

APPLIED MAGICAL SYSTEM RATIONALE

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These are rule additions that are designed to operate within the Magical Rationale system described elsewhere. Much of what follows has been freely adapted from other sources, and is therefore a legal minefield for anyone who is stupid enough to want to make a profit on it.

WILL POINTS

Will Points (WP) represent the power of the individual's chakratic system at processing and storing Vril. Will points are used to "purchase" Metapsychic Powers, any "Superpowers"/Mutant Abilities, etc. All metapsychic powers, mutant abilities, or any special spells cast by non-spell casters are all fueled by the person's Will Points. As mentioned earlier, non-spell casters can use WP to cast certain spells, but the WP lost in this casting is permanent. Will points are the same sort of energy used by magical adepts to get their effects. For magical adepts, WP is used only after SL has been depleted. Spells can be cast by using Will Points, but there are problems with this. Adepts who resort to using WP strain themselves over-extending themselves for "last ditch" effort, but the WP so used are not necessarily permanently lost. Adepts who use metabilities deduct the cost for those from SL first.

Spell Levels regenerate as follows: 10% regenerate per hour of complete rest, 100% of SL regenerate per day of rest. SL cannot regenerate until after all WP have been regained. Temporarily lost WP regenerate at a rate of 6 per day. Permanently lost WP do not return, but the psychic and physical damage of losing the Will Points will heal enough, by rerouting of mental circuits, etc., to once more regenerate Spell Levels after 1-30 days.

Places of Power and Ley Lines can increase the amount WP & SL temporarily. WP & SL from multiple people may be combined to cast a spell.

Figuring WP for a character:

For Latent/Psychic/Non-Operant:

$$WP = (Wis + Con) / 2$$

For Metapsychic Operant:

$$WP = (Wis/Will\ base * +Int.mod.* +Con.mod.) =$$

WPInherent

If MC in any one Metafaculty, then $WP = WPInherent \times$

5

If GMC in any one Metafaculty, then $WP = WPInherent \times$

25

125 If PGMC in any one Metafaculty, then $WP = WP_{Inherent} \times$

For Psionicist NPC:

$$WP = (WP_{Inherent} + Wis.mod.) + 10/level.$$

For Mutants/Mutates, etc (Superbeings):

$$WP = (variable)$$

* BASE & MOD.

Ability	Base	Ability	
Score	Score	Modifier	
15	20	+0	
16	22	+1	
17	24	+2	
18	26	+3	
19	28	+4	
20	30	+5	

SPELLCASTERS

This is a more traditionally based version of the standard magic using classes, subclasses, and kits. For the sake of consistency, I shall try to refer to the tradition sort of D&D version as MU, or Magic User, while referring to this as SC, or spell caster. There is no other reason for such a differentiation than keeping them straight in the text.

Unlike 'standard' Magic Users, these spell casters do not forget their spells once they are cast. Earth spell casters remember their spells, and can cast them at will, assuming that they've studied them recently. Earth spell casters, however, have only a limited number of "Spell Levels" that they can commit to spell casting per day. This is a Mana/Magic Point spell casting system, and the Mana Points are called "Spell Levels" or SL. The number of SL that a character has at each level is designated in the class/kit design. Spell Levels are very closely related to Will Points as both are manifestations of the chakratic system's ability to gather and store Vril.

There are a few spells that are castable by anyone who knows the spell, and not just spell casters. These are special cases, though, because of the nature of these conjurations and invocations, prosperpensis, nor for that matter, even metapsychic ability are need for these spells to work. These spells get the basic energy that they need to function from the adept's life energy, damaging the chakratic systems as they drain the power. These cost WP to cast, and this cost is permanent.

Casting a first level spell costs one Spell Level, casting a second level spell costs two Spell Levels, etc. Often, the amount of SL lost by the adept, is simply the amount of energy necessary to draw from somewhere else, and channel the energy used for the spell.

Spell Levels and Will Points can be recovered after rest or meditation. Generally speaking, a full night's rest will restore a character's

complete number of Spell Levels. If specific numbers are required, 10% will regenerate per hour of complete rest. Spell Levels may not be regenerated until after Will Points are replaced (see Will Points).

There are some spells that require a permanent sacrifice of SL, and these cannot be recovered short of other very powerful spells. These are generally evil spells, and are somewhat rare.

Spell casters may use more SL or WP than they might normally possess, if they have a bank of stored power or some other source of power. Spell casters can store up to 10% of their SL and WP per day in a specially prepared item, through the use of spells designed to prepare items for that purpose. 100% of SL and WP may be stored if taken from other sources such as sacrificial victims, etc. Voluntary sacrifices are better than involuntary sacrifices because the power rendered from them is not tainted by the evil of the sacrifice's death.

Rituals exist that allow Spell casters to combine their own powers for a spell cast by one of them. Spell Levels may be voluntarily combined if donated by a number of people, such as "raising a cone of power," etc.

Energy for spells and spell-like effects can also be generated from a variety of other sources in a pinch. The force of a storm's winds, lightning, a burning building or even the light of a sunny day can be used to power some spells, although this sort of power conversion can greatly lengthen the casting time of a spell.

All new spells must be learned. This is done by rolling the spell caster's Percentage to Know Spells, as stipulated by the character's Intellegence score, once every day that the spell is studied until sucessful. If the caster is not sucessful in X number of days, where X is equal to the caster's intellegence, the spell can not be learned. If the spell is taught by telepathy, an item, a deity, etc. then all of this is not necessary. This may be repeated until the caster knows the maximum number of spells allowable by their Intellegence Score.

Once a spell has been learned, it still must be studied to be cast. Casting a spell without studying it is a Bad Idea. In essence, Spell casters must study their spells to keep them from forgetting the details. Regardless of the number of spells studied, casters should spend no less than an hour a day studying their spells. Studying a spell requires a minimum of 5 minutes + 5 minutes per level of spell per day. Even characters who possess an eidetic memory, and therefore cannot forget their spells, must spend an equivelent amount of time in meditation, at least performing mental file maintenance on all the extra input that they have collected during the day.

Spells that are described as "Instantaneous" will engage in the second after they are cast or triggered, as will the majority of talismans and items. Spells that are not instantaneous can engage anywhere up to the first second of the next round after they are cast.

Spell Casters who have taken damage have difficulty casting spells, as do those metapsychics whose abilities require concentration to use. This is

because pain, blood loss and shock disrupt concentration, and for spells to work correctly they must be perfect.

All Spell Casters are Psychic or metapsychic. All have some primary area of psi "Talent," such as Farsensing or Redaction (see Metapsychic). Note that to be a Wizard, as opposed to being a Priest, the Spell Caster's Primary Talent must be Prosperopensis. Prosperopensis is the Metapsychic Function that indicates that a being's mind is capable of consciously affecting Vril, thus allowing the casting of magic. To be a Sorcerer, the Primary Talent must be Prosperopensis at a Masterclass level.

Other Metapsychic powers may be selected by the caster's player. They are in addition to the Caster's normal spells, and the cost to use them comes from the casters Spell Levels just as if they were spells. The cost to use these powers may be removed from Will Points only if the character is a Masterclass Metapsychic, or better, or if the character has used up all of their Spell Levels first, and is straining for a "last ditch" effort.

Psychic Defences: "Shielding" refers to a person's individual psychic shields. These are Mental Barrier, Thought Shield, Cloak of Insulation, etc. These cost SL/WP to raise, and are used to deflect metapsychic and psychic-based magical attack. E.g., Thought Shield can protect a Psychic/Metapsychic from Magic Missile Attacks, and aid in the saving throw versus FireBall (Both of which often occur only on the Astral Plane), but to do so costs the caster SL/WP. Saving Throw bonuses versus Psychically Based Magical Attack (not Psi Attack) are equal to the cost of the particular type of defence being used (i.e. Thought Shield costs 2 SL/WP every time the user is defended by it, therefore the user gets a +2 to Saving Throws versus Spell, where appropriate). This only works for spells that are psychical and not physical. Spell Casters who do not use "Shielding" save versus Metapsychic Attacks and Psychic Effects as Defenseless Metapsychics, or else take normal damage from an attacking spell.

SPECIAL TRAINING AND SKILLS

Unlike most skills, the education of spell casters is too specialized to be rolled randomly. Instead, the character's interests and years of study have provided a number of skills.

Education	15+
Read/Write/Speak Native Language	80%
[Greek]	60%
[Latin]	60%
Other Language(s)	60%
Accounting	48%
Herbalism	+30%
Hypnotism/Mesmerism	+30%
Learn/Study	+30%
Legend Lore	+30%
Library Use	+30%
Occult/Religion	+60%
Philosophy	+36%
To any other skills	114%

Other Skills

1. Understanding the principles of Magic. This knowledge enables the character to recognize and understand the purpose of authentic magic symbols, circles, icons, tools, methods and magical paraphernalia, as well as other signs that indicate the use or practice of magic. The character may be able to deduce the probable purpose of the magic and which supernatural forces are likely to be involved. Base Skill: 50% + 4% per level.

2. Read Magic and Magical Scripts. Base Skill: 50% + 5% per level.

3. Sense Magic. The character's familiarity with magic is so intense that he or she can automatically sense when magical energy is nearby. Unfortunately, this ability is not developed enough to pinpoint the source the magical emanations. Unlike the spell Detect Magic, this ability is purely a vague unfocused sensation that magic is near. This includes the use of spells. This ability has a range of about 120 feet (anywhere from 0 inches to 20 miles or so, DM's discretion). Some characters can use this ability to identify if a person is capable of being trained to cast spells.

4. Recognize Magical Enchantment. This is the ability to recognize the signs of somebody or some object possessing magical properties or being influenced by magic, including charms and possession. Base Skill: 10% + 5% per level.

Spell casters have the following Bonuses.

+1 save vs. psychic attacks and influence.

+4 save vs. possession.

Spell casters are limited to the Tradition and System of magic in which they were trained. The Tradition mandates the types the spells the caster can use, the forms of magic, etc. E.g., if the caster's tradition forbids the use of talismanic magic, then the caster can not utilize magical items.

ITEMS, AMULETS, AND TALISMANS

Spell casters must enchant their own tools and equipment. These must be built to strict specifications because of the symbolic basis of their use. It is nearly impossible for a spell caster to use another caster's equipment, unless that equipemtn was enchanted for general use, like many wands and rings. Spell casters may build and enchant these items without the use of an Enchant an item spell if desired, but some form of talismanic enchantment spell must be used (such as Amulet, Talisman, Create Knife of Barzai, etc.).

As a rule, magical items, as well as amulets and talismans, are a more powerful method of holding magic for use in a pinch. The basic premise in the design and construction of magical equipment of anynature is that

a given object can store a certain amount of vril. This amount is based on the material used, the quality of the material, and its size.

Enchanted items, including talismans and amulets, are "programmed" to perform a specific function, and then are charged with vril to see that they will perform this function, although usually, only a certain number of times. The item is prepared by casting an Enchant spell, such as Talisman, Amulet, specific item enchantment spells and Enchant an Item, more or less in that order of power. Then you cast the spell you want to use, to act as pattern or a template for the future spells. Afterwards, fill the item with energy, or else cast a Permanency spell.

The item will then work as many times as its power level will allow. Each "use" of the item will drain the power reserve of the same amount of energy that actually casting the spell would have.

For example, Dr. Benjamin Griffith, or Ben to his friends, wishes to create an item that would protect its wearer from attack by weapons. Ben however, doesn't have access to a Permanency spell that would be appropriate for this spell, which means that he needs a large power reserve. So Ben goes looking for a gem, and finds a 4,000 carat emerald. He decides it would make an interesting pendant.

Emeralds can store 1.4 SL/carat, therefore this emerald has a storage capacity of 5,600 SL. He must cast Enchant an Item, to prepare the gem, which doesn't take up any of the SL available on the gem. Ben casts Protection from weapons on the gem, to set the template, so to speak. Because Protection from weapons costs 6SL to cast usually, it takes up 6SL worth of room in the gem.

Assuming that Ben chooses to power this item fully, it could hold 932 "charges" or uses. To fully charge the item would require Ben to focus all his spell levels every day for 18 days, at Ben's current rate of 54 SL/day. However, if he were to spend lots of time loitering about ley lines and nexus points this time would be cut drastically.

Permanency spells, which can be cast in conjunction only with some other spells, allow the spell on the item to tap the ambient magical energy, rather than a stored supply within the item itself. However, if a permanent powerful magical item were to remain in an area, this might lead to a drain on the ambient levels of energy. Spells that are, by their nature (and duration), permanent also tap the ambient magical energy.

Items with such permanent spells cast upon them may not be tapped by the spell caster to aid his spells.

Dimensionally transcendent spells and items such as Gates and Bags of Holding, etc., should be enchanted to draw the bulk of their energy from the multiversal ambient energy, and not the energy of the world.

Artifacts may draw their energy from god knows where, depending on the item. Artifacts can be tapped sometimes, as well.

Items of Spell Storing are actually enchanted to hold one spell program as well as the energy to cast that spell once, after which the spell program is deleted. Many are created so that they can contain several such programs, and are designed to be easily recharged and reprogramed.

It is also possible to enchant an item as a "focus," by which I mean an item that has no power storage at all, just the pattern for a spell. The adept then focuses his power through the pattern to generate the effect.

It can therefore be assumed that magical weapons will eventually run out of power, unless they are made permanent, as will many other items. I assume that Ben's "Doctor's bag of returning" is actually powered by tapping HIS energy, or the energy of those around it, but only on those occasions when it is actually doing something, like tracking him down.

The magical charge of an item can be tapped for use by a spell caster, but unless the item was designed to be recharged, a drained item may have more power stored in it the entire enchantment process is started over.

Because the combinations of spells are programmed into the item when it is enchanted, as though it were a disk being formatted for a single program, it is impossible to meld items, or to program other spells later. Although, to extend the analogy, it is possible to Copy a spell from more than one item into another larger, more powerful item. Unfortunately, the cost to do this is generally prohibitive, assuming you can get your hands on the spell Spellcopy.

MAGICAL PROPERTIES OF STONES, HERBS, ETC.

There are a number of stone, rocks and minerals that are alleged to have magical properties. For instance, Moonstone is thought by some to have properties that will protect someone with a moonstone from evil sorcery. Unfortunately, in game terms, this does not mean that moonstone repels evil spells. What this means, however, is that this stone has an affinity for spells that will repel evil magics, such as Antimagic Shell, Protection from Evil, etc. Moonstone is one of the felspar group of gems with a molecular configuration of MCL, and can store 100 SL/kg. When being used as an item to hold this sort of spells, the spells, but not the energy to power them, will only take up half the needed space, e.g., an 8th level magical protection spell require only 4 of the gem's stored SL. While an hypothetical MCL felspar gem storing 100 SL/kg, call it Buckwheatstone, storing the same 8th level spell would require 8 of the gem's stored SL.

Herbs, on the other hand, while having magical properties attributed to them, rarely possess any magical potential. The properties of herbs more fall under the category of Herbalism, and must be examined on a case by case basis for their effects. Tobacco, to make the point, was long regarded as an healing herb, and while I, as an herbalist and a smoker might agree with this in part, the AMA and the Surgeon General dispute this. Garlic, on the other hand, has also been regarded as a healing herb, and it does have certain antibiotic abilities. These abilities make it most effective against such things as vampires (q.v.). Also

effective against vampires, but more so because they can disrupt the flow of Vril are the woods of the various Thorn trees, as well as some others trees.

Certain other materials, such as silk, pure silver, and pure iron can also disrupt the flow of Vril, because Vril has great difficulty flowing through these items. Then there are materials that are by their nature magical such as Adamant, Adamanite, Adamantine, and Adamantite. Other magical metals are Hydragyrum, Orichalc, and Uru.

The magical properties of the stones, rocks and minerals, as well as those of herbs, when used as material components merely mean that the spell is cast the actual SL cost of the spell doesn't come from the caster, as well as any symbolic value they might have. Don't get your hopes up because by the actual SL cost, I am referring to the true cost to cast the spell. For example, it requires a whole lot more than 8 or 9 SL to control the weather in an area. The components destroyed, and how they are destroyed, in combination with the caster's SL, generate the energy needed to pull the necessary energy from the surrounding area to create the spell. The total spell cost may well exceed several tens of thousands of SL.

SPELL COMPONENTS

In some spell descriptions, spell components are described as being destroyed in the casting of the spell. The energy to actually make the spell work is brought about by converting matter back into a less stable form of vril, from solid to liquid to gas to plasma, in that order. Those that are destroyed or consumed are usually destroyed by the adept (i.e. pearls ground up, powders burned, etc.). While they may leave behind a physical residue, that form has been magically depleted and is thereafter useless for magical purposes.

This allows for a greater efficiency of matter to energy conversion, because when magical energy is needed to alter or destroy the item, that energy must be lost from the total energy available for the spell.

Some spell components aren't destroyed, but are enchanted themselves to act as power collectors and conduits, although usually they are specially consecrated items and talismans such as special braziers, wands, and daggers for specific spells.

MATERIALS

Generally speaking, Crystal is `better' at holding Vril than mere solid; Solid is better than liquid; Liquid is better than gas; Gas is better than Plasma; Plasma is better than nothing.

An asterisk behind the SL indicates that this item distrupts normal Vril flow in some way.

Molec.Struc

SL/kg Sg (Specific Gravity)

Wood

Majority of other woods:	5	
Balsa	2	.12
Bamboo	5	.35
Pine	7	.4
Alder	10	.5
Aspen/White Poplar	10	.43
Birch	10	.64
Elm	10	.58
Hawthorne/May	10*	.5
Maple	10	.48
Mohogany, Honduras	10	.66
Rowan/Mtn Ash	10	.55
Silver Fur	10	
Witten/Dwarf Elder	10	
Apple	15	.7
Ash	15	.7
Ebony	15	1.22
Elder	15	
Hazel	15	
Ironwood	15	
Mohogany, Spanish	15	.85
Oak	15	.7
Teak, African	15	.98
Teak, Indian	15	.77
Yew	15	

Stone

Cement	10	(2.8)
Clay	12	1.8 - 2.6
Concrete, Light	10	1.4
Concrete, Stone	10	2.2
Granite	20	2.7
Limestone	10	2.5
Sandstone	15	2.3

Stone, Gem

Amber	8.4	1.8	fossil resin
Apatites	9,000	3.18	hex
Beryl	7,000	2.72	hex
Aquamarine			
Emerald			
Golden Beryl			
Chrysoberyl	18,000	3.73	orh
Alexandrite			
Cymophane			
Coral	380	2.65	fossil
Corundum	25,000	4	trg
Ruby			
Sapphire			
Diamond	100,000	3.52	cu
Felspar group			
Albite	150	2.61	tcl
Amazonite	150	2.56	tcl
Labradorite	150	2.7	tcl
Moonstone	100	2.57	mcl

Sunstone	150	2.64	tcl
Garnet group	200	(4)	
Glass	70	2.5	amorph
Hematite	1,000	5.1	trg
Ice	2	.9	amorph
Ivory	750	1.8	cryptocrystal
Jade			
Jadeite	1,000	3.3	mcl
Nephrite	100	3	mon
Jet	500	(1.25)	fossil wood
Lapis Lazuli	50	2.8	rock
Malachite	100	3.8	mcl
Obsidian	50	2.4 - 5.9	amor
Opal	100	2.1	
Common Opal			
Fire Opal			
Precious Opal			
Pearl			
Natural	150		
Cultured	75		
Pyrite	500	4.9	cub
Quartz	200		
Crystalized Quartz		2.65	trg
Amethyst			
Cat's Eye			
Citrine			
Prase			
Rock Crystal			
Rose Quartz			
Sapphire Quartz			
Tiger's Eye			
Compact Quartz			
Avaanturine			
Chrysophrase			
Jasper			
Hornstone			
Woodstone			
Chalcedony		2.61	trg
Agate			
Carnelian			
Common Chalcedony			
Heliotrope (Bloodstone)			
Mochastone			
Moss Agate			
Plasma			
Spotted Agate			
Satinspar			
Calcite	100	2.72	hex
Alabaster		3.21	hex
Aragonite		2.95	orh
Marble		2.72	hex
Onyx		3.21	hex
Gypsum	75	2.32	mon
Sepiolite	40	2	

	Meershaum		.99 - 1.28	orh
	Soapstone	40	2.7	
	Spinel	8,000	3.6	cu
	Topaz	70,000	3.45	orh
	Tortoiseshell	100	1.29	horney
	Tourmaline	700	3.06+/-4.2	trg
	Turquoise	2,000	(2.7)	tcl
	Zircon			
	High	4,000	4.69	tet
	Low	800	4	amo
	[Sarium Krellide	5.15x10 ¹⁴	4]	
	[Dilthium	100,000	4]	
Misc				
	Cloth	3		
	Cotton	5		
	Dacron	1		
	Flax (linen)	5		
	Nylon	1		
	Silk	10*		
	Wool	4		
	Dead Creature	Total Points	of the Creature	when alive
	Bones	Total Points	of the Creature	when alive/2
	Fat	Total Points	of the creature	when alive/5
	Skin	Total Points	of the Creature	when alive/5
	Leather	5	.86	
	Paper	5	.7 - 1.15	
	Plastic (Solid)	3	1.2	
	Porcelain	8	2.3 - 2.5	
	Rubber, Hard	3	1.19	
	Rubber, Soft	4	1.1	
	Rubber, soft, Gum	5	.92	
	Water	0	1	
	Wax, Sealing	20	1.8	
	Wool, Felt	4	.3	
Metal				
	Aluminum (Al)	20	2.7	
	Beryllium	20	1.85	
	Brass, Red	15	8.7	
	Brass, Yellow	12	8.47	
	Bronze	15	7.8	
	Copper (Cu)	10	8.9	
	Gold (Au)	15	19.32	
	Lead (Pb)	5	11.35	
	Iron (Fe)	50*	7.87	
	MtrcIron(FeNi)	100	(8.5)	
	Cast Iron	45	7.2	
	Carbon Steel	30	7.86	
	StnlssSteel	25	8	
	Platinum	30	21.45	
	Plutonium	100	19.84	
	Silver (Ag)	20*	10.5	
	Tin	10	7.31	
	Titanium (Ti)	70	4.5	
	Uranium	75	18.8	

Type A Metals are indestructable; Type B Metals are vitrually indestructable, and are indestructable by normal means; Type C Metals are destructable by normal means.

Metals Name	Type	Ench Bonus	SC DV	SL	SG	Appearance/Notes
Adamant	A	+5	n/a	250,000	40	Naturally occuring black crystal, impervious to energy
Adamantite	B	+2	50	250	6	weapons MithraFerrous Carbide.
Black-Red.						Blue, Black-Green, Black-
Adamantine	A	+5	n/a	2,500	17.5	Energy can cut. Black, may be a form of Adamantite.
Adamantite	A	+5	n/a	2,500	8	Black, Brown, Gold or Silver.
Adamantium, True	A	-	n/a	0*	10	Invulnerable only after forging Silver, Silver-black.
Adamantium, Secndry Extreme	B	-	100	10	10	Creaaated by merging secret resins Silver, Silver-black.
Adamantium, Proto True	A	-	n/a	0*	10.6	energy can damage Grey. Unique blend of Adamantium and Vibranium
enhancing polar						Absorbs all kinetic energy along y axis while all kinetic energy along x axis.
Bubble-Beam	C	-	4	1	1.8	
Bubble-Beam, Injected	C	-	50	1	.9	
Carbonanium polished	B	-	100	10	10	Dark brownish gray, or golden brown.
Manufacture						process is unknown.
Dalekenium	C	-	2	20	8	
Duralloy	C	-	25	25	(4)	
Duralunim	B	-	50	25	(4)	
Duranium	B	-	15	25	(4)	
Hydragryrum (Fixed Quicksilver; Mithril)						

	B	+3	5	250	4	Silver
Inertron	B	-	250	897	1	
Kryptium	B	-	50	400	1	Gray-Green
Maledrith, True Made	A	+2	n/a	500	8	(Oerth - Stargod) Silver.
secret						by merging special metals.
Maledrith, Proto	A	+5	n/a	5,000	7	(Oerth - Stargod) Copper.
enhancing						Absorbs all kinetic energy along y axis while
polar						all kinetic energy along x axis.
Orichalc used as	B	+3	10	150	9.6	Copper or Grey. Can be Power Source.
Plasteel	B	-	50	25	.6	
Plasteel (var 2)	B	-	50	25	13.4	
Plastisteel I	A	-	n/a	0	2.4	
Plastisteel II	B	-	50	10	4	
Plastisteel III	C	-	1	20	6	
Puppeteer Hull Matter visible	A	-	n/a	0	4	Transparent to all light. Reflects all particles and gross matter.
will						The presence of Antimatter
into						cause PHM to disintegrate powder.
Scrith Absorbs 40%	B	-	250,000+	0 (200,000)		Transluscent gray.
most						of neutrinos, and 100% of other EMR. Retains
magnetic						fields. Immune to disintegration, energy
weapons.						
						Enhanced nuclear bonding.
Steel	C	-	1	25	8	
Steel, Omnium	C	-	2	25	7.5	Gray Silver
Steel, Superhard	C	-	2	25	8	Gray Silver
Steel, Tritanium	C	-	2	25	15	
Steel, Titanium	C	-	2	25	7.4	
Steel, Trititanium (I)	C	-	10	1	10.5	
Steel, Trititanium (II)	B	-	50	.5	53.5	

Supermanium	A	-	n/a	0*	80	Yellow-gold
Twing	B	-	250	5	4	Silver.
Uru	B	+5	25	100	56	Gray Silver
Vibranium (A)	C	-	.5	25	8	Silver. Absorbs 50% of all vibrations. MP 395.4 F.
BP						5474 F.
Vibranium (B)	AntiMetal C	-	.5	25	8	Silver. Destroys all metals it comes in contact with.

WIZARD/MAGUS

This is the primary form of magical spell caster on Earth. With the exception of Sorcerer spells, and spells prohibited by alignment, these characters are not restricted to the spells that they can cast. They must learn spells as mentioned earlier.

Spell research and item production is, more or less, as per the standard rules.

WIZARD/MAGUS

	Level Experience	Spell Levels	Weapon Profic.
0	(-5000)-0	-	
1	0-	1	1
2	2500-	2	
3	5000-	4	
4	10000-	7	
5	20000-	11	
6	40000-	14	
7	60000-	20	1
8	90000-	27	
9	135000-	32	
10	250000-	39	
11	375000-	51	
12	750000-	66	
13	1125000-	78	1
14	1500000-	85	
15	1875000-	94	
16	2250000-	115	
17	2625000-	130	
18	3000000-	139	
19	3375000-	147	1
20	3750000-	162	

In addition to the Magi, there are many specialty types of spell caster on Earth that correspond to the concept of kit. These are among them:

Academician

Loves researching magic. They are very rare, usually

ceremonial, but not always.

Alchemists

"Great
utilize
and

Practitioners of the physical and metaphysicals of the
Art" or the science of Alchemy. They are able to
magical and scientific principles to create substances
items that have magical properties.

Anagokok/Shaman

Tribal mage.

Astrologers
stars

Specialists in Divination, particularly as regards the
and planets.

Clerics/Priests:

Spell
spells.

While not exactly a kit, these are a sub-branch of the
caster who deal only in particular forms of invocation

that
before

They, too, must learn their spells, but it can be assumed
they have learned all the spells that they can learn
they begin play.

Druids

that
These
greatly
practices,

This subclass of Priest is discussed elsewhere. The
specialise in Natural and Elemental magic. It is said
some evil cults of Druids exist in certain regions.
"Black Druids," as they are sometimes called, are
feared and are rumored to engage in the most grisly
the nicest of which is human sacrifice.

Enchanters

Restricted to Enchantment/Charm spells.

Hakima

"Wise Women" Arabic witches, subclass of Priest.

Kahins

"Idol Priests" Arabic subclass of Priest.

Magicians

Ceremonial and Ritual Spell Casters.

Magus
except

These spell casters are not restricted to spell casting
by alignment, except they are not able to cast spells

specifically designated for Sorcerers.

Mystics These are concerned with the powers of the mind and body,
 directed toward the divine.

Necromancers:
the These are evil spell casters who deal primarily with
 powerful Black Magic systems of death and diabolism.

Patrician Ceremonial (usually) magicians of noble birth.

(Peasant Wizard)
 Hedge wizards. Low magic only.

Red Magicians:
 If these exist, they are highly exalted Magicians; i.e.
 "Secret Chiefs," etc.

(Savage Wizard):
 Tribal Mage.

Sha'ir/Si.hr/Shahar:
 (Arab/Hebrew) Control Djinn, and are often considered
 Illusionists.

Shukenja Wandering Priests or Monks
 Sohei Warrior Priests or Monks
 Sorcerers These are very powerful spell casters who are
restricted to the spells that they cast only by alignment. They can,
if necessary, generate their spells at will.

Sorcerers:
 (Arabic) Elemental magic (Wind, Sand, Sea, Flame)
 Warlocks These are evil spell casters who deal primarily with
the powerful Black Magic systems of death and diabolism.

Witches These casters are the balance to the Druid class. Where the
 Druids are Priests first, and Elemental spell casters
and secondly; the Witch is first an Elemental spell caster,
 then a Priest class. Thus they count as spell casters
and not clerics. The "Village Wise Woman."
 Wizards See Magus.

Wu Jen Control elements, Spirit forces, Powers of Nature. Usually
 hermits

Some historical traditions of magic and their direct orientation are:

Arabic Magic (Post Mohammed):

 Magic is almost always considered evil. Witches are idolators
(i.e.

evil). Highly ceremonial, but there are No Amulets or divinations.

Some people can perform demonology for good purposes, but they are
very few in number, and are recognized by religious officials.

Sufism, to some, is a form of mysticism wherein the key to
enlightenment may be found in the Koran. Si.hr (ex-Sha'irs)
are

 considered to be evil Illusionists.

Arabic Magic (Pre-Mohammed):

 Magic is feared by the uninitiated, but isn't considered
necessarily

 evil. Generally, magic is very elemental in nature. Highly
ceremonial with some evil ceremonial magicians. There is some
control over Djinn types, angels and demons, elementals and
spirits,

 and no control over deities or reputed deities. Some people
can

 perform demonology for good purposes, but they are very few in
number, and are recognized by religious officials. Amulets &
Talismans, Astrology, Dream Magic, and Rituals featuring the
control

 of the hidden names of power. Mystic (pre-Sufi) orders exist.

Sha'irs conjure Djinn for spell like effects. Witches are Hakima or
"Wise Women."

Babylonian Magic:

 Astrology. Few Amulets & Talisamans.

"Ashipu" Exorcists who perform rituals and control powers. They
possess great powers of demonic control.

"Mashmashu" Purifiers who dispel magic, and purify areas of evil
magical influences.

Egyptian Magic:

 Amulets & Talismans, Astrology, Dream Magic, and Rituals
featuring
 the control of the hidden names of power.

Goetic Magic:

 Evil ceremonial magicians. Magic is science. There is some
control
 over angels and demons, elementals and spirits, and no control
over
 deities or reputed deities.

Greek Magic:

Oracles, and witchcraft.

Hebraic Magic:

Magic is almost always evil. Witches are idolators (i.e. evil);

there are No Amulets or divinations. Some people can perform demonology for good purposes, but they are very few in number, and

are recognized by religious officials. The Kaballah is a form of

mysticism wherein the key to enlightenment may be found in the Torah

and the later books of the Old Testament. Si.hr/Shahar (Illusionists).

Hermetic Magic (Greek and Egyptian Combination):

Oracles, Amulets & Talismans, Astrology, Dream Magic, and Rituals

featuring the control of the hidden names of power.

Medieval Magic:

Low Magic Witchcraft. Amulets, Oracles, Astrology, and Dream Magic.

High Magic Ceremonial Magic, divided between black and white magic.

Hermetic Magic. The Kabbalah. Magic is science. There is some control over angels and demons, elementals and spirits, and no control

over deities or reputed deities.

Roman Magic:

Oracles, Divination, Augury, Witchcraft, Dream Magic, Amulets & Talismans, Charms and spells.

Satanic Magic: Christian Black Ceremonial Magicians. Diabolism.

Theurgic Magic: White spell casters, usually Ceremonial.

MAGICIANS/CEREMONIAL MAGICIANS

This is a Wizard/Magus class kit.

The modern magicians are practitioners of the more traditional forms of western ritual magic, and are descended from the great Medieval spell casters such as Paracelsus, Albertus Magnus and Agrippa. And it from these sources that the ceremonial spells that they use are drawn.

Magicians must be of a Lawful Alignment. This is due to the nature of Ritual or Ceremonial Magic, an arcane body of lore reputed to originate long before the birth of the most primitive forms of mankind. Steeped in ancient traditions, the study of this field allows Magicians to learn potent forms of magic, control great power and impose the will on creatures of power.

The black or grey ritual Magician often looks to other planes of existence, usually referred to as the astral / etherial or outer planes. These planes are inhabited by entities other than human beings, to which names such as `secret chiefs', `Oliponthic forces', `Great Old Ones', `spirits', `gods', etc. are given. Sorcerers may attempt to employ these supernatural allies to attain such power as few spell casters can hope to exceed, although not without certain risks. Only the most disciplined sorcerers can avoid the temptations of playing all sides against themselves in order to increase their personal power. Needless to say, such endeavours run a degree of risk commensurate with the power of creatures being Invoked/Conjured.

White Magicians prefer not to Invoke or Conjure power (although there are races of good creatures that may be controled), because of the difficulties in balancing good intent with the domination of another entity. Intent is often the only difference between black and white magic. Because combat and killing show an intent to do harm to another living creature, they are evil and will affect the purity of the white sorcerer's power (Fighting undead, demons, etc. is very tricky because many of them still "belong" to the overall mechanism of the universe. Also because the mere fact of a desire to harm anything may still taint the caster's power). It must be noted that a white Magician who casts a black spell has three options. The first is finding a Cleric or priest of an appropriate religion, who is willing to absolve the Magician of their "sin". The second and third alternatives are to relinquish the status of White Magician, and either give up magic altogether, or else become a grey or black Magician. Remember that "Grey" Magicians, or Magicians who profess neither good nor evil, are considered to be "Black," or evil, by White Magicians.

Some Magicians have the option of becoming Sorcerers(qv) if they prove to be exceptionally worthy. This will require that they start a new class, at first level.

To work toward the goals that they have set, most Magicians belong to various Orders. For the White Magician, these orders are to prepare the Magician for his potential spiritual evolution or enlightenment, as well as to guard and prepare mankind for its destiny.

Many of these Orders have adopted a Kabbalistic initiation system wherein each grade is given a numerical symbol related to the Tree of Life. The numerical system may use two numbers. The one on the left being identical to the number of the Sephirot, and the right being the `opposite' of that Sephirotic number (all of this makes a lot of sense if you are one of these Spell casters or a mystic).

What follows is the design of an Order of the White Brotherhood that claims to be, in its higher levels, the FRC (Fraternitas Rosea Crucis), or the Hidden College. Its lower levels believe it to be merely a masonic order. This hierarchical format is quite common.

CEREMONIAL MAGICIANS

Spell

Levels	Level	Experience	Degree	Order	Grade	Robe-stripe
-	0	(-5000)-0	0°	---	Neophyte	Black
2	1	0-	1°*	1st/Apprentice**	Zelator	Blue-1 blk
3	2	2500-				
7	3	5000-	2°		Theoricus	" 2 blk
10	4	10000-				
17	5	20000-	3°		Practicus	" 3 blk
20	6	40000-				
30	7	60000-	4°		Philosophus	" 4 blk
37	8	90000-				
47	9	135000-	5°*	2d/Journeyman***	Adeptus Minor	Gray-1 wht
54	10	250000-				
66	11	375000-	6°		Adeptus Major	" 2 wht
87	12	750000-				
99	13	1125000-	7°		Adeptus Exemptus	" 3 wht
113	14	1500000-				
122	15	1875000-	8°*	3d/Master****	Magister Templi	White
151	16	2250000-				
166	17	2625000-	9°		Magus	own choice
184	18	3000000-				
192	19	3375000-	10°		Archemagister	"
207	20	3750000-				

*Entrance into this degree requires an initiation, after many tests and preliminary requirements have been fulfilled.

**The First Order is equivalent to The Golden Dawn in the Outer, The Keeper of the Silver Gate, the First Rosicrucian Order, etc.

***The Second Order is the equivalent of the Stella Matutina, the R.R. et A.C. (the Red Rose and the Golden Cross), Knights of the Void, the Second Rosicrucian Order, etc.

****The Third Order is theoretically equivalent to the Third Rosicrucian Order, the Sons of Yog-Sothoth, the Argenteum Astrum (Silver Star), etc.

However, as there are very few known 9th Magisters known, and no one known will claim to higher, it is difficult to judge. Many groups associate this Order with their 'secret chiefs' or other pseudo-divine spirits.

SORCERER

The Sorcerer is the most powerful spell casting class. They are not restricted to spells that they can cast, and in fact, can create new spells on the spot.

The minimums for this class are 15 Intellegence, 15 Wisdom, 15 Constitution. Intellegence and Wisdom must each exceed 17 for the character to progress beyond 10th level.

"Chant Spells" -- This spell duplicates the effects of the "First Level Wish" (qv). It operates by the Sorcerer chanting the desired spell. If no other powers are invoked, then the spell costs whatever the appropriate number of spell levels, etc. in accordance with the spell "First Level Wish." If the spell does invoke other powers, then the spell costs only 5 spell levels per power invoked. For every power invoked, the chance of the spell actually taking effect improves by 10%.

If the percent for the spell taking effect should fail, then the chart below should be consulted:

- 01-48 Nothing seems to happen
- 49 Dimensional Rip
- 50-75 Magical Rip
- 76 "Vortex of Infinity"
- 77-86 Spell effects reverse, or nothing happens
- 87-96 Energy Backlash/Fireball (20' radius) -- d6xd100.

- 97 Entity(ies) called upon appear.

- 98-99 Caster loses 1-100 spell levels.

- 00 Something "Weird" happens.

Level	Experience	Spell Levels	Weapon Profic.	% to Cast
1	0-	2	1	5%
2	3750-	3		10%
3	7500-	7		15%
4	15000-	10		20%
5	30000-	18		25%
6	60000-	20		30%
7	90000-	30	1	35%
8	135000-	40		40%
9	250000-	50		45%
10	500000-	60		50%
11	1000000-	70		55%
12	1500000-	80		60%
13	2000000-	90	1	65%
14	2500000-	100		70%

15	3000000-	115		75%
16	3500000-	130		80%
17	4000000-	150		85%
18	4500000-	170		90%
19	5000000-	190	1	95%
20	5500000-	210		99%

MYSTIC

This is a special kit that can work in any other class or subclass.

Mystics are practitioners of a doctrine of mental and physical disciplines that teaches mastery over the inner powers of mind and body, in an attempt to achieve the goal of human evolution. Mystics are rarely interested in the material world and material gains for their own sake. In fact, many mystics view such mundane things as wealth and possessions as a Bad Thing. Instead, mystics seek to expand the boundaries of their knowledge and understanding, and to attain the highest possible degree of consciousness on thier quest for hidden truth or wisdom, the goal of which is unification with the transcendental All (by whatever term they call that All).

Mystics may be of a Lawful, Neutral, or Good alignment, although they tend to adopt a basically neutral outlook, especially as it pertains to other living things.

Most, but not all, mystical traditions will go so far as to forswear the use of physical force against any living thing. These individuals rarely use any weapon but a staff, or one form of martial arts, and that only to parry or defend themselves against physical harm. Mystics who take such an oath of non-violence receive a +15% bonus on all experience points gained without resorting to any violence, at all, by either side. They recieve a 10% bonus if violence occurred, but the opponent was subdued without being injured, and a 5% bonus if the opponent was subdued with damage, but was kept alive. This restriction from violence extends to magic and metapsychics. Ethically speaking, a Sleep spell is a commission of violence, as are Calm and Pacify spells. It must be noted that a mystic who violates an oath of non-violence (such as actually attacking with a weapon, desiring to kill or maim), is to be punished severely. The loss of a level or more would not be amiss. Whether such a loss would be permanent or temporary would depend on the circumstances, and if the mystic had much choice in the matter.

Mystics are taught to focus their inner powers of body and mind (Ch'i, Vril, the Force, etc.) to create many effects. Among these, the Mystic receives Metapsychic operancy.

A character who wishes to become a Mystic must return to first level within their class, and begin to earn experience points all over again. They will retain the Hit points that they had previously earned, but all "Saving Throws" and "To Hits" will be as a mystic from that point on, that is, returning them to first level of the appropriate class. This reflects the fact that the character has learned a new form of reality and must now learn how to operate within that reality. When the

character returns to the original level, then "Saves" and "To Hits" are made as a Mystic, or the other Class, which ever is better.

Experience points are earned in a fashion that may seem unfair, but actually is less complicated than the alternatives. The experience point levels will be the same as they were for the original class, however, to offset the abilities and powers gained, the points recieved will be modified in the following fashion:

A. For non-metapsychic characters, the x.p. recieved (before the addition of bonuses) will be multiplied by (.8). The result will be added to any bonuses, and the final total will then be added into the character's total. Therefore the character will be only getting 80% of the experience points they have earned.

B. For metapsychic characters, the x.p. recieved (before the addition of bonuses) will be multiplied by (.5). The result will be added to any bonuses, and the final total will then be added into the character's total.

Therefore the character will be getting only 50% of the total ammount of experience points.

Those characters who already divide their x.p. because of multiple classes, will perform the above mathamatical adjustments before they divide their EP.

The character must have a minimum Intellegence of 14, and a minimum wisdom of 14. Whether metapsychics are possessed must be deteremined. These metapsychics will be gained as a form of prociency, with those functions with the lowest talent numbers to be earned first. Should the character desire a specific Struction, and has the ability to use that one, they may use that Struction in the place of a Metafunction that would have been recieved next.

These metapsychic metafunctions will cost their Talent numbers, as if they were Spell Levels, to use, with the exception of those functions that are normally cost-free and remain so. Because they will cost Spell Levels to use, the Metapsychic Mystic will be given more spell levels to use. These may be used for the casting of spells for those classes that can cast spells. However, there is no way that a spell caster can memorize more spells than they are normally allowed.

WITCH

The Witch is more fully covered in TD#114. The alterations to this class are minimal, and can be summarized as follows: the Spell Levels and the Spell Lists.

Level	Experience	Spell Level	HO Level
1	0-	1	
2	2500-	2	
3	5000-	4	
4	10000-	7	
5	20000-	11	
6	35000-	16	
7	50000-	22	
8	75000-	31	
9	100000-	38	
10	200000-	45	54
11	350000-	51	60
12	600000-	66	71
13	900000-	74	92
14	1200000-	91	109
15	1500000-	106	115
16	1800000-	126	153
17	2100000-	147	174
18	2400000-	160	187
19	2700000-	181	217
20	3000000-	210	246
21	3300000-	227	254
22	3600000-	253	271