

Spell Rules

Mana Pool Rules

Mana in pool $\leftarrow (INT-10) \times 10 + (\text{Mage Level} \times 10)$

This equation is for the standard mana pool. For the high-capacity pool, this number is doubled. For the high-absorption pool, this number is halved. Clerical mana pools would replace INT with EGO in the above inequality. Also, Clerical mana pools have the advantage of having the restoration rate of the high-absorption pool and the storage capacity of the standard pool. Bardic pools have the capacity of the high-absorption pool, and recover 1 point per hour, the quickest of any pool.

Mages gain an additional pool when they advance beyond 3rd level and become specialists. Specialist mana pools are always standard with regard to capacity and recovery, and the total mana in these pools is not increased by level (but each point in specialist spells adds 1 maximum mana to the pool (Max mana=[INT-10] x10). Mana may be switched between pools at a 5:1 ratio.

Perk: Archmage (or Avatar, or Gifted Musician where appropriate) allows this amount to increased by 5 per 1 character point invested (halved or doubled as appropriate). Furthermore, the perk adds 1 rank to all magical skills per 5 character points. Archmage must be bought at the beginning of a character's life and cannot be increased.

Charges

Spell charges may be increased up to 8 initially, then farther up as the caster gains levels. If the caster is 1 level higher than the spell in question, he may buy up to 12 charges. If 2 levels higher, up to 16 charges may be bought. If 3 levels higher, 32 charges may be bought. Spells may never be increased over 32 charges. "Levels" in specialty colleges are determined by the number of points in specialist spells not including the one in question: if the mage has 10 points in spells, he may buy up to 12 charges in lower "level" specialty spells. 20 points = up to 16 charges, etc.

Regaining Mana and Charges

Regaining mana requires a minimum of 6 hours uninterrupted sleep (3 with lightsleep), or 8 (4) hours including interruptions. Upon waking, the caster regains all the mana to which he is entitled since he last awoke. Clerics are also required to pray (or meditate) for at least 2 minutes per point so gained upon waking. If sleep is uncomfortable, only half the normal mana can be gained.

Regaining charges depends on the caster's class. When well-rested, mages may study their spellbooks for 1 minute per level of the charge they wish renewed (specialist spells require 5 minutes per charge). For example: regaining 1 specialist charge, 5 3rd, 5 2nd, and 5 1st level charges would take 35 minutes of study. Clerics regain their charges instantly at an appointed time during the day (e.g. sunrise, midnight, etc.), provided they are in good standing with their god. Bards regain charges whenever they wish during the day, by practicing for a minimum of 5 minutes per spell or bardic music power.

Spellbooks

Spellbooks weigh 0.5 kg from the binding, then an additional amount based on the number of spells recorded. A level 1 spell weighs 0.05 kg, level 2 spells weigh 0.1 kg, level 3 spells weigh 0.2 kg, and specialist spells weigh 0.25 kg. Spellbooks cost an amount in gold equal to double their weight in kg. Extra-light spellbooks may be bought for double cost. All spellbooks are waterproof and radiate a faint magic.

Spells may be cast from spellbooks as from scrolls, but unlike scrolls, their magic is permanent, and never extinguished. This takes a Read Magic skill roll in addition to an Arcane Magic skill roll, both at -1 per 10 active points of the spell to be cast. Since spellbooks are not actively charged with mana, the power source for spells so cast must come from the mage's mana pool. Also, the mage will need any material components necessary for the casting of the spell.

Personal END for Casting Spells

Personal END is 1/10 as effective as Mana Pool END (i.e. 10 END = 1 Mana). This newly created mana cannot be stored—it must be used immediately or it is lost. STUN can also be used, even below 0.

Damaging One's Health Casting Spells

A mage may accept a STR, CON, BODY, REC, END, or STUN drain in order to acquire temporary mana. 10 character points of drain = 1 mana that cannot be stored. These drains should be long-term (days, rather than minutes), and the exact amount of drain cannot be determined beforehand by the mage. This is risky, to say the least.

Improving Spells

The spells as listed are very cheap because they have been loaded with a very large number of limitations. As a Mage gains proficiency in the use of a particular spell, many (but not all) of these limitations may be bought off. Increasing charges is dealt with above. Other limitations that may be removed include:

- Increased endurance cost.
- Concentration (although spells may still be interrupted, see [Combat Casting](#)).
- Gestures requiring two hands may be reduced to only one hand.
- Extra time: full phase, delayed may be reduced to Extra time: full phase.
- Side effects may sometimes be bought off (see the spell in question).

As a Mage gains mastery of a certain spell, some advantages may also be added to reflect this:

- Half endurance cost.
- Difficult to Dispel (as much as desired).
- For other advantages, see the spell in question.

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