use the chosen secondary Art. May be repeated, once each for the secondary Arts possessed *AND* mastered by the sorcerer. (i.e. you must both have access to, and have mastered/obtained use of, the Art in question. Sorcerers with no access to the Art of Banish cannot Abjure the use of it).

ABJURE CEREMONY (4)

The sorcerer must not use Ceremony to increase the chance of casting spells. He may still use Ceremony to cast normal Ritual (Ceremony) skills, but may not use additional levels of Ceremony to augment their casting.

ABJURE DAY (or Night) (3)

May never cast spells during daylight hours. Ritual spells must conclude during the hours of darkness. (Darkness/Light cults only)

ABJURE RUNE MAGIC (1, or 2 if you have never cast a Rune spell)

You may never sacrifice for Rune magic, and must never cast any that you now know.

Unavailable to sorcerers without access to Rune Magic.

ABJURE SERVITUDE (6)

You may not serve as either a vassal or a master. This includes apprentices, bound spirits, familiars, etc. You may not cast Command, Dominate, or similar spells.

ABJURE SPIRIT MAGIC (1, or 2 if you have never cast a spirit spell)

You may never learn spirit magic, and must forget any that you now know.

ABJURE WIZARD MAGIC (1, or 2 if you have never cast a wizard spell)

You may never learn wizard magic, and must forget any that you now know.

ABJURE WORSHIP (8)

Only available to atheists. You may never worship a god, spirit, or hero. This includes Patron Saints, Art Patrons, and Demonic Pacts.

ADULATION (1)

Devotion is given to a saintly relic, icon, or idol. The relic must be kept safe, given ornamentation, routinely tended, prayed to, etc. Only available to Theist sects.

CANNIBALISM (2)

Must eat the flesh of your own species at every meal.

CELIBACY (1, or 2 if you have never engaged in coitus)

This includes sex of any type, including homosexual or cross-species

DEEP CANNIBALISM (6)

May never eat any food but the flesh of your own species.

DEVOTION (1)

Must attend a selected temple at least 1 day a week, preventing long distance travel. This vow may be repeated, for the same or different temples, but must be a different day each time, of course.

DEVOUR FOE (2)

Must feed on any creature you kill. Even a small bit will suffice (or even a successful Bite attack in combat). Blood counts as "food".

FASTING (1, 2, or 3, See below)

Fasting one day each week (1 point): The wizard swears that he won't eat anything one day of each week in the year.

Fasting one week each season (2 points): The wizard swears that he won't eat anything one week of each season in the year.

Fasting one season (3 points): The wizard swears that he will be at subsistence level one season of the year. (not eating for 72 days means death),

FLEE [ELEMENT] (2 or more)

This is rare among humans. Once taken, you are harmed whenever you are left exposed to the full force of the named element. For instance, Flee Sky would harm you if touched by full sunlight. Flee Storm would harm you via moving air (i.e., wind), and so forth.

When taking this Vow, you must choose what kind of loss you wish to take (FP, MP, HP, or POW). This Vow can be repeated. The first Flee Element vow causes you to lose 1 point per hour exposed. On second and subsequent Flee Element vows, you may accelerate the harm done. You may also choose to add another type of loss to the basic Vow, keeping the points additive. Note: creatures without a particular stat cannot select that type of loss.

[Example: Deentim has taken the Flee Dark vow (so must stay out of shadows, and keeps the lights on at night), choosing to lose FP. He gets 1 Presence for this. Later, he accelerates the vow. Now, he loses 1 FP per minute, but gets 3 Presence for the Vow. Still later, he takes the Vow again and chooses to lose HP as well as FP. This adds another 4 Presence, for a total of 7. He cannot choose to lose 1 HP per hour, and must lose it per minute. The

mightiest Vow he could take would cost him 1d6 FP, MP, HP, and POW per round -- this would take 8 Flee Darks to attain, and would provide him with 21 total Presence.]

FLEE ELEMENT TABLE	
Base Type of Loss	Time Acceleration
FP = 1 Presence	+0 per Hour
MP = 2 Presence	+2 per Minute
HP = 4 Presence	+4 per Round
POW = 6 Presence	+6 per 1d3/Round
	+8 per 1d6/Round

GLUTTONY (1)

Must ritually devour five or six times the normal amount of food daily. Sometimes results in an increase of SIZ over time, and often a decrease in CON as well.

HUMAN SACRIFICE (1)

Must sacrifice a person of your own species yearly.

HUMILITY (3)

The sorcerer must act with deference toward his fellow creatures at all times. He may only initiate actions in response to the actions of others; i.e. not speak until spoken to, may only attack if first attacked, etc. This is not pacifism - if someone assaults him first, he can freely respond in kind.

ILLUMINATION (varies)

Gain 1 Presence for every 10% progress towards Illumination he has. Once illuminated, this Vow becomes null. The Presence gained for it does not go away, but no longer increases

KILL A FOLLOWER YEARLY (12)

This must be someone who has voluntarily sworn to your service. His sacrifice need not be voluntary on his part, though.

KILL OFFSPRING (9)

Sacrifice one of your children each year, unless you have no living children. This vow becomes invalid once you have no children left.

LAWSPEAKER (1)

May only be taken by those who have a Human Lore of 50+. The sorcerer must attend and arbitrate all matters of law when asked.

LOCATION (varies)

This Vow cannot be broken, but the amount of Presence it provides to the caster varies with his geographic position:

In your own home/tower/domicile: +5

If you can see your home, but are not in it: +2 (this applies to magical means of "seeing" your home, too)

If you are in the same town/region: +1

If you are in the same nation: +0

If you are outside your nation's borders: -1

If you have left your world or it's plane of existence: -5

It is possible to have multiple locations, but each must be owned exclusively by the sorcerer in question.

NECROPHILIA (1)

Must sleep with a corpse weekly. This Vow does not conflict with Celibacy.

NEVER KILL A (SAPIENT SPECIES) (1, or 2 if you have never ever done so; add +2 for Blood Mages)

This Vow does not mean that the sorcerer cannot let a human (or olve, dwur, hobniz, etc.) die by inaction, or that he cannot order someone else to kill him.

NEVER TAKE A WOMAN BUT BY FORCE (2)

For males only. This Vow conflicts with Celibacy.

PACIFISM (6)

The sorcerer must never engage in a confrontation, but must always avoid or resolve disputes by discussion or non-combat magic. He may be beaten up, but must never fight back. May freely cast damage boosting spells on others, but may not maintain them or cast them on himself.

POW GIFT (1 point)

The wizard swears that each year, he will sacrifice 1 POW point in a ceremony to his god.. Unavailable to those who are not initiates of at least 1 god.

RITUALS (2)

Must spend an additional melee round in preparation before casting any spell.

Certain sects have the enhanced vow of **Great Rituals**, which requires them to spend an hour in preparation before casting a spell. This gives Presence equal to the High Vow.

Fewer sects have the Vow of **Grand Rituals**, that requires a preparation time of 1 day before casting a spell, and grants Presence equal to twice the High Vow.

Exalted Rituals require a season of preparation, and grant Presence equal to quadruple that gained by their High Vow.

SACRIFICE APPEARANCE (1)

Lower APP by 2. May be taken more than once. Training APP back up is considered to break the Vow, though using Boost APP is legal. APP cannot be lowered below 1 by this Vow.

SACRIFICE CONSTITUTION (1)

Lower CON by 1. See Sacrifice Appearance. CON can be reduced to 0 or less, but if this happens, the sorcerer's CON-boosting spells must be sufficient to raise his CON to at least 1 or he dies at once.

SACRIFICE EYE (5)

Tear out one of your own eyes, which cannot be regrown. (Cut visual Perception skills by half, reduce DEX by 2). Taking this Vow a second time gives you an additional 7 Presence.

(Visual Perception skills at 0%, DEX reduced by 1/2).

SACRIFICE GENTALS (6)

Remove your own privates, which cannot be regrown.

SACRIFICE HAND (5)

Cut off one of your hands which cannot be regrown. (DEX lowered by 2). Taking this Vow a second time gives you an additional 10 Presence. (DEX lowered by 5).

SACRIFICE LEG (5)

Cut off one of your legs at the knee, which cannot be regrown. (DEX reduced by 1/3 rd, rounded down; Movement calculated at new DEX). Taking this Vow a second time gives you an additional 10 Presence. (DEX reduced by 2/3 rds, Movement reduced to 1, or whatever magical means of transport used allows.

SACRIFICE POWER (3)

Lower species-maximum POW by 1. This does not affect current POW, unless it is already at species maximum. A human sorcerer who'd taken this vow 5 times would have a species maximum POW of 16. If his POW was 12 and he got a POW increase check, he would have a 20% chance of raising his POW by 1d3.

SACRIFICE STRENGTH (1)

Lower STR by 1. See Sacrifice Constitution.

SECLUSION (1)

Spend one week of every year in total seclusion. During this time, the sorcerer may not speak, may not cast any spells, and must avoid contact with the outside world. This week must be the same week every year. This vow may be repeated. However, if the sorcerer breaks this Vow, he loses the Presence for all Seclusion Vows he has taken.

SELF-ABNEGATION (4)

Never cast or maintain a spell on yourself.

SELF-EXALTATION (6)

Never cast or maintain a spell on any target *save* one's own person. This includes inanimate objects.

SHUN HARM (3)

You may cast no attack spells. Generally only taken by healers. Unavailable to followers of Weejas.

SHUN HOLY GROUND (2)

Never enter the holy ground of any cult. If you are taken there against your will, the Vow is still broken. Unavailable to Theist sorcerers.

SHUN [ELEMENT] (2)

You may not cast any spells that control, evoke, or otherwise affect the selected element. For example, if a sorcerer selected Shun Sky, he could not learn or cast Glow. However, a sorcerer with this vow may learn a Resist spell vs.. the chosen element.

Unavailable to sects that possess ties to the rune in question, though it's opposite may be taken for double the Presence.

SHUN IMMORTALITY (3)

Never cast the Immortality spell upon yourself, or receive any similar life-extending spell. If you have the spell, you must cease maintaining it.

SHUN TAP (1, or 2 if you have never cast Tap):

If you are currently maintaining a Tap spell, you must drop it upon taking this Vow. Unavailable to Theist sects which permit Tap.

SILENCE (3)

Never communicate verbally. You may use Telepathy, hand signals or the written word to communicate. This does not prohibit spellcasting.

TEND FAMILIAR (1)

You take this Vow simply by taking a familiar. If your familiar dies, the Vow is canceled, but by taking another Familiar (or resurrecting the old one), you can accept this Vow a second time.

VEGETARIANISM(2)

Never eat animal meat.

Certain sects have the lesser Vow of **Partial Vegetarianism**, which forbids eating the flesh of warm-blooded animals (only), for 1 added to Presence. If such a cultist later takes full Vegetarianism, the lesser Vow is subsumed into the greater.



RANKS OF SORCERY (APPRENTICESHIP, ETC.)

In most societies, sorcerers rise through several definite degrees, and are ranked according to their achievements.

APPRENTICE

An apprentice is attached to an older sorcerer, normally at

least an Adept, but some experienced journeymen can take apprentices, too, depending on the local society (typically, if sorcerers are common, only Adepts may take apprentices). The apprentice must first devote himself to the mastery of a particular Art. Normally this is Intensity, but a few masters prefer other Arts. Once the apprentice has learned the Art in question, he may take the High Vow at a formal celebration.

Now he may learn spells, as well as the other Arts. A good master will insist that the apprentice learn several different spells.

Requirements

- 1) Magic Bonus of +10 or more.

STUDENT

Once the apprentice has mastered all the basic Arts, he is permitted to take the Vessel in another impressive ceremony. At this time, he is considered to have risen to the rank of Student, and is given extra privileges. A student is still considered to be an Apprentice -- just a more important one.

A Student may now choose to become a specialist, if his master is one. The master must be a specialist in the field the student chooses.

The master may or may not cast Apprentice Bonding on a new apprentice, but most sects require a master to perform Apprentice Bonding once his apprentice becomes a full student.

Requirements

- 1) Magic Bonus of +10 or more.
- 2) Knowledge of all basic Arts
- 3) Skill in Ceremony, Enchant, and Summon of at least 01% each

JOURNEYMAN

Once an apprentice has learned enough, he is considered a full sorcerer. At this time, most sects permit him to leave his master. However, he is not required to do so, and for some time he will be considered second-rate at best and his income may be significantly straitened until he improves his skills. This is normally the level at which a player-character becomes an adventurer.

Requirements

- 1) Knowledge of all Arts
- 2) Skill in Ceremony, Enchant, and Summon of at least 25% each

ADEPT

Adepts are considered competent in all aspects of sorcery. An Adept must meet specific requirements, and they are respected or feared everywhere. In civilized lands, adepts are recognized as such by the authorities, and usually permitted certain privileges. For instance, in most civilized lands, only Adept sorcerers are permitted to wear all-white robes (and then only if they have the Vow of Shun Tap).

Benefits: Adepts are able to learn spells normally restricted to specialists, because their lore and knowledge has grown until they can comprehend such.

Requirements

- 1) Knowledge of all Arts

- 2) Skill in at least five non-ritual spells at 90%+.
- 3) Skill in Ceremony, Enchant, and Summon of 50%+ each.
- 4) Possession of a familiar.
- 5) (Theists only) at least three Patrons/Saints. Non-Theists generally have taken at least three initiations by this point.

MAGUS

At some point, an Adept can proclaim himself a Magus. Generally, this is not done until most people who know of him have begun to consider him such (or he risks mockery). There are no specific conditions, but being called a Magus normally implies at least the following minimum --

Commonly recognized Magus requirements

- 1) Mastery of Ceremony, Enchant, and Summon
- 3) Mastery of at least a dozen non-ritual spells.
- 4) Having invented at least one new spell in one's career.
- 5) Presence of 50+.

Specialties

A sorcerer can specialize in a particular type of magic. A sorcerer doing this gains the benefit that all spells within his specialty can spend MPs equal to his skill/5. However, spells outside his specialty can only use MPs up to his skill/20.

For instance, an illusionist with Phantom Sight and Treat Wounds at 85 each could put 17 MPs into Phantom Sight, but only 5 into Treat Wounds. A non-specialist could use 9 MPs with each spell.

In addition, when a specialist uses the Art of Multispell and only his specialty spells are Multispelled, the Multispell effect does not cost him any MPs. However, the total levels in the spells are still limited by the points theoretically in the Multispell.

[Example: Hugo the illusionist Multispells Phantom Sight, Sound, and Touch to create a clanking warrior. His lowest skill of the three is 62%, which lets him use up to 13 MPs total in the casting. The casting requires Multispell 3, which leaves him 10 MPs to divvy up among Intensity and Range. When cast, because all the spells are within his specialty, he only spends 10 MPs, not 13 -- the Multispell was free.]

[Example: Hugo now Multispells Phantom Sight, Touch, and Damage Boost to make a burning fire wraith. His lowest skill of the three is 62%. He needs Multispell 3, and because Damage Boost is not a specialty spell, he can only put 7 points total into the casting, leaving him an Intensity 4 for the spells involved. He does need to spend the total 7 MPs, as the Multispell is not free in this case.]

Sample Sorcery Specialties

Each specialty is described in the same manner.

"Spells" lists all spells within that specialty.

"Vows" lists any alterations in Vows due to this specialty.

In addition, sometimes a Vow is listed as required -- this means this Vow must be selected by the specialist as his third Vow ever taken. (If it can be repeated, he can take it again later if he wishes).

"Lore Mastery" lists those skills which, when mastered, raise

the Presence granted by his Lore Mastery Vow, if any. Some specialties get extra bonuses from certain skills.

"Other" adds any other special features the specialist possesses as a bonus or handicap.

ALCHEMIST

Spells -- Animate [substance], Bless [object], Boost [attribute], Holdfast, Locate Object, Produce [energy], Sense [substance], Armor Enchantment, Create Basilisk, Enchant [metal], Warp Enchantment

Vows -- Read/Write, all Magic skills (except sorcery spells), all Lores.

Lore Mastery -- Mineral & World Lore provide 2 Presence. Alchemy skills, Craft, Evaluate..

Other -- access to Alchemy Art

AUTOTHEIST

Spells -- All Enhance (characteristic, skill, skill bonus) spells, Haste, all Project (sense) spells, other spells that improve physical performance.

Vows -- Abjure Alcohol (2), Celibacy (4), Fasting (2, 4, or 6), Shun Immortality (2), Vegetarianism (2). Cannot take Sacrifice Vows.

Lore Mastery -- Read/Write, All Lores, Magic Skills, Agility, Perception, and Stealth Skills.

Other -- none special.

BATTLEMAGE

Spells -- All Attract spells, all weapon enhancing or combat skill related spells, all spells involving personal mobility, etc.

Vows -- Abjure (Rune Magic, Spirit Magic), Alcohol (2), Devour Foe, Human Sacrifice, Never Kill a [sentient species], POW Gift, Seclusion, Shun (Air, Earth, Water).

Lore Mastery -- Dodge, Leap, Maneuver, Tumble, Read/Write, All Lores, Magic Skills.

Other -- none special.

CONJURER

Spells -- Create Basilisk, Dominate [otherworld species], Mystic Vision, Protective Circle, Resist Magic, Resist Spirit, Summon [species], Binding

Vows -- Read/Write, all Magic skills (except sorcery spells), all Lores.

Lore Mastery -- Magic & Spirit Lore provide 2 Presence. Also Demon, Magic, & Million Spheres Lore.

Other -- Boost Elemental (See Demonology, pp. 65)

HEALER

Spells -- Bless (medical gear, antidotes, etc.), Dominate [disease, emotion, healing spirits], Regenerate, Resist Death, Resist Infection, Resist Poison, Summon [healing spirit], Treat Wounds

Vows -- none special, though Never Kill a Human and Shun Harm are common.

Lore Mastery -- First Aid, Treat Poison, Treat Disease, other medical skills, Read/Write, all Magic skills (except sorcery spells), all Lores.

Other -- Neutralize Disease

ENCHANTER

Spells -- all Enchant spells

Vows -- none special

Lore Mastery -- Craft, Read/Write, all Magic skills (except sorcery spells), all Lores. Magic Lore provides 2 Presence. The very first Craft the enchanter masters provides 2 Presence. Further Crafts are just worth the usual 1 Presence.

Other -- Special spell -- Break Conditions. Conditions added to enchantments created by the Enchanter cost a single point of POW, no matter how many are created at once..

ILLUSIONIST

Spells -- Phantom [sense], Project [sense]

Vows -- none special

Lore Mastery -- Read/Write, all Magic skills (except sorcery spells), all Lores, all Perception skills, Sleight, Conceal, all Stealth skills

Other -- access to Art of Illusion

MECHANIST

Spells -- Animate [substance], Bless [object], Boost [attribute], Holdfast, Locate Object, Call [energy], all Enchant spells.

Vows -- none special

Lore Mastery -- all Crafts related to construction provide 2 Presence, Mineral & Magic Lore provide 2 Presence. Alchemy skills, Evaluate.

Other -- access to Alchemy Art, Time Art.

METAMORPH

Spells -- Boost [characteristic], Diminish [characteristic], Shapechange [species], Tap [all but POW and INT]

Vows -- never Sacrifice any characteristics in a Vow

Lore Mastery -- Read/Write, all Magic skills (except sorcery spells), all Lores. Animal & Plant Lore provide 2 Presence.

Other -- none special

MONITOR

Spells -- Dominate [species], Mystic Vision, Suppress Sorcery, Stupefy, Tap INT, Telepathy,

Vows -- none special

Lore Mastery -- all Communication skills, Read/Write, all Magic skills (except sorcery spells), all Lores.

Other -- Special spells available include Hypnotism, Clear Mind, Comprehend, Implant, Mind Probe

NECROMANCER

Spells -- Animate Dead, Dominate [type of undead], Drain, Hand of Death, Resist Death, Sense Life, Sense Undead, Tap [characteristic], Banishment, Create Basilisk, Create Vampire, Immortality, Summon [type of undead]

Vows -- Shun Sky is required. In addition, every 5th Vow must be Sacrifice Appearance, until APP has dropped to 1. Never Kill, Shun Immortality, and Shun Tap are forbidden.

Lore Mastery -- Read/Write, all Magic skills (except sorcery spells), all Lores, All Stealth skills. Magic & Undead Lore provide 2 Presence

Other -- Hide Life and can stack Tap. Necromancers are

considered to be chaotic, or at least meddling with chaos.

SHIP'S SORCERER

Spells -- Animate Hemp [canvas, wood, etc.], Bless Ship [and shipboard equipment], Boost [ship's attributes], Evoke Wind, Holdfast, Open Seas, Skin of Life.

Vows -- none special

Lore Mastery -- Read/Write, all Magic skills (except sorcery spells), all Lores, World Lore provides 2 Presence. Boating, appropriate Crafts, Navigation, Shiphandling.

Other -- none special

WARLOCK [OF NAMED ELEMENT]

Spells -- Animate/Evoke/Produce/Resist/Sense [appropriate element]; Dominate [elemental], Summon [elemental];

Vows -- at least one Shun [enemy element] is required.. Your "enemies" are defined as the element which has an advantage over you, or that you have an advantage over. For instance, a Fire Warlock could take either Shun Water or Shun Dark for his third Vow (but he must take one of them).

Lore Mastery -- --Read/Write, all Magic skills (except sorcery spells), all Lores. Mineral & World Lore provide 2 Presence.

Other -- Only the element chosen can be used in the listed spells. For instance, Resist Fire would be a specialist spell, but Resist Damage would not be. All aspects of a given element are within this specialty. For instance, both Evoke Fire and Evoke Light are within a fire warlock's specialty. Special spell -- Boost [appropriate elemental].

WEATHER MAGE

Spells --Animate Fog, Dominate Sylph, Evoke Lightning, Evoke Windblast, Fly

Vows -- none special

Lore Mastery -- --Read/Write, all Magic skills (except sorcery spells), all Lores. World Lore provides 3 Presence.

Other -- various weather-affecting spells.

WOODS MAGE

Spells -- Animate Wood, Animate Plants, Animate Trees, Animate [plant species], Boost Perception, Boost Stealth, Dominate [woodland species], Project [sense].

Vows -- none special

Lore Mastery -- Read/Write, all Magic skills (except sorcery spells), Plant Lore, all Stealth skills.

Other -- Transform to Tree, plant-affecting spells.

RITUAL MAGIC

Learning Ritual Spells: these take 50 hours to learn just like any other sorcery spell, and the teacher must know all Arts plus boast a skill of 90+ in the particular skill for that spell. When the spell is learned, it uses up 1 INT to memorize, like any other sorcery spell. However, the spell does not have an independent chance of success, but is always the same as the corresponding Ritual skill.

Casting Ritual Spells: to cast a Ritual spell, the caster must

have learned the spell in question. He then spends at least an hour per Art level in the spell (unless its spell description specifies otherwise) plus any hours spent in Ceremony. During the ritual he may not eat, drink, sleep, or lose concentration. At the end of the ritual, he rolls against the appropriate skill. If he succeeds, the spell goes off and the MPs or POW is lost.

[Example: Torgam the adept decides to enact the ritual of Apprentice Bonding. His chance of casting the spell is equal to his Ceremony skill of 55, because it is a ritual Ceremony. He decides to use additional Ceremony to enhance his chance of success (yes, Ceremony can be used to boost the Ceremony skill when it is used in spellcasting). He spends 4 hours in Ceremony, thus adding 40 percentiles to his chance of success for a total chance of 95. He succeeds, his apprentice loses 1 POW, and the bonding is in effect.]

SPECIAL ENCHANTMENT RULES

Special Materials: Very fine or semi-magical materials permit an enchanter to put more POW into the object. This is largely up to gamemaster discretion. Thus, a common pebble could only contain 1 POW of enchantment. A simple pine staff might only be able to hold 4 POW. The carved branch of an awakened sapient tree might hold 10 POW. A carved length of ebonywood with a demon's stony heart as the end knob might be able to hold 20 or more POW.

Enchanted Tattoos and Ritual Scarification: Normally, enchantments are engraved into an inanimate object. However, enchantments can be tattooed or scarred, or otherwise permanently attached to a living being (body paint could be used, but when the paint rubs off, so would the enchantment). This is not as easy a process as crafting an object, and the enchanter needs to spend an extra point of POW for each enchantment he places onto a live person. Undead or dead-but-animate entities are exempt from this extra POW requirement. Of course, beings lacking SIZ or permanent SIZ can't have anything permanently tattooed onto their bodies. Note that a living being has no limit to the amount of POW that can be enchanted into him.

Tattooing or Scarifying a body requires the caster or an assistant to use the Tattoo skill.

Conditions: when placing Enchantments, the caster can emplace Conditions at the same time. Conditions do not make the Enchantment any harder, but do increase the POW cost. (And thus may render an enchantment impossible, by forcing the total cost above his allowed Art level).

PATHS OF POWER

Sorcery users have two basic means of establishing a higher contact with the magic that they control. While it is a general truism that Theist Sorcerers will choose the Patron Saints and the non-Theists will choose Initiation, neither path is precluded from taking the other option.

INITIATION

When a sorcerer chooses to follow the path of initiation, he sets himself apart from his fellows by making a deeper

commitment to his studies. He also places himself at risk, as the deeper levels of magical interaction open him up to domination by the very powers he has sought to master!

Initiation creates a source of 'shadow POW', usually referred to as a Twin (some cultures refer to it as a shadow, or doppelganger, etc..). Like a shaman's fetch, this POW exists on the Spirit plane, and makes the sorcerer subject to a certain degree of distraction. However, unlike the shaman's fetch, the sorcerer has no access to his Twin's magic points, nor will it assist him in spirit combat. The Twin is comprised of the sorcerer's suppressed desires, darker emotions, and whatever other 'spiritual baggage' the sorcerer seeks to purify himself of. (Vows are a good source of ideas concerning what the Twin is comprised of; Celibacy, Never Kill, the various Abjure Vows, make good 'repressed' desires). However, by the very act of concentrating such emotions into the spirit plane, he slowly forges an enemy which may someday come to challenge him for the control of his own physical body!

A sorcerer's first initiation is generally the most taxing, requiring a sacrifice of POW equal to HALF his original POW attribute, rounded down. It is strongly recommended that the sorcerer in question have a current POW higher than his original stat, or the battle of Self vs.. Twin can end prematurely in tragedy. With the first initiation, the sorcerer gains the ability to expend POW in spellcasting for certain direct benefits. (i.e. a spell can be cast with no MP cost in exchange for one POW, spells that strike a random hit location can be made to strike specific hit locations, etc..) In almost every case, the initiated sorcerer gains the ability to trade POW for distinct effects that would otherwise have been random.

Each initiation after the first requires a POW sacrifice equal to one quarter the sorcerer's original POW attribute. They can be acquired in any order, at any time, but the POW sacrifice for each new initiation must be made all at once (i.e. you can't 'bank' several small sacrifices, the POW must be given up in one continuous ceremony for each new initiation.) An initiate's Twin grows in POW at a rate of 1/2 the POW sacrificed for individual injunctions.

[Example: Fred Parker, sorcerer extraordinary had an original POW of 15, and a current POW of 18. He becomes an initiate, costing him 7 POW (his Twin is founded with a POW of 4). Each future initiation he undertakes will cost him 4 POW and increase his Twin's POW by 2.

Once an initiate's Twin has a POW equal to that of the initiate, every time the sorcerer loses a point of POW (either to disease, casting ritual magic, using injunctions, etc..) the Twin has the opportunity to match it's POW vs.. the POW of the sorcerer. If successful, the Twin will dominate the sorcerer for a number of days equal to the amount the percentile roll succeeded by.

[Example: Fred Parker and his Twin both currently have a POW of 14. Fred, needing to guarantee that a Palsy spell he is hurling at an attacking warrior strikes him in the head uses an injunction to insure that it does so, bringing his POW down to 13. His Twin attacks, and rolls a 41 (the Twin's POW of 14 vs.. Fred's

POW of 13 gives it a 55% chance of success), defeating Fred by 14 points.

For the next two weeks, the Twin dominates him (for the sake of example, we'll say that Fred had the Vows of Celibacy, Shun Darkness, and Abjure Rune Magic), and spends it's time alternating between a whorehouse and a Temple to the local Night Goddess. When Fred's mind reasserts control over itself after those two weeks, he's broken one of those vows and dented the other two...

Using (invoking) initiated abilities does not add to the time required to cast a spell. If a sorcerer has access to more than one type of injunction, he can use them all at once (i.e. he can use the Injunctions of Permanency & Intensity with the casting of the same spell to render a truly large spell permanent...)

Examples of secondary initiations are as follows:

Injunction of Banishment: Invoked only while casting a sorcery spell using the Art of Banish. The spell to be Banished falls without any testing of Resistance, unless said spell was cast with the Injunction of Reinforcement. In that circumstance, the POW of the two opposed Twins are tested on the Resistance Table, success for the caster indicating that his spell takes precedence.

Injunction of Force: Invoked only while casting a sorcery spell using the Art of Force. Such a spell cannot be resisted by it's target, unless that target has a defensive spell cast with the Injunction of Reinforcement. In that circumstance, the POW of the two opposed Twins are tested on the Resistance Table, success for the caster indicating that his spell takes precedence.

Injunction of Hold: Invoked only when a spell is cast using the Art of Hold. It enables the user to Hold that spell in mind without consuming Presence. Any number of spells can be so Held, each requiring a separate invocation. Once the spell is cast, the user can re-Hold the same spell without re-invoking this injunction (i.e. if this injunction were Holding an Evoke Fire 5 Range 3, Multispell 4, Hold 5 spell, it could only be refilled by another spell of the exact same parameters.

Injunction of Intensity: Invoked only while casting a sorcery spell. The POW of the initiate's Twin is added to the spell's Intensity at no additional MP cost.

Injunction of Multiplicity: Invoked only while casting a sorcery spell. The POW of the initiate's Twin is added to the casting's Multispell at no additional MP cost.

Injunction of Permanency: Invoked only when a Permanent sorcery spell is cast. This turns the spell into an enchantment, so that it no longer requires maintenance, and cannot be dispelled. The sorcerer must, of course, have access to the Art of Permanence to use this initiation.

Injunction of Range: Invoked only when a sorcery spell

is cast. The POW of the initiate's Twin is added to the casting's Range at no additional MP cost.

Injunction of Reinforcement: Invoked only while casting a sorcery spell using the Art of Reinforce. The POW of the initiate's Twin is added to the spell's Reinforce at no additional MP cost.

Injunction of Time: Invoked only while casting a sorcery spell using the Art of Time. The POW of the initiate's Twin is added to the spell's Time at no additional MP cost.

Injunction of Presence: Invoked only when a sorcery spell is cast. The affected spell takes no Presence to maintain (if temporal), but cannot be maintained for more than one day.

Injunction of Power: When invoked, the initiate's POW doubles, and remains thus for a full day. At the end of the day, POW drops back to normal. Any POW expended during this period comes from the initiate when the injunction wears off. [Example: Joe Barghest, a sorcerer with a POW of 12, invokes this power. His POW jumps to 24, increasing his magic points, Presence, spellcasting skill, etc. He spends the next few hours crafting an enchantment requiring 8 POW. When the injunction ends, instead of his POW dropping to 11 (12 minus 1) it drops to 3 (12 minus 1 minus 8). This would be a dangerous act.

Injunction of Intellect: The user's mind is expanded. For the next week, all research & experience checks automatically succeed, plus the amount of increase is always the maximum possible (this last also applies to training). Thus, if the initiate does research in Mace Attack, and uses this injunction, not only does he automatically increase, he gets 4 full points.

Injunction of Concentration: Until next nightfall, the initiate has great force of mind. He automatically succeeds in any INT roll, including Concentration rolls. He automatically succeeds in sorcery spell casting and manipulation, with no die roll necessary, and no critical successes possible