

Magic (p73)

Magic Points

Rank	Sorcerer	Warlock	Element'ist	Demon'ist
1 st	4	2	3/1/1	4
2 nd	8	4	6/2/2	8
3 rd	12	6	9/3/3	12
4 th	15	8	12/4/4	15
5 th	19	10	15/5/5	18
6 th	23	12	18/6/6	21
7 th	25	14	21/7/7	24
8 th	28	16	24/8/8	27
9 th	31	18	27/9/9	30
10 th +	+4	+2	+3/+1/+1	+3

MP Recovery

Magic Point Pool	Recovery Time
Sorcerer	Midnight
Demonologist	Midnight
Air Element	Noon*
Darkness Element	Sunset*
Earth Element	Moonset*
Fire Element	Sunrise*
Water Element	Moonrise*
Warlock	Sunset

* Subject to a ritual that may only be performed if the elementalists has used up his supply of MPs in that element.

Casting Spells

Casting a spell reduces a **Sorcerer's, Warlock's, Elementalist's** or **Demonologist's** pool of MPs by an amount equivalent to the level of the spell cast.

Without the appropriate focus, an **elementalist's** spells cost double the number of MPs.

Mystics have no MPs so must make a Psychic Fatigue check instead:

$$d20 > 13 + \text{mystic's rank} - \text{spell's level} = \text{FATIGUED!}$$

Failure means the Mystic cannot cast any more spells that day. A roll of 20 always results in Psychic Fatigue.

Spell Expiry

Sorcerers, Mystics, Demonologists and **Elementalists** roll 2d6 at the beginning of each combat round for each durational spell still in effect. The spell expires on a roll of a 12.

Warlocks roll 1d20 at the beginning of each combat roll for each durational spell still in effect. The spell expires on a roll of a 20.

Terminating Spells

Sorcerers, Demonologists, Elementalists and **Warlocks** may terminate durational spells as a combat action to recover half the MPs invested in the spell (rounded down).

Mystics may terminate spells as a free action, but will not recover from Psychic Fatigue if they do so.

Indirect vs. Direct Spells

Indirect Attack spells use an intermediate form to harm an enemy (such as fire) and must be evaded using the target's Evasion score:

$$d20 + \text{Evasion} \leq \text{Speed} = \text{HIT!}$$

A roll of a 1 always hits and a roll of 20 always misses.

Direct Attack spells attack an enemy's essence directly, which must be resisted by Magical Defence. To resist a direct magical attack, roll 2d10 less than or equal to Magical Attack - Magical Defence. A roll of 2 means the spell automatically works. A roll of 20 means the spell automatically fails.

Overlapping Spells

Durational spells can be recast before they expire, but this will not double-up the effects, only re-energise the spell to its maximum duration (if a fixed duration spell) or replenish any reduced effect (such as with a *Wall of Magic*).

Spellcasting in Armour

Sorcerers, Demonologists and **Elementalists** may miscast spells while wearing a mail hauberk or heavier armour. Miscasting a spell doubles the cost (in MPs) of the spell and results a random spell of the same level that they know being cast in its place with the caster as the target.