AMAZING

ENGINE™

SYSTEM

MAGITECH™

GAME

by Tim Beach

THE MAGITECH™ GAME
BY TIM BEACH

TECHNOLOGIA
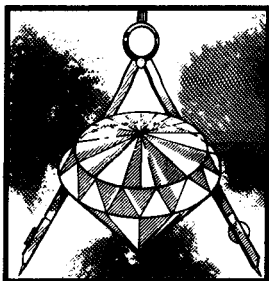
MAGICA

AMAZING ENGINE™ System

CREDITS

Designed by Tim Beach
Additional design by Wolfgang Baur
   (Chapter 5 and equipment information)
Player character record sheet designed by
   Dan Woodward
Edited by Newton Ewell
Editorial assistance by
   Sue Weinlein and Wolfgang Baur
Proofreading by Karen S. Boomgarden
Original AMAZING ENGINE™ design by Zeb Cook
Cover art by Les Dorscheid
Interior art by Newton Ewell
Cartography by Dennis Kauth and Cynthia Felegy

Dedicated to Sue Weinlein, who helped me to persevere
and to write more clearly.

Playtesters: Eric Nelson, Samuel K. Adams, Brice
Imsland, Jacob Thurston, Todd J. Keyser, Samuel
Orlando; Dan Woodward, Sarah Schneider, Jim
Schneider, Sue Weinlein, Matthew Filla; Marshall A.
Simpson, Doug Stewart, Steve Dycus, Jacqueline M.
DeVries, John C. DeVries Jr., William O. Walters; John
Gaines, Brennan M. O'Keefe, Suzy Jacques, James
Roberts, Ray Clayton, Greg Spanier; Greg Poehlein,
Jeffrey W. Cisneros, Wolfgang Baur, Greg Gorden; Guy
McLimore, John E. Cereso, William Tracy, Verne D.
Wetherholt III, Peter Kokinda, Ron Kreiger, LeRoy
Johnson; Kevin Murff, Angel Dawn, Herb Illfelder, Neill
(Noid) Carpenter, Daniel G. Fiddick Jr.

TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
U.S.A.

TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom

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INTRODUCTION

AUThOR'S NOTES

"What would an AD&D® campaign world look like if it evolved into the 20th century?"

This was a question I asked myself in 1990 when I was thinking of ideas for new games. Later, when we started having concept meetings for the AMAZING ENGINE™ system, Jeff Grubb suggested a 20th century world in which magic worked. I started tossing out ideas from my old premise, and the other members of the group added their own. We came up with the title, the MAGITECH™ game, and let it rest for a while.

Later, I asked for, and received, the MAGITECH game as an assignment. I thought about the name, and wondered for a time if the universe should contain both magic and scientific technology. The idea of cybernetic spellbooks intrigued me. Eventually, I went back to my original concept of a "grown-up" fantasy world, and eliminated most technology.

Though the setting draws from the AD&D game, don't expect the MAGITECH universe to be a modernized version of the AD&D game. Rather than using an AD&D campaign setting, I started with the history of our own world, and added fantasy elements, such as elves and magic. This provides a world that is similar to our own in many ways, and therefore somewhat familiar, but that has a unique flavor and mystique all its own. As I rewrote history for this alternate earth, things began to fall into place.

What emerged was a universe in which magic is commonplace; Genghis Khan's Golden Horde was composed of centaurs; World War II resulted from a dwarven bid for hegemony in Europe; the planet Venus is known as Hanahpu and was terraformed more than a millennium ago; Texas is run by minotaurs; and an elven nation is a dominant force in current world politics.

On this fantasy world, magical items are as common as technological items in our own world. In fact, they are so common that they are not referred to as magical. We do not refer to a television as a "technological item," or call it a gloss *box of watching* or some other odd title. Similarly, the people of this alternate universe seldom think twice about the function of the enchanted mirrors on which they watch entertainment, news, and sporting events. Even calling it enchanted is redundant, in the same way that it would be redundant in the real world to call the device an "electronic television."

Magic is based on mathematics on this alternate world, and prospective wizards in civilized areas receive college degrees in their areas of spellcasting. In more primitive areas, symbolic logic takes the place of mathematical formulae, but the results are the same.

Pyramids, natural gems, and other geometric forms help focus magic, as do symbols ranging from Mayan and Egyptian hieroglyphs to mathematical equations. Scrolls have been made using these symbols for centuries, and recent developments in quantum relationships have enabled learned spellcasters to create three-dimensional, crystalline "scrolls" that hold spells until they are activated.

Adventure awaits as well, for there are all the problems of modern society, plus centuries of ruins to explore on terraformed Hanahpu, and in a Europe devastated by powerful magic at the end of the last great war.

I hope you enjoy the MAGITECH™ universe.

ThANK YOU

A book like this cannot be written in a vacuum. Many were the times I discussed a concept over lunch, or walked around the TSR building for an hour trying ideas on whoever would listen. The following people helped me solidify ideas into game material, offered useful feedback, furnished resource material, provided a needed diversion, sparked an idea, or offered computers for me to use while I was away from the office: Sue Weinlein, Wolfgang Baur, Jeff Grubb, Colin McComb, Newton Ewell, Lester Smith, Doug Stewart, Michele Carter, Jon Pickens, Zeb Cook, Wayne Chandler, Slade Henson, Karen Boomgarden, Dana Knutson, Terry Hawkins, Donald Dennis, Tom Prusa, Teeuwynn, John Rateliff, Dave Sutherland, Anne Brown, Jeff Detweiler, Brian Thomsen, David LaMulle, Carolyn Chambers, Angela Clay, Jim Schneider, Bob Beach, Dan Woodward, Norm Ritchie, Rich Baker, Mike Selinker, and Thomas Reid.

In addition, there were the playtesters, who gave me many fine ideas. I took their comments to heart and incorporated many of their suggestions and ideas into this book, and I thank them as well.

ThE MAGITECh™ GAME

This is a supplement designed for use with the AMAZING ENGINE™ rules, and the *System Guide* is necessary to gain full enjoyment from this book. Like the other installments written for the AMAZING ENGINE game series, this book describes a completely new universe and game.

The setting is 20th-century Earth. While similar in many ways to the real world, it differs in a number of other ways. It is a world where magic is commonplace, complex machines are almost unknown, and "fantasy" creatures play major roles in history and current events. The book has been written to give gamemasters and players enough information to run a campaign in the MAGITECH™ universe.
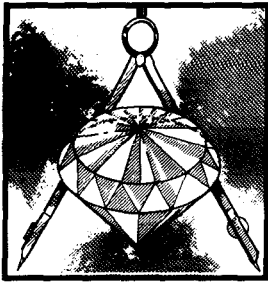
INTRODUCTION

A gamemaster is free to read all sections of this book. Players should read the introduction, and can read chapters 1-5, and appendices II-IV. Players should not read the part of Chapter 6 on adventures or Appendix I: NPCs and Monsters; these provide information that may spoil their enjoyment of the game.

This introductory section gives a broad overview of what is required for the game and what is recommended. It covers some basic game mechanics that are used in this universe, and it also gives a feel for the flavor of the universe. Included is a short overview of the world, its current situations and problems. Gamemasters and players should read this section to get a feel for the world and what a typical campaign in it can be like. The GM should choose a focus for the campaign, then describe it to the players so they may make an informed decision about the type of characters they want to play.

Once the players know something about the campaign, they are ready for Chapter 1, which covers the creation of player characters. Several races are available, and a number of possible origins and backgrounds are described. Many professions are available, from journalist or archaeologist to army scout or necromancer. Regardless of profession, almost every character knows a few spells.

After the basic character is assembled, skills can be found in Chapter 2. Some skills are gained because of profession; others are considered hobbies left to the player's choice. The skills chosen for a PC determine the spells initially available to that character, as well as the manner in which they are cast.

The magic system is described in Chapter 3: how magic works, its limitations, and the game mechanics for its use. This includes magic's basis in mathematics and science, as well as how magic is learned and applied by almost everyone in the MAGITECH™ universe. Spell lists and descriptions are found in Chapter 4.

The fifth chapter describes the equipment available to PCs, as well as a number of items they might encounter in everyday life. The monetary system is also covered in this chapter.

Chapter 6 holds information on running the MAGITECH game: combat, movement, healing, earning and spending experience, running campaigns, bringing PCs together, starting adventures, adventure suggestions, and one short adventure ("Tex Danforth and the Lost Museum"). Other details not covered specifically by the AMAZING ENGINE™ *System Guide* also appear in Chapter 6.

A number of appendices are included in this book as well. The first includes statistics for monsters and other adversaries for the PCs, as well as a short system for converting AD&D® game monsters for use with the various AMAZING ENGINE universes.

Appendix II discusses several options for alternative MAGITECH game campaigns, plus tips for crossing over into other AMAZING ENGINE universes.

The third appendix covers campaign background. Though not absolutely necessary to run the game, this section provides useful background for the gamemaster, who can use it to add color and depth to the campaign. The first part of the appendix provides relevant information on the history of the game world. Most of this world's history has happened just as in the real world; this section describes the major divergences from real history.

Appendix III also offers short descriptions of the major political powers of the world, and describes many elements of current society.

Enjoy your stay in the MAGITECH universe. It is one of wonder, of magic, and of adventure.

THE NATURE OF THE MAGITECH™ GAME

Like the other universes created for the AMAZING ENGINE system, this one is meant to stand alone. It is not necessary to purchase other Universe Books created for the system.

In addition, there are no further supplements planned for this or any other already-created universe. This means that the reader does not need to purchase more than this book to play in the MAGITECH universe—but it also means that there is little more available than what is found in this book.

If you enjoy this universe—or another one in the AMAZING ENGINE system—and want to know more about it, tell us. Additional material about the MAGITECH universe will be published only if you, the readers, write to TSR, Inc., and ask for more. If you are interested, please write and let us know.

ASSUMPTIONS

This supplement has been written for people who have a copy of the AMAZING ENGINE System *Guide.* The AMAZING ENGINE system is written more for experienced role-players, but novices should have little trouble figuring things out with a little study. The *System Guide* should be read before the MAGITECH game.

It is expected that the reader understands some basic concepts and terminology used in role-playing games. First and foremost, this is a game, one in which the player assumes the part of a character and imagines what that character does in reaction to certain situations. This book is a piece of fiction created for enjoyment.

Knowing terminology includes knowing that a play session is called an adventure, a campaign is a series of
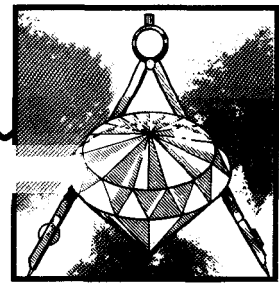
adventures, a gamemaster or GM referees an adventure for several players, a d1O is a 10-sided die, and two 10-sided dice read consecutively, to generate a number between one and 100, are called percentile dice. Three common abbreviations are used throughout this book: GM for gamemaster, PC for player character (a character run by a player), and NPC for non-player character (a character run by the GM). Other terms are introduced in the text, but these should be easy to understand, and will become second nature after the game has been played a few times.

The information in this book is presented primarily for the gamemaster, who should choose what information to pass on to the players. It is not necessary to read this book cover-to-cover to play the game. The book serves primarily as a rules reference, and it can be skimmed, read piecemeal, or read thoroughly and completely; whatever works best for the gamemaster.

BASIC RULES AND THE SYSTEM GUIDE

The AMAZING ENGINE™ *System Guide* contains the basic rules for this game. This book contains expansions on the rules, covering all the special quirks of this universe. In some cases, rules are added to flesh things out; in other cases, an existing rule is tweaked so it works just right.

Several optional rules are mentioned in the text; these may enhance enjoyment in certain campaigns. Try the standard rules first, applying optional rules as needed or desired.

Some chapters should be given special attention. Chapter 1: Player Characters and Chapter 6: Running the MAGITECH™ Game expand existing rules in significant ways. Chapter 2: Skills covers this universe's critical success and failure rolls. A new subsystem of rules is presented in Chapter 3: Magic. This chapter is integral to this universe, and should be thoroughly studied.

The most common procedure in the MAGITECH game is the attribute check. Most commonly used for skills, it consists simply of rolling percentile dice and trying to roll a number less than or equal to the attribute; a roll of 95-00 always fails. In the MAGITECH universe, attribute checks are also used for learning spells, resisting magic, and many other activities. In many cases, margin ratings (as described in the *System Guide)* are used; a thorough reading of the relevant section of the System *Guide* is in order.

Note: In the MAGITECH game, a zero is counted for both critical failures and critical successes. Thus a margin rating of S1 means the character is critically successful if the roll succeeds and the ones digit is 1 or 0; a margin rat-

ing of F8 means the character fails critically if the roll fails, and the ones digit is 8, 9, or 0.

THE MAGITECH™ UNIVERSE

The MAGITECH universe is one that differs from the real world in many ways, yet is similar in many ways as well.

Most adventures take place on the planet Earth, the third planet out from the star Sol in the Milky Way galaxy. The time-frame is the late 20th century, the 1990s to be exact.

Okay, so how is it different from the real world?

For one thing, there are other intelligent races besides humans. Most of these races—elves, dwarves, centaurs, and others—have existed since the dawn of time. Others, such as minotaurs, are more recent additions. Now, they play a major part in politics and world events. The elves are the people of the Mayan republic, minotaurs rule the nation of Texas, and a dwarven attempt to build an empire in Europe led to World Wars I and II. Note: in cases where fantasy races have been substituted for human sub-races, this is not meant as any sort of racial slur, whether the substitution be elves for Mayans, lizard folk for the Khmer, or minotaurs for Texans. It is done simply to add some diversity and fun to the game.

Space travel is relatively common. Venus—usually known as Hanahpu—has been terraformed by magic, and there are several colonies there, as well as ruins of the early settlers, who arrived there almost 1000 years ago. There are a few outposts on frigid Mars, and rumors circulate about strange beings from Saturn's moon Titan—and beyond.

History is similar to real history, but there are major differences. The Mayas of Central America disappeared from their great cities of Palenque and Copan in about A.D. 1,000, when they emigrated almost wholesale to Hanahpu. In the early 1500s, many of them returned to earth, where they resumed life in their cities almost as if they had not left. Aided by magic and the military might of the Mayas, natives of North America kept the United States from expanding past the Mississippi River. Now, the most powerful nations on Earth are the Mayan republic, Juyup Takaj; Tawantinsuyu, a theocracy ruled by the divine Inca; a United States of America considerably weaker than the real one, but still vital and strong; China; and the African nation of Zimbabwe.

Magic is everywhere. People travel using flying carpets, intelligent cars, bus golems, or, for the daring, wings. Most people know how to cast a few spells, from the housewife who knows how to start a cooking flame or cast a cleaning cantrip, to the professional mercenary who can
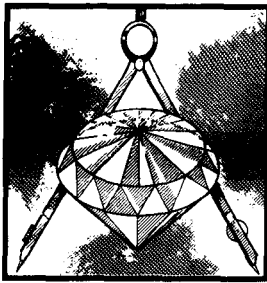
cause mass destruction, to the businesswoman who can add audio and visual components to an important presentation with a wave of her hand. Magic is commonplace, yet, like technology in the real world, is not understood by everybody and can do some fantastic things.

Technology is stunted, almost nonexistent. Electricity is not used as a power source, and there is no petroleum or gunpowder—though there are magical equivalents (more or less). Without electrical power, there are no public power stations—but most modern homes have magical lights that respond to their commands. Without petroleum, there is little of the pollution associated with combustion engines—but there are automobiles, direct outgrowths of the animated artificial horses of the late 19th century, that run because of runes and a rather expensive magical dust. Similarly, there is no gunpowder, but magic propels bullets from the barrels of guns. When magic can do things more simply and more cleanly, why would anyone use technology?

There is a drawback to magic, however: there are several elements it cannot affect directly, among them iron. Though enchanted silver can serve many of the same purposes, iron is more plentiful, so there are machines built for mining and smelting iron ore. Like other machines in the MAGITECH universe, these are usually magically powered.

Daily life is similar, yet subtly different. Children in civilized nations attend public schools—but their classes include alchemy, necromancy, and practical spellcasting. Adults travel to work each weekday, but some use flying carpets equipped with portable crystal balls that they use to contact secretaries to find out about appointments.

Following is a short excerpt from the life of a normal United States businessman.

A DAY IN THE LIFE

Arnold Branbee sighed. He looked at his watch for the tenth time in as many minutes, and for the tenth time, wished it weren't linked to the Great Greenwich Clock so it would keep perfect time. Still 21 minutes until quitting time. Sighing again, and wiping sweat from his brow, Branbee continued down to the floor for his inspection of the assembly line.

The zombies all seemed to be functioning properly, the first rank putting the cooler cases together, the second rank using their simple wands to add the confinement field for the cooling spells. Branbee gave a cursory glance to each zombie as he proceeded down the line—until he came to the special section.

Here, human magicians added the cooling magics, now accompanied by the new golems. Equipped with crystallized brains—was it rats? he questioned himself—the

golems could be programmed for more complex functions, and a few could even cast very simple spells. Branbee marveled that they actually seemed to be working out, then looked at his watch and sighed again.

He finished filling out the efficiency report, then managed to slow the two-floor climb to his small office so it took the rest of the time until the whistle blew. Tossing his report on the secretary's desk on the way out, he grabbed his jacket and headed for his car.

In the reception area of the factory, he paused briefly to get a copy of the newspaper, mumbled farewell to a pair of fellow workers, and went outside to his car. Despite his long day, he smiled as he approached the old girl. Sasha was an old Daimler Courser, as fast and strong as he could hope for, and more than enough.

Placing the key in the lock, he murmured to her, "How's my girl?" Recognizing his voice, Sasha lit her interior, but waited to start up until Branbee got in and spoke her command phrase. Smiling and settling into the comfortable seat, Branbee softly said "Home, Sasha, the short way." He touched the Bach shell, and as the relaxing music filled his car, Branbee began to read the paper.

The lead article told about a strike in Chicago; some workers attempted to cross the union picket line, and the resulting firefight between mages had resulted in several thousand dollars in damages. Other news included a report on a newly discovered ruined city on Hanahpu, and the local news included the results of a successful expedition to Europe.

The expedition's adventures held his attention for several minutes, then his head snapped up as Sasha neighed. A carpet had gotten a little low was all, and was pulling up again in response to Sasha's warning. Branbee finished the fascinating article, then turned to the mirror pages to see if there were any specials planned for the week.

Nothing new on the normal stations, but the new Fantasy Channel was showing some classic reruns of old favorites like *Space Trek,* Branbee smiled again, recalling the campy old show, with its star carpet and its wonderful crew, led by Captain Skyfeather and his alien first wizard. The *New Generation* episodes just didn't have the same appeal. Branbee made a mental note to remember to call the tuner and have him adjust the mirror to receive from the Fantasy Channel. It might cost a little extra, but it would be well worth it for the relaxation.

As Branbee moved on to the advertisements, musing again about applying for an expedition to cold Mars for some adventure, his car ball flashed. Mildly irritated at the interruption, Branbee waited for the third flash before speaking the command "Answer."

His wife's dark features appeared in the small globe, and she smiled sweetly at him. His annoyance forgotten, he smiled back and said "Hi, Chenoa."
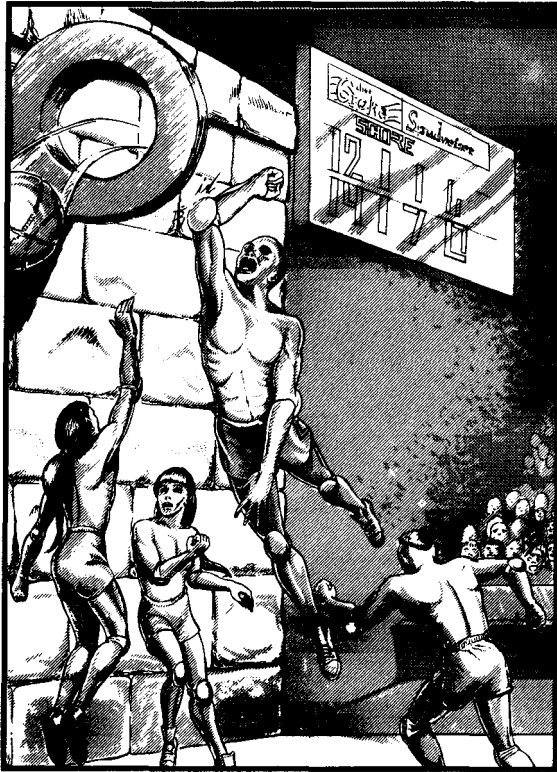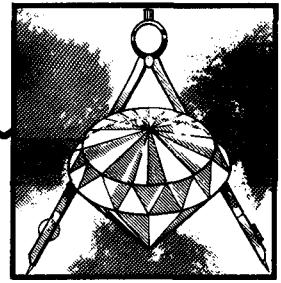
"Hi, love," she answered. "How close are you to home?"

"About half a mile," he replied, looking out the window. "Do you need me to pick something up?"

She shook her head lightly, her dark tresses and high cheekbones making Branbee wish he were there already to caress them. "Practicing those mind-reading spells again, Arn?" Branbee just shrugged and tried to look mysterious as Chenoa continued.

"Could you stop and pick up some milk? I forgot to get it when I went by the store." She smiled again. "I'll have squash and alligator waiting for you."

"Consider me bribed," Branbee said. "I'll see you in a few."

Branbee waved his hand over the ball, breaking the connection, then spoke to his car. "Sasha, take a left on Dewey Street and stop at the Fast-trip."

Several minutes and one detour later, Sasha pulled into the Branbee driveway and entered the garage. Branbee said "That's a good girl. Off now." Rubbing his hand fondly across the dash as she rumbled to a halt, he gathered his belongings and opened the door.

Entering the house, he could hear Chenoa chanting cantrips to pull dirt from the floor of the kitchen. As Branbee walked toward the kitchen, he spied a letter on the dining room table. It turned out to be a short note

from one of his son's teachers. "He'll never become a world-class necromancer if he won't animate a dead frog in class."

Branbee looked up to see his wife standing in the doorway. "Maybe he doesn't want to be a necromancer," he replied.

"He should still keep his options open. If Ty doesn't learn the basics now, he'll never have the chance to become a necromancer."

Branbee set the letter down and nodded. "Maybe he's just a little squeamish. I know I was a few times in high school necromancy. We're supposed to watch the poka-tok championships tonight on mirror. I'll talk to him about it then."

Chenoa frowned. "I'm not sure that's such a good idea. He already practically worships that Chicago player—Jordan?—how far is he going to get in life if he thinks the key to success is bumping a ball through a ring?"

THE BASIC CAMPAIGN

However interesting the different aspects of daily life are, the main reason to play this game is the adventure. Though many different kinds of campaigns are possible, the basic one suggested for adventures is one of exploration and reclamation.

In this type of campaign, the PCs are professional adventurers. They may have come from many diverse backgrounds (doctors, journalists, scholars, etc.), but now they have decided to seek some action and excitement. Just as Arnold Branbee was excited by the stories he read in the newspaper, so are many MAGITECH™ Game characters enticed into new careers.

For some characters, the motivation is greed; they dream of finding lost treasures. Others desire power, and believe they can find a special artifact, or perhaps even create their own empires in the wilds. Some characters thrill to the idea of restoring the past, and some simply have wanderlust. The basic campaign allows all these characters to pursue their goals.

Almost 50 years ago, Europe was devastated by powerful magic. Most of its inhabitants were killed, while some escaped to other places. Many buildings were destroyed or damaged. Surges of magic ran through the land, changing those creatures that managed to live.

Now, Europe is a place of old ruins, horrible monsters, and twisted remnants of intelligent creatures. In some places, petty tyrants have already tamed a small part of the wilderness that was once civilized. Most of the continent waits for the PCs to tame it.

Similarly, the planet Hanahpu has been inhabited for almost 10 centuries. It was magically terraformed starting about 2,000 years ago. The people of Atlantis were trying
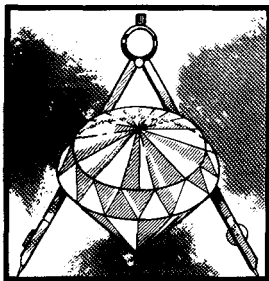
to travel there, but did not take proper precautions; though the spells carried the essence of earthly life to the second planet in the solar system, the wizards lost control of the magic, and the resulting backlash of magic destroyed Atlantis. The life matrix that was transported had a very long time to adapt to its new environment, and then intelligent races migrated to Hanahpu.

Now, elves, lizard folk, the remnants of the European peoples, and a number of colonists, inhabit a fraction of Hanahpu. Vast jungles, swamps, and deserts cover the rest, and are dotted with the ruins of a thousand years of civilization. As with Europe, there are riches to be found, land to be claimed, and power and fame to be won.

In the basic campaign, the PCs are those who have chosen to leave secure lives and face the dangers of Hanahpu, Europe, and other places. Exploring ruins and leading action-filled lives are their lots.

Before starting the campaign, the GM should explain the set-up to the players. If it seems the players want something different, there are several alternative campaigns mentioned in Appendix II: Alternative Campaigns.

The progress of a sample adventure follows.

AN ADVENTURE

Running Deer crouched in the ruins of Picadilly as the great Incan walkers rounded the corner. The wood-and-gold constructs had been following her through London for the better part of two days, ever since she had volunteered to lead them away from her companions. Now it seemed she couldn't lose them.

Knowing she could outdistance the lumbering things, she sprang up and sprinted more than a hundred yards down the closest street. The constructs followed.

Ducking into a partially collapsed doorway, Running Deer paused to think. She had to eliminate her pursuit so she could return to her companions without endangering them. Wulf and Ngo were probably done with the excavation by now, and were waiting for Running Deer to return. They wouldn't wait much longer before giving her up for dead.

Fire didn't work; despite the wood that made up the majority of each construct, the enchantments in the gold prevented the things from burning. She discarded several foolish and impossible plans for dealing with the things, finally settling on one that was only a little foolish—she hoped.

Kneeling on the floor, she pulled two arrows from her quiver. Taking out a silver stylus, she inscribed fire runes on the first arrow, quietly humming to herself to focus her magic. She started on the second arrow, knowing it would take a bit longer to place the special enchantment on the

arrowhead. She heard the constructs approaching as she finished.

She quickly looked around and discovered a set of stairs leading to the second floor of the building she had entered. She peered carefully out the window; the constructs were almost close enough to touch.

Running Deer waited until the things had halted by the door of her building. Then, she carefully nocked the special arrow and whispered a spell to help her aim. The arrow flew and bit into the thing's wooden arm; a second later, a small explosion gouged a hole in the wood.

As the dust cleared, Running Deer examined the hole her arrow had caused in the thing; from this distance, she could see that some of the gold etching had been damaged. She smiled as she nocked her fire arrow, and let fly. With its fire protection enchantment gone, the construct caught nicely when her arrow hit.

However—its friend was still in operating order, and was advancing toward the building. And Running Deer was out of arrows.

RESOURCES

Many writings, both fiction and nonfiction, aided in the creation of this universe. It cannot truly be said that the MAGITECH"' Universe is based on any one of them, because most were found and perused well after the concept of the world had fallen into place. Still, they may prove useful as research materials or inspirational reading.

Nonfiction sources that may prove useful for creating campaign background include almost anything about Native American cultures, especially the Mayas and the Incas. Also of use are histories about African empires, China, and the United States.

The most relevant fictional sources include Robert

INTRODUCTION
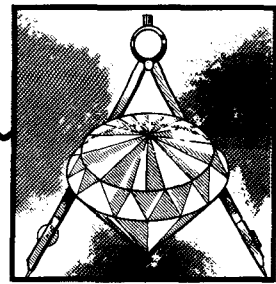
Heinlein's "The Devil Makes the Law," published in *Unknown* magazine in 1940. The story has since been renamed "Magic, Inc." and is reprinted in *Waldo & Magic, Inc.* (and possibly other places). A similar idea is presented in Poul Anderson's *Operation Chaos*.

Randall Garrett's Lord Darcy series presents a universe with a similar feel as far as magic goes, but one that has a very different history. Piers Anthony's *Incarnations of Immortality* series presents a universe in which magic is as common as technology, so captures the nonchalance with which magic is regarded in this universe.

The movie Cast a *Deadly Spell* captures much of the feel of the MAGITECH™' universe, again describing a world into which magic is fully integrated.

In all of these sources, there are extradimensional threats or very powerful beings who can manipulate the lives of normal humans. This is not so in the MAGITECH universe—unless the GM desires it.

In addition to the above sources, there are many alternate Earth novels or stories that help provide a picture of the world as it is. Among these are *Fire on the Mountain* by Terry Bisson and the *What Might Have Been* series collected by Gregory Benford and Martin H. Greenberg.

This work also owes much to the AD&D® game system, and uses many similar ideas and creatures. That game's Monstrous *Manual* would be a very useful resource, for Appendix I of this book presents a conversion system for monsters of the AD&D game. Several modules for the AD&D game could be adapted reasonably well, as could GAMMA WORLD® game modules and monsters. Creatures from the BUCK ROGERS® XXVc™ game can also be readily adapted, as can some of that game's information regarding the planets of our solar system. All three games have numerous items that can be adjusted or converted for use in the MAGITECH universe.
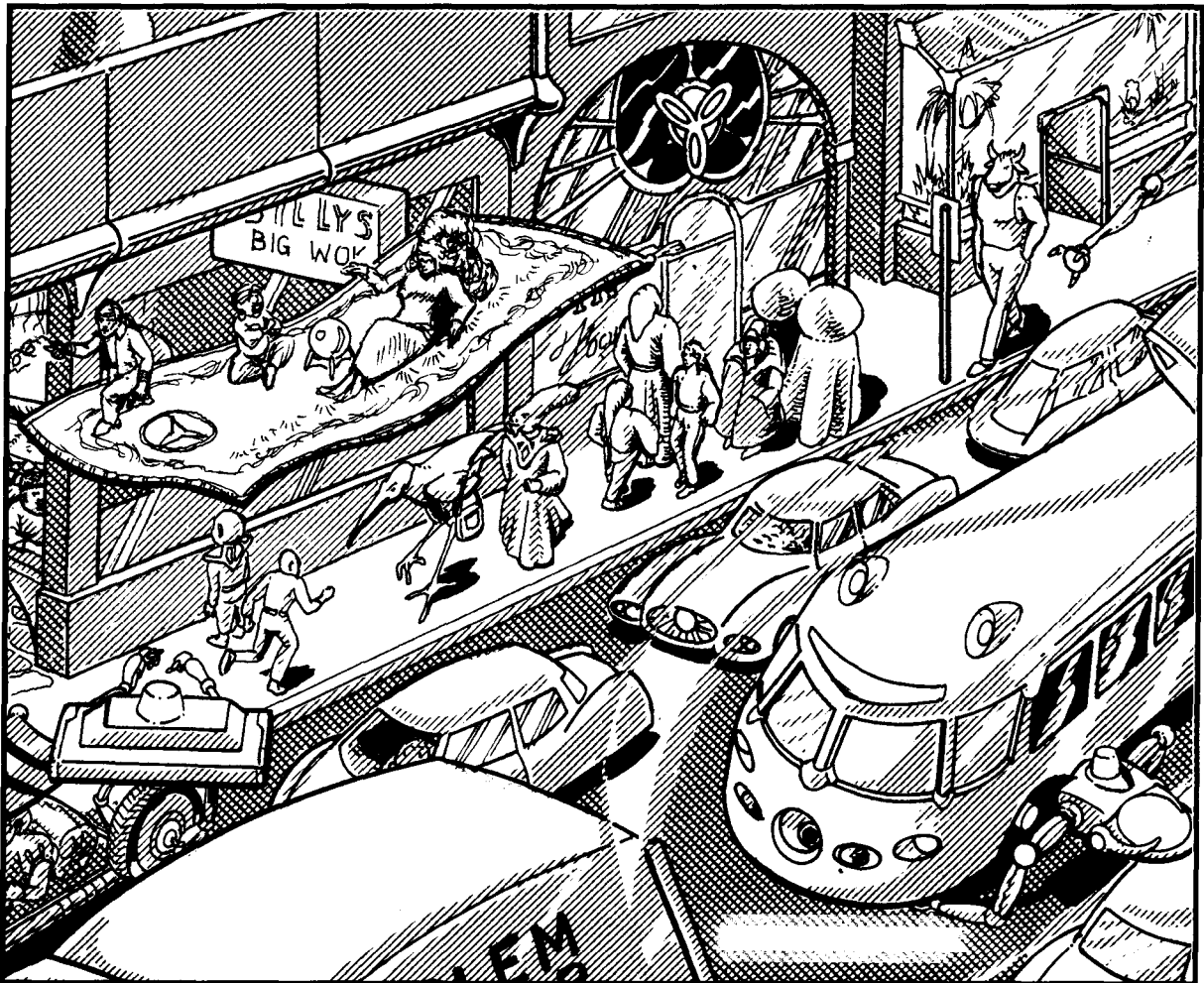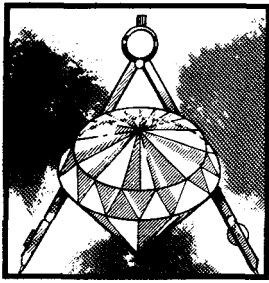
CHAPTER 1:
PLAYER CHARACTERS

For the most part, player characters in the MAGITECH™ universe are those people who have chosen to give up whatever career they were pursuing, and gone on to a life of adventure. Other player characters have spent their entire lives preparing to become adventurers. In a few cases, the player characters may live normal lives with standard careers, but occasionally go off on exploratory jaunts. In all cases, the character's background helps determine the skills and personality of the character.

This character generation system is set up to create characters who are ready to leave their mundane lives behind and embark on a mission filled with danger and excitement. The process has several steps, as outlined below, and should not take a terribly long time.

1. Generate Attributes
2. Choose Skills
3. Equip the Character
4. Determine Background

If desired, character background can be determined before skills are chosen, perhaps allowing better character development. Alternatively, most of that stage can be ignored for a time, so the characters can get into the game quicker.

A character sheet can be found in the back of the book. It can be photocopied, and should be filled out as the character is created.

1. GENERATE ATTRIBUTES

The eight basic attributes for a character in this game are fitness, reflexes, learning, intuition, psyche, willpower, charm, and position. There are three steps in generating the eight basic attributes: roll scores and allocate points, add racial adjustments, and add the base adjustment for this universe (+20 to each attribute). Other steps are included for generating derived attributes, such as movement rate, carrying capacity, and Stamina and Body points. The base adjustment for all scores is added toward the end of the process, to make it easier to determine derived attributes, so do not be discouraged by initially low scores.

Since players can make several choices that influence their attribute scores, they need to know a few things in order to make an informed decision about allocation of points.

In the MAGITECH universe, almost every character can cast spells. Some are wizards, able to cast many spells, while others can cast only a few spells. Spellcasting relies on Psyche; a character with a high Psyche can cast a wider variety of more powerful spells than someone with a low Psyche. Learning spells is based on the Learning attribute in most cases, on Intuition in a few cases; a character with a higher Learning can understand more

(and more powerful) spells. Willpower is sometimes used to resist magic, and it can affect the duration and precise effects of some spells, so it is useful as well.

Combat effectiveness, even with spells, relies largely on the Reflexes attribute, and characters with a higher Reflexes score will hit their opponents more often. Fitness affects the damage a character can inflict, and it determines the amount of Body damage a character can take.

Other attributes have their uses as well: Intuition for observation, Charm for interaction, and Position for social and monetary benefits.

Psyche can be considered the most important attribute in the game, but a character will not get far with a very high score in Psyche and very low scores in everything else. In addition, there are ways to boost one's effective Psyche, and chances to later increase all attribute scores.

Note: In some places, the names of the attributes are abbreviated, by using the attribute's first three letters (so Int = Intuition, Fit = Fitness, etc.).

ROLL AND ASSIGN BASIC ATTRIBUTES

If the player has already generated a player core as described in the *System Guide,* follow the procedure outlined there for creating a player character from the core: allocate dice to the attributes and roll them.

If the player has not yet created a player core, follow that procedure (again explained in the *System Guide),* using the attribute scores generated as the attribute scores for the MAGITECH game character.

DETERMINE SPECIES AND SPECIES BONUS

Players can choose from several species for their characters. Each species (including humans) receives a bonus of +10 that can be added to attribute scores. The five basic species for PCs are humans, elves, dwarves, lizard men, and minotaurs. Others are also available, but are less detailed because of space considerations.

Humans are about the same as they are in the real world, with several different subraces. The emphasis is not on European cultures. Unlike many other games, it should not be unusual for a human character to have an African, Native American (Ani), Chinese, or another non-European background. Because humans are so versatile and come from so many backgrounds, the +10 attribute bonus can be applied to *any* one attribute, or split among more than one.

Elves are the primary people of the Mayan republic, Juyup Takaj; to most people, "elf is synonymous with

PLAYER CHARACTERS
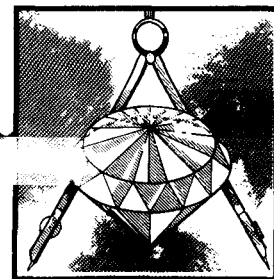
"Maya." They are a modern-day version of the Central American pyramid-builders found in the real world.

Elves are usually slightly shorter than humans, and they live about twice as long. The elves have a long history, and can be found in many places besides Juyup Takaj; for instance, shorter, more feral elves were once found in the British Isles. Elven characters can apply the +10 attribute bonus to one of the Influence attributes (Charm or Position) or split it between them. This reflects the elves' charming and noble nature.

Elves call themselves *shibob* (the singular is *shib)* if from Hanahpu or Juyup Takaj; only those with ancestors from Britain call themselves elves.

Dwarves have also been around for many centuries. In the recent past, they were the primary people found in the country of Germany; to most people, "dwarven" is synonymous with "German" (though "Prankish" is more correct). Dwarves are shorter than humans and elves, and much stockier. Most seek good educations, and they often engage in scholarly or intellectual pursuits; those who do not usually become very streetwise. Dwarves can apply the +10 attribute bonus to one of the Intellect attributes (Learning or Intuition), or split it between them.

Lizard men are the Khmer people, who built the city of Angkor Thorn in Southeast Asia. Many modern Khmer live in that area, and they also have a thriving civilization on Hanahpu. Khmer lizards are about the same size and build as humans; they have scaly skin that is primarily green, but often has patterns of other colors. The Khmer's +10 attribute bonus can be applied to one of the Spirit attributes (Psyche or Willpower), or split between them; this reflects their innate magical abilities.

Minotaurs are large humanoids with heads like those of bulls; some have long horns, while others have shorter horns that curve close to their skulls. Short, stiff hair covers their bodies. Minotaurs make up a large portion of the population of the Republic of Texas, as well as its government. Minotaurs tend to be taller than humans, and they have a natural inclination for athletics. The minotaur's +10 attribute bonus can be applied to one of the Physique attributes (Fitness or Reflexes) or split between them.

Note: Minotaurs are descended from elves. Though most have minotaur parents, it is still possible for a minotaur to be born to elven parents. See Appendix III: Campaign Background for more information.

Other species available for PCs include tabaxi, satyrs, hobgoblins, and ogres; each gains an attribute bonus of +10, as detailed in the chart that follows. Tabaxi are cat-people native to central Africa, where most live in relatively primitive tribes. Hobgoblins are ugly humanoids who refer to themselves as Centecs; they are the dominant race of the country of Tollan, which makes up most
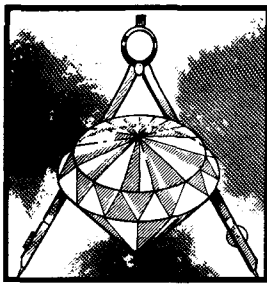
of what we would call Mexico. The country of the Centecs is the successor to the ancient Aztec Empire.

Ogres are large, brutish humanoids who have their origins in Europe, but are now found in scattered places throughout the world. Satyrs in this universe can be either male or female; they have goat-like legs, and their heads have short horns on them. There were once many satyrs in Eastern Europe, and now they are found mostly in Russia.

Table 1.1: Species Bonuses

Species	Bonus	Split among
Human	+10	Any
Elf	+10	Charm, Position
Dwarf	+10	Learning, Intuition
Khmer	+10	Psyche, Willpower
Minotaur	+10	Fitness, Reflexes
Hobgoblin	+10	Learning, Position
Ogre	+10	Fitness, Willpower
Satyr	+10	Psyche, Charm
Tabaxi	+10	Reflexes, Intuition

RECORD MOVEMENT RATES

Now that the attributes have been determined, and the species bonus added, the player characters' movement rates should be noted on the character sheet. On the sheet, fill in the Fitness score in boxes marked "F"; twice and three times that score are noted under "2F" and "3F" respectively, and half the Fitness score (rounded up) should be written in the box labelled "F/2." In one turn (10 seconds), a character can run a number of meters equal to the character's unadjusted Fitness. In one turn, the character can sprint twice that distance.

Note that movement rate and duration are figured before the base adjustment for the MAGITECH™ universe is added. Later, a character's Fitness score can be increased by the expenditure of experience points (see Chapter 6: Running the MAGITECH Game). Increasing the PC's Fitness increases the movement rate as well, but the movement rate is always based on the unadjusted Fitness (without the base adjustment).

RECORD CARRYING CAPACITY

A character can carry a number of kilograms equal to the character's unadjusted Fitness score without a problem; this figure should be noted on the character sheet. Like movement rate, carrying capacity increases when Fitness increases, but is always based on unadjusted Fitness (without the base adjustment).

ADD BASE ADJUSTMENT

Now that movement rate and carrying capacity have been noted, using the unadjusted Fitness score, the universe's base adjustment can be added. Add 20 to each of the eight basic attributes.

Note that this starts the characters with relatively low scores. It is expected that the characters will go on a few adventures and earn enough experience to increase their attributes. Starting with lower attributes gives the characters the chance to grow, becoming more powerful and more capable with each passing adventure. It is gratifying for a player to see a favored character become better and more able.

Still, there may be times when the gamemaster or the player group wishes to use more capable characters. If it is desirable to use a group of experienced adventurers for characters—for instance, for a single evening's diversion rather than a long-term campaign—the base adjustment can be increased to +30, or even +40.

In contrast, a group of characters could be considered true novices, who have not planned on adventure, but instead stumbled into one. In this case, the characters can be given a base adjustment of only +10.

CALCULATE STAMINA AND BODY POINTS

At this point, the character's actual gaming attributes have been determined. From these scores, Stamina and Body points can be determined. These reflect the amount of damage a character can take *(Body* is lethal damage, Stamina is minor damage that causes fatigue). A character has a number of Body points equal to one-fourth of the character's Fitness score; round fractions up. A character's Stamina is equal to one fourth of the sum of the character's Reflexes and Willpower; again, round fractions up.

Note: It is possible for a character's attributes to be permanently increased during a campaign. If Fitness, Reflexes, or Willpower are changed, Stamina and Body should be recalculated. Temporary changes in those attributes do not change Stamina and Body.

RECORD DEFENSIVE ADJUSTMENT

Player characters in the MAGITECH universe have a new derived attribute: defensive adjustment. Rather than allowing a dodge option in combat (that usually slows down combat resolution), it is assumed that characters always dodge when able. The defensive adjustment simulates the assumed dodge; this system was chosen for ease
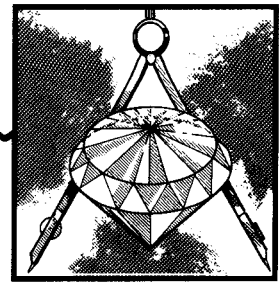
of play, and can be adjusted to make it more realistic (and more complex).

A character's defensive adjustment is determined by Reflexes, and is applied to the opponent's chance to hit. Record the player character's defensive adjustment on the character sheet, and make sure to adjust it when the Reflexes score is changed sufficiently.

Table 1.2: Defensive Adjustments

Reflexes	Defensive Adjustment
1-30	0
31-60	-10
61-90	-20

2. choose skills

Now that the character's general attributes have been determined, the character can be individualized to a greater extent, by determining what the character does (or has done) for a living, and what skills the character possesses.

The GM has the option of allowing characters with psychic ability; these should be determined before going on with the rest of the process, for the psychic powers may influence later selections.

All characters must choose a profession; several are offered here. The character then chooses skills related to the profession, then hobby skills, then skills used to focus for spellcasting. Spells are chosen after skills. All characters are assumed to have the ability to cast spells (unless the player chooses otherwise); this ability does not count against the number of skills a character can choose, nor does it really need to be written down.

It is possible for a player to choose a profession and skills that give a character some advantage in terms of game rules. However, players are encouraged to choose professions and skills that sound *fun,* for their role-playing value; after all, that is what this type of game is about.

Skill selection does not prohibit the character from using most other skills. Instead, the skills chosen are simply those things that the character can do well.

Note: Unless the player prefers otherwise, a player character can read and write in his or her native tongue, and speak that language without difficulty as well.

choosing a profession

The profession chosen for a character is usually assumed to be the character's *previous* occupation; now the character is an adventurer. The choice of profession is important, for it determines the character's skills at the beginning of the game.

It is possible to choose from literally hundreds of pro-fessions; 23 are described here to provide examples of a fair variety. Many of the professions listed can be approached in different ways. One can assume the character is a student preparing for the profession; someone who has pursued the profession for a time; someone who teaches the skills to others; or someone who has retired from the profession. Therefore, the professions of student, teacher, and retiree are not listed separately, and can be used in combination with other occupations. In many cases, the PC's attribute scores will indicate how much time the PC has spent in the occupation.

Any occupation can be chosen, and there are no restrictions preventing a certain race or gender from choosing any of the fields. Some fields have legal problems in certain countries; for instance, freelance wizards are frowned upon in Tawantinsuyu (the Incan Empire).

Also, common sense must govern. If a player wishes to choose "athlete" as a profession, the character should have scores that reflect this (a high Fitness and Reflexes). Likewise, an actor should have a good Charm score, and an engineer needs good Learning.

Most professions are described only briefly. The names should be explanatory in most cases. Along with the professions is a list of the skill pools from which the character chooses skills to fill slots derived from the Learning attribute (see the following section in this chapter, "Record Skills for Profession"). All characters have access to the Psyche focus skill pool, but these are chosen separately, as explained after the professions list.

An indication is also given of the type of spells that should be available to the character; most of a character's initial spells are related to the character's skills. Number of spells is also indicated, in a vague manner: "a few spells" is about one per skill, and little else; "an average number of spells" equals about one or two dozen spells; and "many spells" indicates 30 or more spells. Some occupations indicate "all spells associated with the profession." See the segment on choosing spells later in this section for more information.

descriptions of professions

The occupations initially available in the MAGITECH™ universe are actor, adventurer, artist, athlete, dilettante, dispeller, doctor, domestic, engineer, hunter, jack-of-all-trades, mercenary, minister, musician, police officer, private detective, programmer, repair engineer, scholar, scout, thief, wizard, and writer. Players should choose from these unless the gamemaster wishes to add more occupations.

A new profession for PCs should usually be something with skills that would apply well to adventuring; merce-

nary and wizard are good examples of this. The gamemaster must assign a few skills to the new profession; most should have no more than four required skills, and a few optional skills. In this way, the player can choose to have the character be new to the profession (taking only the required skills) or very adept at the profession (taking all related skills). Use the examples that follow as a guideline.
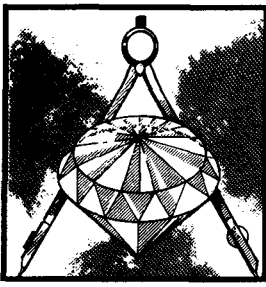
Actor. An actor (or actress) is a person who performs dramas or comedies for an audience. This character is usually good-looking and charming, though the profession does not really require either. This can be a character who acts (or acted) in stage plays, someone who performs on mirror shows, or someone who acts in big-budget holos. Those who act in action holos, and perform their own stunts, are usually the actors who choose a life of adventure.

The character must have the Acting skill and has access to the Arts, Athletics, Humanities, and Personality skill pools.

Actors have an average number of spells, often related to illusion and disguise, so they may be more versatile and thus get better roles. They often have defensive spells, such as *levitate* and *shield,* so they may perform stunts. Many also learn pyrotechnic spells, so they may contribute to a hole's special effects. Actors are not limited to spells related to their skills.

Adventurer. At first, this occupation may seem redundant, for every player character is an adventurer. However, this character is someone who chose long ago to do this sort of thing for a living, and has trained specifically for a life of adventure. An adventurer can choose skills from the following pools: Athletics, Combat, Covert Actions, Languages, and Nature. The character can also choose First Aid (from the Medicine pool). An adventurer typically has many spells, all related to the character's skills.

Artist. An artist is a person who engages in some sort of creative endeavor, such as painting or sculpture. Some take up a life of adventure to gain more experience to put into their art.

An artist must have the Art skill; many choose a specific enhancement of the skill. An artist also has access to the Arts and Humanities pools. Biology/Necrology and Anatomy, from the Sciences pool, are also available. Artists have only a few spells, but are not limited to spells related to their skills, because they often learn spells that they can store in their art, or that enhance the art.

Athlete. An athlete is someone who has competed in organized sports or athletic competitions. Possible group sports include pokatok, football, baseball, and anetsa. Also available are individual sports, such as tennis, and many track and field competitions. The athlete could possibly have been a member of a national sports team,

and hailed as a hero (judge this from the character's Position score).

An athlete can choose from the Athletics skill pool, and must take at least one skill from that area. Because athletes seldom rely only on Athletics, an athlete also has full access to one of the following skill pools (player's choice): Arts, Computer, Humanities, Personality, Nature, and Sciences. In addition, the athlete can choose one skill from the Combat pool, and can choose First Aid from the Medicine pool.

Athletes tend to rely heavily on their physical prowess, so start with only a few spells, all related to their skills.

Dilettante. A dilettante is a member of the "idle rich." This character receives money from a family trust, or some other regular source, but has no other occupation. In the real world, few true dilettantes still exist, for most wealthy people devote time to a business that supplies their money; in the MAGITECH™' universe, there are still a few idle rich around.

Dilettantes spend most of their time in gentlemen's clubs, or in ladies' societies. They work little, vacation when they please, and move through high society with regularity. They sometimes become adventurers out of simple boredom or a desire to make something of themselves, or to have fun.

Dilettantes can choose any skill, concentrating on hobby skills, and should have few (or no) skills that could actually earn them a decent living. Typical skills include Hunting, Dancing, and Trivia. A dilettante *must* have one completely useless skill, such as Paper Airplane Construction, Domino Arranging, Coin Snatching (catching coins off one's elbow), Card Tossing, and so forth. This skill will usually have to be created and adjudicated by the gamemaster.

A dilettante should have only a few spells, but can be chosen without restriction, because it is assumed the character has had frequent access to other dilettantes and people with esoteric interests.

Dispeller. This character is someone who finds, analyzes, and dispels magic for a living. Sometimes called a witch-smeller or an anti-mage, the character usually works to prevent magic from causing harm.

A dispeller must have the Find Magic and Remove Magic skills (from the Magic pool) and the Spell Analysis skill (from the Investigation pool). Other starting skills can be chosen from the Magic and Investigations pools. Dispellers start with no more than a few spells (all related to their skills), and many dispellers choose to learn no spells. Most dispellers are adept at protecting themselves from magic, using armor or (more rarely) charms.

Doctor. A doctor is someone who practices medicine and has taken an oath to help others who are ill or injured. Please note that education (reflected in the
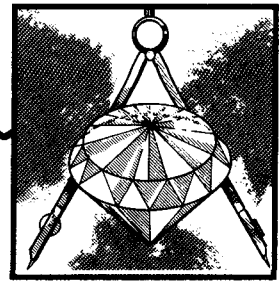
Learning score) is especially important in this profession: the character must have a Learning of at least 50 to be considered a doctor, and most countries require a more advanced degree (Learning of 70 or more). If the character's Learning is less than 50, the character can be a medical student, nurse, or paramedic, but not a doctor. In the United States, Juyup Takaj, Zimbabwe, China, and Tawantinsuyu, an individual cannot receive a medical degree with a Learning less than 70; the character can be considered at best an intern, nurse, or paramedic.

A doctor can choose skills from the Medicine and Sciences pools. In the five nations mentioned above, characters must have at least the Advanced Medicine skill to be considered doctors; in other countries, they must have at least Basic Medicine. Note that doctors must have the Biology/Necrology skill, and usually have the Bioalchemy enhancement. They seldom have Emergency Medicine skills unless they have had military training, or worked as a paramedic or EMM (emergency medical magician) before choosing to become a doctor.

Doctors have an average number of spells, most related to diagnosis and healing.

Domestic. A domestic is one who performs household chores. The character can be a cook, housewife, butler, bartender, janitor, or something similar. The PC has probably chosen adventuring to relieve the drudgery of normal existence, to find excitement and perhaps a quick way to wealth. Occasionally, a domestic (particularly a manservant) will accompany a dilettante or other employer on an adventure, to insure the employer stays comfortable and safe.

A domestic can choose skills from the Craft and Transportation pools; Etiquette (from the Personality pool) is also available. A domestic has an average number of spells, mostly labor-saving in nature. Most of the domestic's spells are related to the character's skills, but a few can be chosen from other areas, to reflect the wide range of skills needed to serve an employer or family.

Engineer. An engineer is someone who applies scientific principles for practical purposes. A theoretical engineer designs systems—how things work together, the relationships between energies and forces, and so forth—for a specific purpose. Examples include those people who design the modern supersonic flying carpets, designers of crystal balls, and architects. An applied engineer is someone who is more hands-on, a person who supervises the building of something; an example is the person who turns an architect's design into reality, by checking stress and material strengths to make sure everything goes together in a workable manner.

The profession of engineer can range from someone who knows only how to repair and maintain systems, to someone who supervises system building, to someone who never sees the final product of a design. The PC should choose one of these sub-professions as a role-playing focus, based on Learning and number of skills. Engineers are often asked to join adventuring expeditions to maintain equipment or to advise adventurers regarding potentially unstable sites.

A *maintenance engineer* must have the Mathematics and Energy Science skills (from the Sciences pool) and either Kinetic Engineering or Wave Energy Engineering. A *supervising engineer* must have the skills of a maintenance engineer, plus a specialty listed under either Kinetic or Wave Energy Engineering; in addition, the character must have the Energy Sciences specialty most closely related to the chosen Engineering specialty (see the skill descriptions for specific information). A *design engineer* has the skills of a supervising engineer, plus a sub-specialty or enhancement of one of the Engineering skills, plus Store Magic (from the Magic pool).

A character can have the skills as listed and not be considered a member of one of those professions. To have worked in one of these professions, the character must be able to take all the skills mentioned using only Learning-derived slots. Thus, a maintenance engineer must have a Learning of at least 21; a supervising engineer must have a Learning of 41 or more; and a design engineer must have a Learning of 61 or more. If the Learning attribute is not high enough, the character can still learn the skills (using Intuition-derived skill slots), but his or her actual profession must be lowered. This is the difference between an engineer with a degree and one without, and it usually shows in role-playing; someone with the skills of a design engineer, but forced to take a lesser job, has a better reason to go adventuring and may have an unpleasant opinion of true design engineers.

After choosing a specific engineering profession, and taking the skills needed for it, the character may have skill slots left. If so, initial skills can be chosen from the Engineering, Magic, Sciences, and Computer pools.

An engineer has an average number of spells. These are limited to the skill pools used by the character, but not to the specific skills. In some ways, an engineer is like a wizard, because both apply manipulated energy to specific tasks. An engineer with many spells is usually considered a wizard; those with fewer spells are often referred to as magicians.

See also "repair engineer."

Hunter. This is a person who hunts food for a living. Some countries—notably Ayelih, Mali, and the Commonwealth of Hanahpu—maintain hunting preserves. Like farms, these areas are used to produce food; on a hunting preserve, the animals run free and forage for food, in a semi-domesticated state. In these areas, the profession of hunter is just as important as that of farmer,
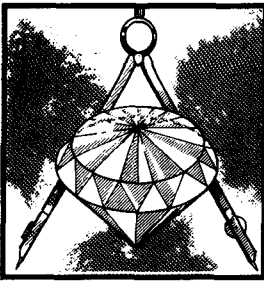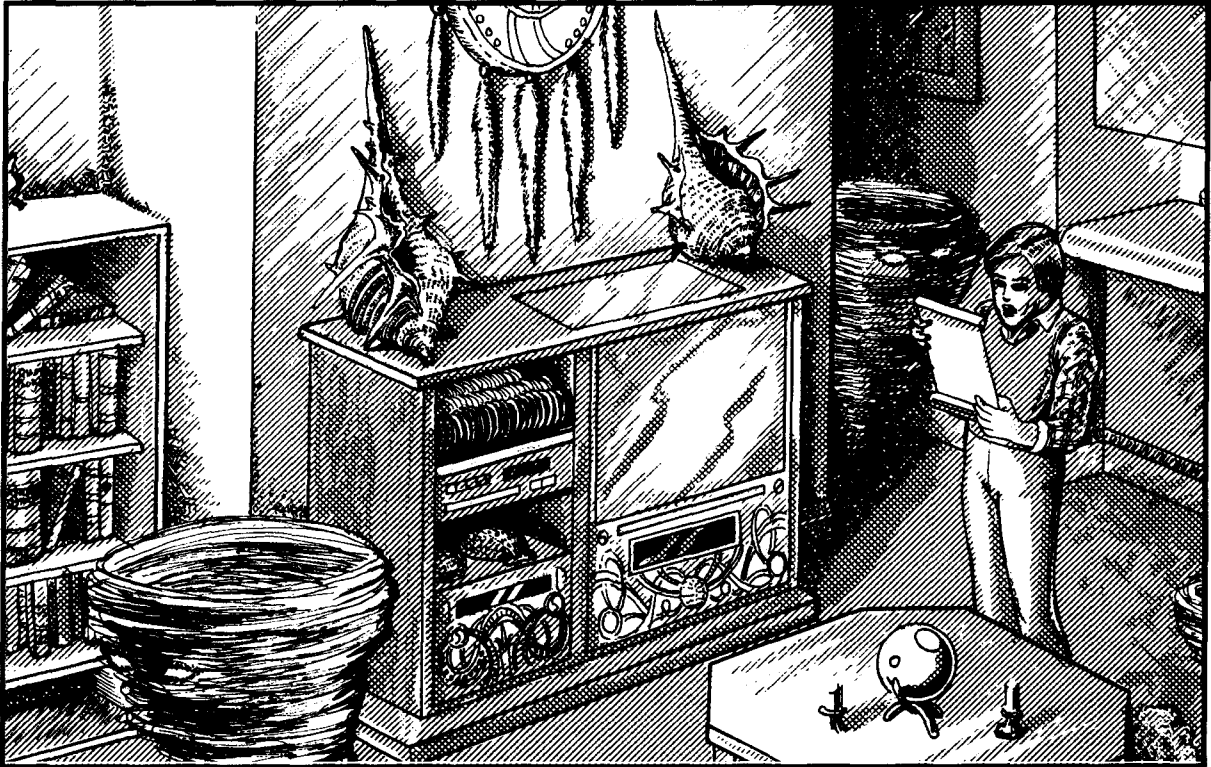
for hunters provide meat for many people. Other hunters specialize in exotic animals, killing them for sport or to insure the safety of residents, or capturing them for zoos or preserves.

A hunter is usually from one of the three countries mentioned, where they have the best chance to learn the trade. Most professional hunters are concerned with the ecology; they will try to make use of all parts of the animals slain, and they will not deplete an area of animals.

Hunters must have the Hunting skill, and can choose other initial skills from the Combat and Nature pools. They can also choose Life Sciences (Ecology) from the Sciences pool.

Hunters have an average number of spells, all related to their skills.

Jack-of-all-trades. This type of character is someone who has not specialized in any sort of skill, but instead has a variety of skills. Jacks-of-all-trades cannot begin the game with more than one full skill from any given pool (except the Psyche focus pool), nor can they start with specialties or enhancements. Further, all Learning-derived skill slots must be spent on half-skills (see Chapter 2: Skills); as many as two half-skills can be taken from the same pool. This gives the character a large number of things that can be done reasonably well, but nothing at which the character is truly good. The jack-of-all-trades

typically has many spells, related to the many different skills she or he possesses.

Mercenary. A mercenary is a warrior-for-hire. These people are professional combatants, often veterans of wars. Most served in the armed services for some country before becoming mercenaries. Mercenaries often become adventurers when there are no wars in which they wish to participate, or to make a little extra money between wars.

This character's initial skills can be chosen from the Combat and Military pools. Survival, from the Nature pool, and First Aid, from the Medicine pool, are also available. Some mercenaries choose to add skills from the Covert Actions pool, but cannot do so with initial skills.

A mercenary has an average number of spells, most combat related, but available from any skills the character possesses.

Minister. This character is a representative of some organized religion. She or he has chosen a life of offering spiritual guidance to others. A minister sometimes chooses adventuring to carry religion to non-believers, to search for lost religious artifacts, or to minister to those who have chosen adventuring as a way of life.

A minister can choose skills from the Personality and Humanities pools, and must have the Theology skill. A minister has only a few spells, and usually takes those spells that can be used to help others. All the character's
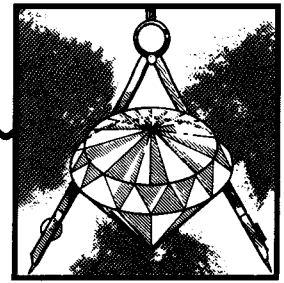
initial spells must be related to the character's skills.

Musician. A musician is one who engages in the art of music. Some become adventurers to gain more experience to put into their music, others to earn extra money.

A musician must have at least the Music skill and a specialty listed beneath it. Musicians also have access to the Arts, Languages, and Humanities pools. In addition, they can initially choose any sound-related skills from the Sciences and Engineering pools as long as they take the required prerequisites. Many musicians add skills from the Personality pool, but cannot do so with initial, Learning-derived skill slots.

Musicians have an average number of spells, but are not limited to choosing skills specific to their skills.

Police Officer. This character has had a career in civilian law enforcement. The character may have walked a beat in a city, patrolled highways or open country, or been an undercover detective. The character has either given up law enforcement on a full-time basis, or works on some sort of task force that allows regular adventures with specialists.

A police officer can choose skills from the Combat, Athletics, and Investigation pools. The character has an average number of skills, all related to skills the character possesses.

Private detective. A private detective, much like a police officer, works to solve crimes; unlike police officers, however, private detectives work for hire instead of for a local government. Private detectives are sometimes asked to solve mysteries, find things, and perform a variety of other tasks. Private detectives sometimes use methods not approved by law enforcement officials, so have a number of "unusual" skills.

A private detective sometimes chooses to apply his or her skills to the potentially lucrative field of professional adventuring. However, with the wide variety of tasks for which the character may be hired, an adventure may be just another part of the job.

A private detective may be a former police officer; for this type of character, choose initial skills as a police officer—skills chosen later can reflect any changes made to the character with the change in profession. Otherwise, the private detective can choose skills from the Combat, Covert Actions, and Investigation pools. A private detective has an average number of spells, most related to Investigation and Covert Actions.

Programmer. This character is someone who uses a computer for a living, often writing programs for other people to use. Besides their ability to use computers, they often specialize in some other field as well, writing programs specific to that field. Many programmers, however, are generalists, and know a bit about many fields.

A programmer must have the Programming skill. For a

specialist character, other skills can be chosen from the Computer pool, and from any one other pool of the player's choice. If the player prefers a generalist character, rather than a specialist, initial skills can be chosen from the Computer pool and all other pools—however, skills from outside the Computer pool must be taken as half-skills, and no more than two can be chosen from the same pool.

A programmer of either type has an average number of spells, but is not limited to spells connected to the character's skills; this reflects the character's access to a wide variety of information. Most of a specialist's spells should come from the chosen field (or pool), but the character still picks up some unrelated spells.

A generalist programmer could choose to concentrate on debugging. This character, sometimes jokingly called a "computer shaman," would take skills like Crystal Analysis, Interrupt Magic, and Golem Studies. Armed with debugging spells, the character would remove viruses and bugs from computer systems.

Repair engineer. Like the engineer, this character chooses skills primarily from the Engineering pool. Unlike the standard engineer, a repair engineer is concerned more with fixing systems than building them. These characters are in great demand by adventuring parties.

As explained in their descriptions, repair skills are built from the specific to the general, unlike other engineering skills. For example, a character might first take the Surface Vehicle Repair skill, then add a skill level to take General Vehicle Repair, then add a skill level to take Kinetic Systems Repair.

A repair engineer must have at least one repair skill, and can choose other initial skills from the Engineering, Computer, and Sciences pools. Repair engineers also have access to the Store Magic skill from the Magic pool, and many take it.

A repair engineer has an average number of spells, but is not restricted in his or her choices.

Note: By taking the repair skills, the character avoids the necessity of taking the Mathematics and other Science skills needed by other engineers. However, the character has difficulty building and designing systems. See the description of the Repair skills in Chapter 2 for more information.

Scholar. A scholar has chosen to specialize in one field of academic endeavor, such as archaeology, alchemy, history, biology/necrology, and so forth. Many are students or teachers. Scholars sometimes choose to become adventurers so they may carry their studies into the field; zoologists, archaeologists, and anthropologists are the most common adventuring scholars.

The character's initial skills can be chosen from the
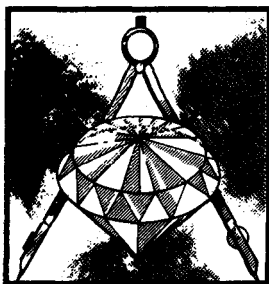
Humanities and Sciences pools. The character must be devoted to at least one skill from one of these pools; if possible, the character must take an enhancement or specialty of that skill. Most other skills should be taken from the same pool as the chosen specialty, but can be taken as half-skills.

The character has access to all spells in the chosen field.

An alternative type of scholar is something like a jack-of-all-trades. This character has a number of academic skills, most as half-skills, but a few at full, and none enhanced. This character has a variety of spells, all related to chosen skills.

Scout. A scout is a person whose life is spent mostly outside, exploring the many wilderness areas that can be found on Earth and Hanahpu. A scout knows how to survive in the wilderness: finding food and water, improvising shelter, analyzing weather, and so forth. Normally found in less developed areas, scouts are professional guides and explorers who are in great demand for exploration and for military action.

A scout must have the Survival skill and can choose other skills from the Nature and Combat pools; Stealth, from the Covert Actions pool, is also available.

A scout has an average number of spells, all related to chosen skills.

Thief. This is a person who makes a living by stealing goods that belong to someone else. A thief can belong to one of many different sub-categories: burglar, pickpocket, con artist, etc. The thief usually knows skills that can be very useful for adventuring, such as stealth and lockpicking. A thief may be asked to join a group of adventurers, or may choose such a life without prompting. Adventuring is the only lifestyle in which thievery is accepted by modern society, and some thieves are hailed as heroes for breaking into old European vaults for the treasures (both material and historical) contained within them.

A thief can choose skills from the Personality and Covert Actions pools. Thieves have an average number of spells, all related to the skills they possess. A thief can start the game with illegal spells.

Wizard. A wizard is a professional spellcaster, often an all-around troubleshooter. Wizards are known by a number of names: witch, wu jen, thaumaturgist, zauberer, and others. Wizards learn a variety of spells that can be applied to many situations. Some wizards started as factory workers, building up from a small repertoire of spells; others learned in college courses.

Psyche is very important for a wizard, as is Learning. A character should have a Psyche of at least 50 to be an active wizard, and will be impaired with a low Learning score.

A wizard character can choose any single skill pool for initial skills. From the chosen pool, the wizard character must have one skill that is considered the character's specialty. The wizard must also take the Mathematics skill (from the Sciences pool) and has access to the Magic pool.

For instance, the wizard might choose the Sciences pool, and take Necrology as a specialty; the wizard would be referred to as a necromancer. Likewise, a specialist in Biology would be called a biomancer. If the character's Learning score is high enough, the character could be considered to have a degree in spellcasting. For example, a character with a Learning of 70 could be considered a "doctor of applied necromancy."

The wizard has access to all spells related to the chosen specialty skill, and can choose a variety of other spells as well. The wizard typically has many spells, with an average number from the specialty and its skill pool, and a few from each of the other skill pools.

Note: Many wizards work closely with engineers, some even as engineers themselves, in designing systems. The professions are closely related, because both apply manipulated energy to specific tasks.

Writer. This character can be a journalist, novelist, or game designer. Journalists are by far the most common writers to join adventuring expeditions; they often continue to pursue their profession while on adventures, sending stories back to their employer (usually a newspaper, but sometimes a mirror news station). A writer can choose to write books, stories, articles, or games based on his or her experiences.

A writer must have the Writing skill, can take the Computer Systems skill (from the Computer pool), and can choose other starting skills from the Arts pool. A writer must have a specialty, which determines the other skills the character can choose initially.

Journalists often take Photography, and can choose additional skills from the Personality pool; also available are Stealth (from the Covert Actions pool) and Library Research (from the Investigation pool). Many journalists choose additional skills from these pools, but cannot do so with their Learning-derived skill slots.

Novelists can choose additional starting skills from the Humanities and Science pools. These skills often determine what types of novels the character writes.

Except for the skill slot that must be spent on Writing, a game designer's initial skill slots can be spent only on half-skills. These can be chosen from any of the following pools: Combat, Crafts, Humanities, Military, and Sciences.

A writer has an average number of spells, all related to chosen skills.
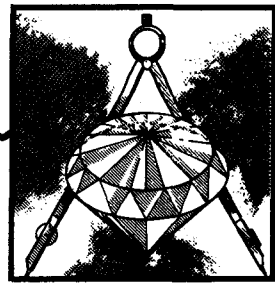
player characters

changing professions

It is possible for a character to have more than one profession in his or her background. It is somewhat unusual to have two professions; even if a character's actual occupation has changed, chances are the character's chosen profession has not. For instance, a PC with the scholar profession could work as a domestic, join the military, or have a job as a journalist. This does not necessarily mean the character received any extra training unique to the other professions.

However, if the GM prefers, a character can have a more extensive background—but this is recommended only if the GM wants to start with a more experienced *group,* not just for a single character within a group. If this is the type of campaign desired, give each character a few (perhaps three) extra skills. Realize, however, that this could make characters too powerful for a normal campaign; most characters have enough skills as determined by the standard method.

Please note that some professions are not described here because they are not unique. Like the student, teacher, and retiree occupations mentioned earlier, such professions as politician and business executive are open to members of any other profession. These occupations do not require any extra skills, though certain skills can enhance success in them.

Changing professions does not have to give a character access to any extra skills; this is up to the GM.

record skills for profession

As explained in the *System* Guide, a character receives a number of skill slots equal to one-tenth of the character's Learning attribute (rounded up); these are the character's initial skill slots as referred to in the description of professions. A typical beginning character has three to seven skill slots derived from the Learning attribute. These skill slots must be spent to learn skills belonging to the pools listed for the character's profession; just like in the real world, some people are better than others at a given profession. Check the professions listed previously for the skills initially available, and record the chosen skills on the character sheet.

Note: The character cannot use Learning-derived slots to learn Psyche focus skills. These skill slots can be spent on any other skill, regardless of the attribute on which the skill is based. Unless otherwise specified in the description of the profession, these skill slots can be spent on specialties and enhancements as well as basic skills.

choose other skills

The character also has skill slots derived from Intuition, one skill for each 15 points of Intuition. Fractions are ignored, so one skill can be learned with an Intuition of 15 to 29, two if Intuition is 30 to 44, and so forth.

These skill slots are usually used for the character's miscellaneous hobbies and interests, but can be used to obtain more skills related to the PC's occupation. These slots cannot be devoted to Psyche focus skills, but can be used to learn any other skill, regardless of the attribute on which the skill is based. These skill slots can be spent on specialties and enhancements as well as basic skills.

choose skills to focus psyche

As explained in Chapter 3: Magic, a PC's Psyche can be enhanced by artificial means, allowing the character to cast more powerful spells. For each Psyche focus chosen, the character must learn the appropriate skill for using the focus.

Divide Psyche by 10 and round fractions up. This is the number of Psyche focus skills a character can know initially. These skill slots cannot be used for skills from other pools. For more information, see the section on the Psyche focus skill pool in Chapter 2: Skills, and the section on boosting effective Psyche in Chapter 3: Magic.

choose starting spells

After all the skills have been chosen, the player can choose spells for the character. Unless otherwise mentioned in the profession, initial spell choice is limited to those spells related to the character's skills.

As indicated in Chapter 3: Magic, each spell must be learned. For the sake of simplicity and speed, the GM can assume that if a character has any chance at all to learn a spell, the character has done so by the beginning of the game; after all, the character is supposed to have had years to study. Just allow the player to choose spells for the character, up to the number allowed by the profession. Be careful not to allow the character any spells that are beyond the character's ability to learn (see Chapter 3: Magic for information about learning spells).

If the GM prefers a slower and more realistic approach, then after choosing spells for the character, the player must roll to see if the character has learned the spells. In some cases, the character has two chances to learn a spell, one based on Learning and one based on Intuition. After the initial chance(s), the character cannot learn the spell unless an opportunity comes up during play. Rules for learning spells are detailed in Chapter 3.
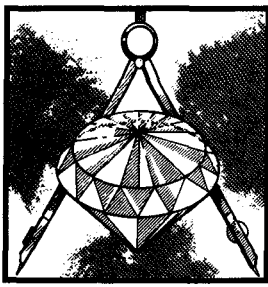
PLAYER CHARACTERS

To cast a spell, a character must have a Psyche higher than the spell's difficulty number. It is possible for the character to know spells that she or he cannot yet cast. However, a character able to know only a few spells would be better served by learning only spells that she or he can cast.

The number of spells initially known by a PC is determined by the PC's profession, as detailed earlier. The indication under profession should not limit a character's later selection, either in number or type of spells. However, it may influence the GM in deciding how many spells of which types to make available to the character.

Note: PCs do not necessarily need spells. A players may choose a character who disdains magic, such as a mercenary who sees magic as a crutch, or a dispeller who prefers to stay "pure" by avoiding the use of magic. Another could choose to play a *theoretical wizard,* one who might invent spells, but seldom casts them. A character who does not use magical spells, in a world full of them, would be an interesting role-playing challenge.

3. EQUIP THE CHARACTER

To be an adventurer, a character needs tools and equipment to accomplish a variety of tasks. It is conceivable for a PC to have enough spells of the correct type that little equipment is needed, but this is rare. At this point, the player should determine the character's finances and purchase equipment for the character.

Both GM and player should refer to Chapter 5: Items and Equipment for information. As explained there, prices are considerably deflated from those in the real world.

DETERMINE CASH ON HAND

Each PC has an amount of money derived from his or her profession. The following professions are typically high-income careers, and have a base of $30: dilettante, doctor, engineer, and wizard. Medium-income occupations, which have a base of $20, include dispeller, hunter, minister, police officer, programmer, and repair engineer. The domestic and jack-of-all-trades are usually low-income careers, so have a base of $10.

Other careers—actor, adventurer, artist, athlete, mercenary, musician, private detective, scholar, scout, thief, and writer—have a highly variable base income, based on fame, word-of-mouth, luck, and other factors. To simulate these factors for characters with these occupations, roll 1d6, with base money as follows: roll 1-2, $10; roll 3-4, $20; roll 5-6, $30.

To determine the dollar amount of money a character has on hand, multiply the base (as given above) by the

10s digit of the character's Position score.

Note that Position helps determine initial finances, but Learning does not; this reflects the old adage of "it's not what you know, it's who you know." If the GM would like to make Learning count for more, the character can be given a bonus of a number of dollars equal to half the character's Learning attribute.

Calculate Savings

A character is assumed to have accumulated some equipment and money before choosing an adventuring career. To determine how much, multiply the cash on hand value by the 10s digit of the character's Willpower; this gives the dollar amount the character has in savings. Most of this amount is considered already spent on items that the character uses in everyday life.

CHOOSE EQUIPMENT

There are a few guidelines concerning selection of equipment. First, adventuring is dangerous, and most characters should have a weapon, unless they have offensive spells. Second, adventuring is dangerous, and most characters should have something that provides some protection from magical or physical attack.

If characters expect to perform certain skills, they must have the equipment to do so. For instance, some Psyche focus skills are item-based; the character must have the item to focus his or her Psyche properly.

In addition, certain items are illegal. A PC should start the game with no more than one illegal item, and then only if the GM chooses to allow it. The one exception to this is the thief, who can have any number of illegal items.

All items a character possesses must be purchased using the character's initial funds. Cash on hand can be spent on any item. Most of the character's savings is considered to have already been spent on items used by the character before becoming an adventurer; to simulate this, most of the money from savings should be spent on normal items, not gear specific to adventuring. Items purchased in this way represent, for example, the items a journalist has at home, or the items a thief has recently stolen.

Note: It will have occurred to many readers by now that a person who has been a practicing doctor for 10 years probably has considerably more personal belongings than represented by the funds here. In some cases, the GM's discretion must be used so that the character's starting equipment is consistent with the character, yet not overbalancing when compared to other characters. Perhaps the character has had a recent financial problem, so has only a little money left, and has decided to go on an adventure to get more. On the other hand, maybe the character comes from a very wealthy and generous family
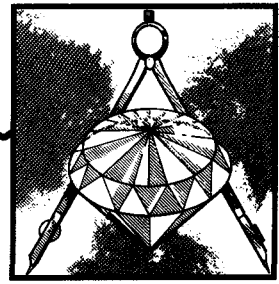
that is willing to provide money for the child and the child's friends. It depends on the style of campaign the GM wants to run, and whether desire for money needs to be used as a motivating factor for the player characters. The methods for determining funds are guidelines, and should be ignored when the needs of the campaign require it.

4. DETERMINE BACKGROUND

Now that all the numbers have been determined for the character, what about the *character?* This section offers some suggestions on fleshing out the character's personality and history. When starting the game, much of this can be ignored for a quicker start, and the players can allow their characters' personality and history to develop during play. However, place of origin, gender, and name are pretty vital, so should be chosen if they have not already.

CHOOSE PLACE OF ORIGIN

The GM and players may wish to peruse the atlas section for an idea of what different areas are like. Each country's description includes a short paragraph summarizing the people and character of the nation. Choice of country of origin can influence choice of gender and name.

CHOOSE GENDER AND NAME

There are no gender restrictions for characters in the MAGITECH™ universe. All the major races allow both male and female characters, as do all the professions, and attribute scores are not influenced by gender.

A character's race and place of origin influences the character's name. Most elves come from Juyup Takaj or Hanahpu and have Mayan names; others have ancestors from the British Isles and have faerie-style names. Dwarves, though now most common in the Commonwealth of Hanahpu, can be found in almost every country, and almost always have German names. Minotaurs come from Texas, but are often found in other countries as professional athletes; many have Mayan names, but Ani and European names are possible as well, either alone or in combination with Mayan names.

Lizard folk usually have oriental names. Satyrs have names with Russian or Eastern European origins. Ogre names are usually Western European, especially British or French, in nature, and are almost always descriptive. Hobgoblin names are Nahuatl (Aztec) in origin. Tabaxi names sound like African tribal names.

Human names can have any origin. The Ani, most of whom live in Ayelih, have names typical of Native Americans; some render their names in their tribal languages, many use Tsalagi (the common language of Ayelih), and some use the English versions of their names. Most humans of Hanahpu have Western European backgrounds, for that planet's Commonwealth holds enclaves of the refugees and colonists from Europe.

The astute reader has already noticed that some research may be in order before choosing a proper name for a character.

Generate Background

At some point, thought should be given to the character's background. What was the PC's family like? How many brothers and sisters? What early events influenced the PC's career choice? Has the character traveled? How long has the PC been in his or her chosen profession? What does the PC expect from adventuring?

By describing the PC's background, even briefly, and by determining a major goal or two, the player can greatly enrich play. Does the PC have an accent? Do the PCs in the adventuring group like and respect one another? Establish a few role-playing hooks for the character, and the rest of the personality will follow.

It also helps to translate the character's attributes into what they mean. High Fitness means the PC is in good shape, poor Reflexes means the character is a little clumsy. Role play the attributes, rather than allowing the dice to determine every action. Position and Learning are especially influential in describing a PC.

DETERMINE PLACE IN SOCIETY

A character's Position score vaguely determines how that character is viewed by other PCs and NPCs. A character with a high Position is usually more recognized or respected by other characters. Though the actual results should be determined by the GM, a few rough guidelines are provided.

A character with a Position of 30 or less is a complete unknown, and gets little respect either from others in the same field, or from those the character meets; most believe the character to be lower class. A Position of 31-60 is average, and gains no particular benefits for the character. A character with a Position of 61 or more is often known (at least by reputation) to others with the same profession, or a related occupation. Those characters with a Position over 70 are often recognized, by name or by face, by people outside their field, at least within their home region. Characters with Position over 80 are recognized nationally or internationally. Those with a Position score greater than 90 are nationally famous (or infamous) and internationally known.

The Position score can lead to interesting role-playing possibilities when combined with certain races. For
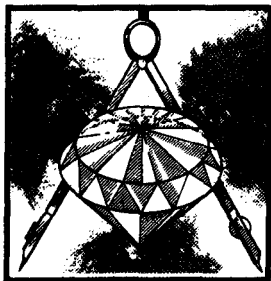
PLAYER CHARACTERS

example, though there are wealthy and recognized minotaurs, they have no noble class; a minotaur with a high Position could be a first-generation minotaur, part of a noble elven family. Elves, hobgoblins, and certain humans have noble classes, so high Position could indicate membership in such a class. Some species, such as tabaxi, are tribal and have no real social class; for them, a high Position indicates that the character may be a tribal leader, or has somehow attained fame in the outside world.

DESCRIBE CHARACTER EDUCATION

Learning can be translated into educational level. In terms of the modern American educational system, the scores are approximately as follows: 10, 6th grade or lower; 20, 9th grade; 30, high school; 40, junior college or technical college; 50, bachelor's degree; 60, master's degree; 70, doctorate.

Of course, these numbers are only approximate, and a character can have the score without having the formal education. For example, a mercenary with a Learning attribute of 60 does not necessarily have a master's degree, but may have an amount of knowledge equivalent to that degree.

In general, if a PC's Learning is 50 or less, the PC may be a student. If the Learning is over 50, the character may have a college degree. Let the Learning attribute influence the character's educational level, and the role-playing attached to it, but do not feel constrained by the score.

ESTABLISH CONTACTS

A character knows other characters. Some are NPCs, others are the other PCs in the adventuring group. It pays to take a few minutes and establish connections between the members of the adventuring group, and it helps for the GM to establish a few NPC connections for the PCs. NPC contacts can be used to generate adventuring hooks, provide support for the PCs, or offer interesting role-playing opportunities. Contacts can be generated using the characters' backgrounds, educations, and professions.

Since no adventure modules are currently planned for the MAGITECH universe, the GM with a good stock of NPCs will be able to entertain the players for a greater length of time.

CREATE PERSONALITY

All the factors above—origin, education, contacts, etc.—form the basis for the character's personality. Play sessions and adventure situations further help determine the character's personality. Flesh it out with whatever ideas come to mind.

Remember that the MAGITECH™ universe has no technology except that which is magical in nature, and magic is quite common; the many races of intelligent beings have existed for centuries, and despite occasional problems have gotten along reasonably well; and the emphasis is not on Western European culture. Play the character accordingly.

ESTABLISH APPEARANCE AND MANNERISMS

It enhances role-playing, both for the players and the GM, if each character's appearance is determined. Eye color, hair color, style of clothing, and special features, can all help fill out the character's role.

Wearing of charms and other jewelry is common to both genders. Plugs worn in the lower lip are as common as earrings and bracelets in many places; noserings are not uncommon. Throughout the Americas, inlaid or bejewelled teeth are somewhat popular. Tattoos are common among elves, Ani, and some Africans; minotaurs often decorate their horns. Each character should have a unique appearance, heavily influenced by race and place of origin.

The character's mannerisms can also add to the overall play of the game. Determine which hand the character prefers to use; the character can even be ambidextrous if the GM approves (the GM could give each character a 10% chance to be ambidextrous). Does the character have an odd walk, a particular way of wearing a hat, or a strange laugh? These and other mannerisms make a character unique.

chapter 2: skills
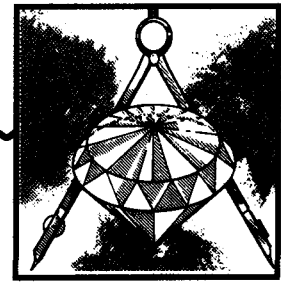
This chapter describes the skills initially available in the MAGITECH™ game, as well as how the skills are learned and used. Some information is rather general and may need to be tailored by a GM to fit a specific campaign.

It is important to note the difference between a skill *slot* and a skill. A skill slot is a vacancy that can be filled by a skill. A character has Learning-derived and Intuition-derived skill slots; in this universe, a starting character also has Psyche-derived skill slots. The skill slots are so named because the number of slots available is derived from a character's Learning, Intuition, or Psyche (as explained in Chapter 1).

Skills, used to fill skill slots, are attached to a specific attribute, such as Learning, Reflexes, and so forth. This attribute is the score against which a player rolls to determine a character's success with using the skill. A skill that is attached to the Learning attribute is a Learning-based skill. A Learning-derived skill slot need not be spent on a Learning-based skill.

Learning Skills

Each character knows several skills at the beginning of the game; these reflect the character's previous life, and their acquisition is covered in Chapter 1: Player Characters. As explained below, a character does not necessarily need to have learned a skill to use it; skills learned by the character are those in which the character has specialized to some extent.

Some skills have prerequisites. These are noted on the skill list and covered in the skill descriptions. Skills listed as prerequisites must be learned before the character can learn the skill for which they are prerequisites.

As the campaign progresses, players may wish to have their characters acquire more skills. There is an experience point cost for new skills, as explained in Chapter 6: Running the MAGITECH Game. To actually learn the skill, however, the character must have the opportunity.

The time it takes to learn a new skill is left mostly to the GM. A character might practice a skill while adventuring; at the end of the adventure, if the player chooses to spend experience to buy the skill, the GM can simply allow it without delay. If the character has not practiced the skill or otherwise made an effort to learn it, the GM can require the character to take a class or study with a tutor. As a general guideline, most skills can be learned in a period of about nine weeks. Some especially intensive courses of study, such as an engineering skill, might take as much as 18 weeks to complete. During a nine week or 18 week course of study, as many as four skills can be learned at the same time.

The key to determining how much time it takes to learn a skill is how much it will delay the play of the game. If all characters are willing to take 18 weeks of game time for their characters to learn skills, or to just hang around and wait, then so be it; simply skip to a new calendar date in game time. If a course of study will keep a character out of play for too long, speed things up somehow. For example, invent a two week, intensive course on alchemy. Keep in mind, though, that some skills cannot be learned any faster; it should still take a character years to become a doctor.

Common Skills

As mentioned, a skill does not necessarily have to be known to be used. Many of the skills listed are based on the Learning attribute. These must be learned by the character before they can be used. Other skills are based on Reflexes, Fitness, Intuition, or Charm; as explained in the System Guide under "Unskilled Characters," these can be used by anyone, but are used at half effectiveness.

This gives all characters a fairly wide range of skills they can attempt, regardless of the skills they have learned. Among the more important skills available in this manner are Climbing, Swimming, Throwing, Melee Weapon, Disguise, Stealth, Perception, Searching, Find Magic, First Aid, Survival, Luck, and Autocarriage. Though characters who take the skills are good at them, anyone can try to, for example, climb a wall or drive an autocarriage. The GM should review the skills that are not Learning-based, to be prepared for PC actions.

Half-Skills

Characters in the MAGITECH game can also take half-skills. This is done by splitting a skill slot to take two skills at half effectiveness. For instance, a character could use a single slot to take half-skills in History and Swimming; the score for using the History skill would be equal to half the character's Learning, and the score for Swimming would be equal to half the character's Fitness. Note that in the case of a half-skill in Swimming, a half-skill provides no advantage in usage; as explained previously, a non-Learning-based skill can be used at half effectiveness anyway. So why take a half-skill in a non-Learning-based skill?

The answer is that the chance to learn spells is based on knowledge of skills. If a character knows a skill or a half-skill, it provides the character a chance to learn a spell related to that skill. As explained in Chapter 3: Magic, it is difficult for a character to learn a spell for which the character does not have a related skill.

A character cannot take an enhancement of a half-skill. The character can, however, learn a specialty of the half-skill, but only at the half-skill level. For example, a
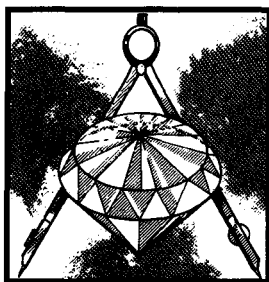
skills

character with a half-skill in Basic Medicine cannot spend a full slot to get Advanced Medicine with a normal score; Advanced Medicine can be taken only as a half-skill. Later, the character can devote half a skill slot to raise a half-skill to a normal skill. A character with half-skills in Basic Medicine and Advanced Medicine could spend a single skill slot to raise both to normal skill levels.

A character cannot normally take a half-skill as a prerequisite for a normal skill. For instance, Programming requires Mathematics as a prerequisite; a character with a half-skill in Mathematics cannot normally take the Programming skill. Option: If the GM wishes to add a level of detail and complication, a character can be allowed to take half-skill prerequisites, with each one providing a -10 penalty to the character's skill (so someone with a half-skill in Mathematics could take Programming with a -10 penalty to the score).

The time required to learn a half-skill is no less than that required to learn a normal skill; it just means the character was paying less attention in class. A character can learn as many as eight half-skills during the same time period.

specialties and enhancements

As explained in the System *Guide,* skills are listed in the form of an outline, with specialty skills listed indented beneath more basic skills (see Table 2.1: Skill List, page xx). In this game, to save space, enhancements are listed in the skill descriptions rather than on the skill list. A character must have a skill before being able to take an enhancement of it, or a specialty listed below it. The list of specialties and enhancements is a sampling, rather than a complete list, and the GM should feel free to add new enhancements and specialties (see "Adding New Skills" later in this chapter).

The difference between a specialty and an enhancement is somewhat ambiguous. In this supplement, a skill is either a specialty or an enhancement, never both.

An enhancement builds on existing knowledge and allows a character to become better with a particular area of a skill, to become more learned in a single application of that basic skill; a character receives a +10% bonus to the skill score for an enhancement of a skill.

A specialty is related to the basic skill, but requires *a* little extra knowledge for effective use; there is a -10 penalty to the skill score for each level of specialization. When a character spends a skill slot on a specialization, that skill score no longer suffers the -10 penalty.

Example: the Reflexes-based Melee Weapon skill gives the character proficiency with basic melee weapons—bludgeoning weapons, like clubs and hammers, are basic

melee weapons. A character named Xochi has a Reflexes score of 67 and takes the Melee Weapon skill; she uses all bludgeoning weapons with a score of 67. A specific kind of basic melee weapon is the warhammer; Xochi uses a warhammer with a skill of 67. Xochi could also choose to take an enhancement for warhammer, and receive a bonus for it, using it with a score of 77.

Slashing weapons, such as most swords, are considered a specialty of basic melee weapons. With the Melee Weapon skill, Xochi can use a slashing weapon, such as a long sword, with a score of 57 (her melee weapon score of 67, minus the penalty for a level of specialization). Once Xochi has spent a skill slot to take the Slashing Weapons specialization, she could choose to take an enhancement for a single type of slashing weapon, such as a long sword.

skills and spells

Most of a character's spells are related to the character's skills. A character who knows how to use wings for personal transportation has the opportunity to learn a *flight* spell; someone with the stealth skill might be able to learn invisibility. Schools or societies that teach skills usually teach the spells related to the skills as well. Each spell description lists the skills related to the spell; some players may wish to refer to this information before making final skill choices.

using skills

Skills should be listed in the appropriate place on the character sheet. With the skill, record the attribute on which it is based, plus any notes, such as whether the skill is a half-skill or enhancement. Some players may wish to record the actual score for the skill; this is fine, as long as the score is adjusted when the character's relevant attribute changes. It is also okay to list skills to which the character has automatic access (the non-Learning-based skills) to serve as a reminder of what the character can do. Some players may also wish to list specialties that are available (with a penalty) because the character has the base skill. The skills for which the character has actually spent skill slots should be kept separate or marked in some way, to avoid confusion.

Unless otherwise noted, a character is assumed to be trained in all aspects of a skill. A character with the Programming skill can write computer programs for most functions; one who knows the Khmer tongue can read, write, and speak it.

The use of skills in uneventful situations requires no skill check. When the outcome is in doubt, the player must roll against the skill score to see if the character uses the skill successfully. All adjustments mentioned are
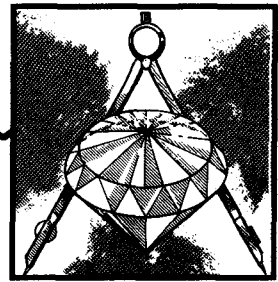
made to the skill score, not to the die roll. Roll percentile dice; a roll equal to or less than the character's adjusted skill score indicates success.

Using a skill takes time; maneuvering an autocarriage takes only a few seconds, while building one might take days. The GM will have to decide how much time the use of a skill requires, and how often skill checks are made. In general, the use of a specific skill for a single task should require only one check, whether the use of the skill takes a minute or a day. The GM should feel free, though, to require several checks for dramatic purposes. If a PC is in a high-speed flying carpet chase, it would be simple to have the player make a single skill check; if successful, the PC escapes. However, it would be much more exciting during play to have the player make several skill checks, one each time the PC encounters an obstacle or tries a special maneuver. It is much more satisfying for a character to dodge buildings and oncoming traffic, knock over a garbage can, get tangled in a laundry line, and still escape, instead of a single roll and the GM saying "after a four block chase, you lose them by ducking into an alley."

DIFFICULTY MODIFIERS

In some cases, a PC will attempt something difficult, in which case success requires a roll using a modified skill score. For a difficult task, use half the character's normal skill score. For an extremely difficult task, use one-tenth the character's normal skill score. In both cases, round down. Xochi, from our previous example, has a Reflexes of 67. Suppose she had the Stealth skill; her normal score for the skill is also 67. If she wanted to move quietly across a creaky wooden floor, a difficult task, her modified skill score would be half normal, or 33. If the room were well-lighted, she would have an extremely difficult task; her modified skill score is one-tenth of 67, or 6 (for an extremely difficult task, just use the tens digit of the normal skill score).

Combat has special modifiers, so do not use the generic difficulty modifiers given here for skills from the Combat pool. See Chapter 6: Running the MAGITECH™ Game for details.

MARGIN RATINGS

As explained in the *System Guide,* it is sometimes interesting to define to what degree an action succeeds or fails. Some skills have critical success or critical failure ratings; these are listed in the skill descriptions.

If the GM would like to add a little color to skills without success or failure margin rating, use a generic rating: every skill can be considered to have a success rating of SO, and a failure rating of FO. If a character succeeds in

using a skill, and the ones digit of the roll is a 0, something good happens; if the character fails, and the ones digit is a 0, something unpleasant happens. When using a generic margin rating, the effects of critical success and critical failure should never be greatly beneficial or detrimental; instead, the GM should use the ratings to add to the description of what happens, to add humor or drama to the situation.

A *generic margin rating should never be used with a skill that has a listed* margin rating.

ADDING NEW SKILLS

Though the following skill list is a fairly extensive sampling, it does not hold all the skills a character can know. At some time, the GM may wish to create new skills, either to add to an NPC or in response to a request from players. Many players enjoy this creative aspect; if the players want skills not listed here, and the GM has the time to devote to creating new skills specific to each character, it is highly recommended. Following are a few guidelines for creating new skills for the MAGITECH™ game.

First, though it has much of the feel of science fiction, this is a fantasy game. There is no technology that is not based on magic, and skills should reflect this. Skills should not be able to overcome the limitations of the universe; for example, no one should have the skill to make gunpowder weapons, or the skill to build a silicon-and-metal microchip.

Second, this game takes place in the present day. Though some elements (like space travel) seem futuristic, daily life is much like that in our own world of the late 20th century. It could upset game balance to create certain advanced skills, such as the ability to build faster-than-light starships, or a skill for mass producing spell crystals, or a skill for creating a hand-held self-recharging disintegrator ray.

Third, the study of magic is a science, and magic has been an accepted part of life for centuries. Magic is a fully integrated part of the game and the universe; do not treat it as a weird or unusual thing that calls for odd skills.

In addition, skills should fit in with other skills. Give some thought to which skill pool the skill fits into, and try to avoid creating a new pool. If the skill is a specialty in one pool, it should not be a basic skill in another pool.

The skill will need to be attached to a particular character attribute; generally speaking, if the skill must be learned formally, it is based on Learning, and if it can be informally learned, it is based on the attribute most closely related to its use. If the new skill is a specialty form of another skill, the attribute should be the same as that used for the base skill.
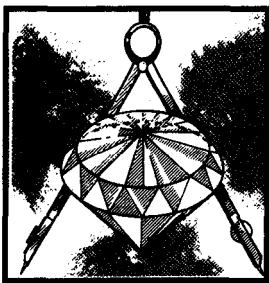
skills

Finally, the skill should be useful in some manner, even if it is just a role-playing hook; if a character gets nothing from a skill, why have it? Be careful, however, not to create skills that give a character an unfair advantage, either over fellow characters, or over the GM.

Note: Appendix II presents several ideas for alternative campaigns that can be played with the rules and campaign background presented here. If the GM chooses to run one of these campaigns, it may be necessary to create new skills. In some cases, such as a mixed technology and magic campaign, it will be necessary to ignore the guidelines just given; the GM will need to experiment to find what works best.

USING THE SKILL LIST

The skill list on the next page is broken down into categories, called skill pools. Each skill is based on one of a character's eight attributes. In some cases, this attribute is listed in parentheses after the name of the skill pool, and is used for every skill in that pool. In other cases, it is listed after the name of the skill. Abbreviations are as explained in Chapter 1: Player Characters.

SKILL POOLS

Following is a short description of the skill pools available in the MAGITECH™ game. The pools are general groupings of skills that have elements in common. Some skills are available through more than one pool.

Arts: This pool contains the various artistic endeavors of humans and other intelligent beings. Most of the skills are closely related to magic; see the notes on the Psyche Focus pool. Each skill in the pool can be further defined; for example, there are many kinds of dancing, from ballroom styles to ballet to free style.

Athletics: These are various physical disciplines; most are naturally based on Fitness or Reflexes. These skills often have applications in adventuring, and some can be used in combat.

Combat: This pool holds the various fighting skills. All Combat skills are Reflexes-based, so are available in some form to all characters, whether they actually take a Combat skill or not. Weapons are described in Chapter 5: Items and Equipment, and more information regarding their use can be found in Chapter 6: Running the MAGITECH Game.

Computer: Computers in the MAGITECH universe are quite different from those in our own world. Some have keyboards, while others have voice interfaces; see the equipment chapter for details. Computers are very useful for information storage and retrieval, and can be used to aid in spellcasting; see the section on Psyche Focus skills in Chapter 3: Magic.

Covert Actions: These are skills used by spies, detectives, and special military operatives. Use of some of these skills is considered illegal in most nations, so they should be used with caution. Covert Action skills can be learned only from groups that deal with them, such as the military, the government, and criminal society. These skills have obvious applications in adventuring.

In general, the GM should roll the skill check for Covert Action skills, for the character may not know until too late if something has gone wrong.

Crafts: These are the skills that allow characters to create useful items with something of an artistic feel. Craft skills more or less fall between those found in the Arts pool and those found in the Engineering pool: less complex than engineering, less artistic than art. Craft skills are useful in preparation for adventures, and they often have useful spells related to them.

Engineering: All engineering skills are Learning-based. These are the skills used to build modern machines and systems. There is no "magical engineering," because it is all essentially magical, blending magic with other energies to make them work in harmony. Engineering is a difficult field to enter, requiring much education, but it allows the character to build complex items if the proper materials are available.

Repair skills are listed in this pool. Those skills operate somewhat differently than other skills, so their descriptions should be perused before final skill selection is made. Each Engineering skill on the list also provides characters with the ability to repair systems created using that type of engineering, with standard penalties for specialization. Thus, characters with the Kinetic Engineering skill could perform basic repairs on any kinetic system; they would receive penalties when trying to repair specific types, such as a type of vehicle, unless they had the appropriate specialty skill.

To actually build many systems, characters need the Store Magic skill and some of its specialties, particularly Advanced Magic Storage and its specialties. See the descriptions of those skills for information on storing magic.

Building a system also requires time and material, so is generally not performed while on an adventure. During an adventure, an engineer usually repairs items or supervises construction of simple systems. The GM must decide how much time construction takes, and the availability of required materials.

Besides their applications as repair skills for adventuring, Engineering skills offer characters many powerful spells.

Note: The influence of the theory of the four classical elements (useful in magic) can be seen in the division of
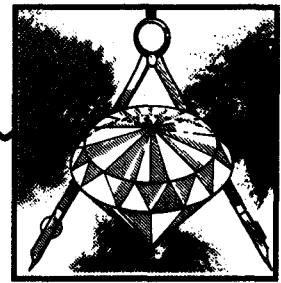
skills

Table 2.1: Skill List

ARTS
Acting* (Cha)
Art* (Int)
Composing+ (Lea)
Dancing* (Ref)
Disguise (Cha)
Music (Cha)
  Instrument* (Cha)
  Vocal Music* (Cha)
Photography (Int)
Poetry* (Int)
Writing* (Int)

ATHLETICS
Acrobatics (Ref)
Climbing (Fit)
Jumping (Fit)
Kicking* (Ref)
Organized Sports* (Int)
Running (Fit)
Swimming (Fit)
Throwing* (Ref)

COMBAT (Ref)
Melee Weapons*
  Piercing Weapons*
  Slashing Weapons*
Throwing*
Missile Weapons*
  Bows*
  Sling
Unarmed Combat
  Martial Arts*
  Pugilism
  Wrestling

COMPUTER
Computer Systems (Int)
  Adv. Comp. Sys. (Int)
Programming+ (Lea)

COVERT ACTIONS
Camouflage (Int)
Counterfeiting (Lea)
Disguise (Cha)
Forgery (Ref)
Lockpicking (Ref)
Pickpocket (Ref)
Security Systems (Lea)
Smuggling (Int)
Stealth (Ref)

* See description for list of enhancements.
+ See description for pre-requisites.

CRAFTS
Brewing (Lea)
Carpentry (Ref)
Cooking (Int)
Metalsmithing* (Fit)
Pottery (Ref)
Sewing (Ref)
Stonemasonry (Fit)
Weaponcrafting* (Lea)
  Bowyer/Fletcher* (Lea)
  Guncrafting* (Lea)
  Wandcrafting* (Lea)

ENGINEERING (Lea)
Kinetic Engineering+
  Gas Engineering *
  Liquid Engineering *
  Solid Engineering *
  Heavy Weapons Eng. *
  Mechanical Eng.+
    Powered Machines
  Vehicle Engineering *
Wave Energy Eng.+
  Golem Engineering *
  Optical Engineering+
    Ball Engineering+
    Mirror Engineering+
  Telaudio Engineering+
    Ball Engineering+
    Mirror Engineering+
  Thermal Engineering *
  Esoteric Photonic Eng.+
Repair
  Repair Group
    Repair Type

HUMANITIES (Lea)
Archaeology
History*
Law*
Linguistics
Literature*
Philosophy
Political Science
Sociology
Theology*

INVESTIGATION
Alchemical Anal. (Lea)
Crystal Analysis (Lea)
Fingerprinting (Lea)
Glyph Analysis (Lea)
  Motion Glyph (Lea)
  Protection Glyph (Lea)
Handwriting Anal. (Int)
Library Research (Int)
Perception (Int)
Scroll Analysis (Lea)
Searching (Int)
Spell Analysis (Lea)

LANGUAGES (Lea)
See pool description
Chinese (Mandarin)
Delphin
English
French
German
Kechua
Khmer
Kiche'
Spanish
Swahili
Tsalagi
Yoruba

MAGIC
Find Magic (Psy)
Remove Magic (Psy)
  Interrupt Magic (Psy)
Store Spellt (Lea)
  Potions (Lea)
  Adv. Spell Stor. (Lea)
    Crystals (Lea)
      Grystalglyphs (Lea)
    Glyphs (Lea)
      Crystalglyphs (Lea)

MEDICINE
First Aid (Int)
Basic Medicine + (Lea)
  Advanced Med. + (Lea)
    Specialized Med. (Lea)
    Surgery (Lea)
      Spec. Surgery + (Lea)
    Pharmacology + (Lea)
Emergency Med. + (Lea)
  Paramedic (Lea)

MILITARY
Code Use (Lea)
Demolitions (Lea)
Heavy Weapons (Int)
  Missile Launchers* (Int)
  Spell Launchers* (Int)
Leadership (Cha)
Military Animals (Int)
Military Science (Lea)
Military Vehicles* (Lea)

NATURE
Animal Handling (Int)
Animal Lore (Lea)
Animal Training* (Int)
Farming (Int)
Hunting* (Int)
Navigation (Int)
Plant Lore (Lea)
Riding* (Int)
Survival (Int)
Tracking (Int)
Weather Sense (Int)

PERSONALITY
Bargaining (Cha)
Bribery (Int)
Etiquette (Cha)
Gambling (Cha)
Leadership (Cha)
Luck (Psy)
Streetwise (Int)

Psyche Focus (Lea)
See pool description
Color
Form
Idea
Link
Motion
Rhythm
Symbol
Tone
Voice

SCIENCES (Lea)
Alchemy
  Atomics
  Chemics
  Subatomics
Astrology
  Divination
  Gravity
  Motion Studies
Biology/Necrology*
  Anatomy*
  Golem Studies*
  Parapsychology
  Psychology*
Earth Sciences
  Geology
  Meteorology
  Oceanography
  Paleontology
Energy Sciences
  Electronics
  Kinetics
  Photonics*
  Sound
Life Sciences*
  Anthropology
  Botany
  Zoology*
Mathematics*

TRANSPORTATION
Air Carrier (Lea)
Autocamage* (Ref)
Boating* (Int)
Carpet Piloting* (Ref)
Navigation (Int)
Riding* (Int)
Space Navigation (Lea)
Spacecraft* (Lea)
Wings* (Fit)
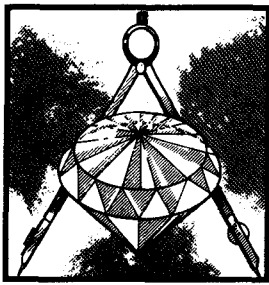
skills

engineering skills: air as Gas Engineering, water as Liquid, earth as Solid, and fire as Wave Energy Engineering.

Humanities: These skills are representative of modern culture and are closely related to the arts. Humanities skills are all Learning-based. Though not always useful in adventuring, these skills are good for role-playing.

Investigation: These are the skills with which characters can analyze and study the world around them. These can be very useful on adventures, especially in recognizing stored and active magic, finding information, and so forth.

Languages: All languages are Learning-based skills; a character with skill in a particular language can read, write, and speak that language. Because the skill is basically the same for all languages, they are not listed separately in the list of skill descriptions. A character receives one language skill slot for free, that of his or her native tongue. Only one native tongue is free; someone with mixed heritage must choose one native language, but can take another language by spending a skill slot.

A half-skill in a language can be treated normally, giving the character half ability in speaking, reading, and writing the language. Alternately, a half-skill in a language can provide reading and writing with a normal skill score, but no ability to speak the language. Likewise, a half-skill could provide the ability to speak the language—with a normal skill score—but no ability to read or write it. How a character handles a half-skill in a language should be determined when the character takes the skill.

The languages on the skill list are not the only ones available, but are the most important in the MAGITECH™ universe. English is the most common language in the world; it is used throughout North America and extensively on Hanahpu. Kechua (the language of the Incan Empire, Tawantinsuyu), Swahili (the official language of Zimbabwe and other eastern African nations), and Mandarin Chinese are other important human tongues. Tsalagi is the official language of the humans of Ayelih; Yoruba is used by the humans of western Africa. Spanish is popular among adventurers, for Spain is a popular base for expeditions into ruined Europe. French is the language of the Commonwealth on Hanahpu.

German is the primary dwarven tongue. Most elves speak Kiche', a combination of Quiche and other Mayan dialects, along with several words of Nahuatl (Aztec). Kiche' is also the tongue of the Centecs of Tollan. Khmer is the language of the lizard folk of Kampuchea and Hanahpu. Delphin is the language of the delphins, the only intelligent race indigenous to Hanahpu.

Magic: Though the skills in this pool could very correctly fit in the Sciences pool, magic is so pervasive in society that it is given its own pool. The skills in this pool are vital for manipulating and storing magic, and form much of the basis of modern society. See the skill descriptions and Chapter 3: Magic for details on storing and dispelling magic. Note that all methods of magic storage always require a skill check for success.

Medicine: These are the skills that a character uses to heal others; many require at least minimal equipment to be effective. Proficiency in these skills gives the character access to healing spells.

Military: The skills in this pool are available only to characters who have had some kind of military training, and include skills for using military weapons and vehicles. Only characters with the mercenary profession automatically have military training. Other professions with initial access to the Military pool are the dilettante, jack-of-all-trades, programmer, wizard, and writer (game designer). Other characters can choose from this pool using Intuition-derived skill slots, if the GM approves. Any character with access to this pool must be given a history including military training of some kind.

Military equipment is described in Chapter 5: Items and Equipment, and the use of military skills is also covered in Chapter 6: Running the MAGITECH Game.

Nature: The skills in the nature pool are those related to dealing with the natural environment. They are very useful to adventurers, who tend to spend a great deal of time away from civilization.

Personality: These skills reflect a character's ability to deal with others. Situations involving most of these skills should be role-played, rather than dependent on a die roll. The skill and the skill score are provided as a convenience; in general, a PC's skill check should help guide the GM's role-playing of NPCs. See the skill descriptions for guidelines on using role-playing instead of die rolls.

Psyche Focus: Psyche Focus skills are different in several ways from other skills, and there is a special block for them on the character sheet. Psyche Focus skills are not listed in the skill descriptions that follow.

The skills in this pool are used to boost a character's effective Psyche, so the character can cast more difficult spells. Basically, each listed skill is an aid to thinking about a spell. Each Psyche Focus skill is Learning-based, and so cannot be used by characters who have not spent a skill slot to learn it. However, once a character has learned a Psyche Focus skill, no skill check needs to be made for its use. These skills focus Psyche only for the purpose of spellcasting, and do not affect Psyche checks for skills or other purposes.

Each Psyche Focus skill has a single "enhancement," which costs the standard skill slot, and is simply a more effective use of that particular focus. A character who spends one skill slot on Motion could gain a +5 bonus to effective Psyche simply be pointing a finger at the spell's
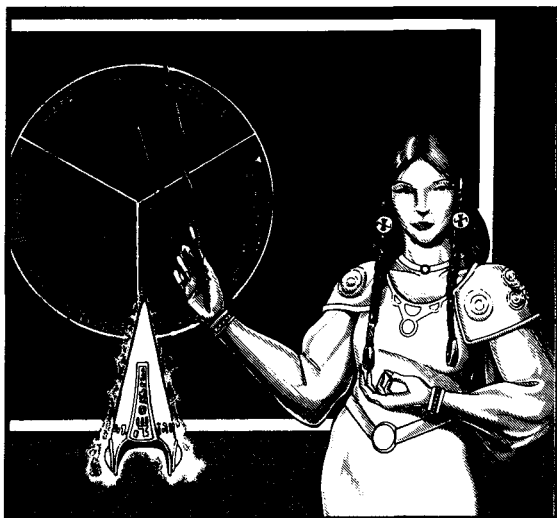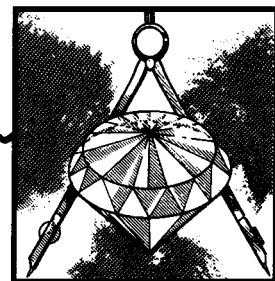
target; a character who spends two slots on Motion gains a +10 bonus for the same action.

Psyche Focus skills can be combined, easily in most cases. For example, a character could combine the Rhythm and Motion focus skills, and dance to boost his or her Psyche.

Certain other skills are similar to Psyche Focus skills, but give a character no advantage in learning or using the Psyche Focus skill. For instance, a character with the Music skill knows about rhythm and tone, but cannot use them to focus Psyche unless the Psyche Focus skill is taken. A well-developed character would probably choose Psyche Focus skills consistent with other skills, like a musician using Rhythm and Tone, or an optical engineer using Color.

Psyche Focus skills are taken using Psyche-derived skill slots (see the section on choosing skills in Chapter 1: Player Characters). They cannot be taken as half-skills.

Because they are so closely tied to the use of magic, Psyche Focus skills are fully described in Chapter 3: Magic.

Sciences: All science skills are Learning-based. These skills reflect knowledge about the named field, and can provide the character with insights regarding related things. For instance, a character with the Meteorology skill might be able to predict the weather; one with Botany would be able to recognize plants. These specific things can be done with the skills Weather Sense and Plant Lore, but a character who has studied the science would know more: the meteorologist would also be able to describe weather patterns, and would know what to expect in a given geographical location; the botanist would not only recognize plants, but would know how to use them, how best to help them grow, and how best to kill them.

Since most spells are learned in the form of equations, and scientific experimentation helps determine those equations, science skills offer greater access to spells than most other skills.

Transportation: This skill pool holds the skills necessary to pilot most conveyances. Skills for personal transportation are relatively simple and can be learned by trial and error; almost everyone can drive, but certain people are very good at it. Skills for piloting commercial air carriers and spacecraft must be learned formally.

Some skills in this pool have a Racing enhancement. A character who takes that enhancement is skilled at piloting or driving at high speed, making evasive maneuvers, etc.

skill descriptions

In some cases, the name of a skill offers most of the explanation a skill requires. However, some skills are different than their titles might suggest, because of the way in which the MAGITECH™ universe is skewed from our own reality. For example, the science of electronics is considered a useless endeavor by most (except golem engineers), because of the popular use of magic. Players should read the descriptions of the skills they choose for their characters.

After the name of the skill is listed the pool to which the skill belongs and an abbreviation of the attribute used for the skill. A few skills are available in two pools, so both are listed. If the skill is a specialty or sub-specialty, the notation "S" appears after the name of the skill pool.

If the skill is a specialty, the skill for which it is a specialty must be taken as well. For the hierarchy of skills, refer to Table 2.1: Skill List. Each skill description lists any other prerequisites necessary for taking a skill, as well as the enhancements available, if any.

Each description explains what a character can do with a successful skill check for the skill. If it says a character knows something, no skill check is required unless the character wants to recall something specific in the area of knowledge. If the description says a character can do something with the skill, a skill check is required for the character to perform that action successfully.

Acrobatics (Athletics; Ref). The character has good balance and coordination. The character can perform tumbles and flips, juggle three items, walk a tightrope for 10 meters, or fall as much as 10 meters without damage. An acrobatic maneuver gives no advantage in combat, other than to possibly move the character into a more advantageous position.

Acting (Arts; Cha). The character can pretend to be someone else. Enhancements include stage, mirror, and holo acting.
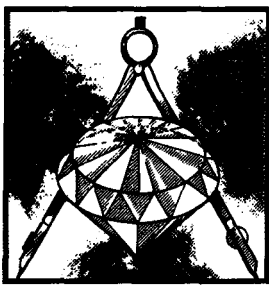
skills

Advanced Computer Systems (Computer/S; Int). The character can use programs that are not user-friendly, and can get the most from a program. The character also knows the basics of debugging; though correcting a problem is a difficult task, locating the problem is not.

Advanced Medicine (Medicine/S; Lea). With this skill, a character can bind wounds, restoring 1d6 Stamina points or 1 Body point (with the same restrictions as for First Aid). The character can diagnose disease and other medical problems. With the proper facilities and equipment, the character can increase healing rates, treat complicated wounds and diseases, and perform minor external surgery; see Chapter 6: Running the MAGITECH™ Game for details on healing. If licensed, the character can legally prescribe medicines.

The prerequisite for Advanced Medicine is Anatomy.

Advanced Spell Storage (Magic/S; Lea). The character knows advanced methods of spell storage, including the seldom-used Pattern Storage. Crystals and glyphs can be constructed (with the standard specialization penalty), but in a limited fashion. The character can make crystals with a trigger of a single type, either time, touch, voice, or proximity; the character must have the Crystals specialization to use other triggers. Without Glyphs specialization, the character can make glyphs of spells with a difficulty of 100 or less. Crystalglyphs must follow the restrictions for both crystals and glyphs. See the other Storage skill descriptions, and Chapter 3: Magic, for details on spell storage.

Air Carrier (Transportation; Lea). The character can pilot a large air carrier, commonly known as a supercarpet, capable of carrying several passengers. This is the skill to use the air carrier's many systems and does not give the character the ability to navigate.

Alchemical Analysis (Investigation; Lea). The character can analyze substances to determine their alchemical makeup. This is useful for separating blood from tomato stains, analyzing poisons and rare drugs, and analyzing ashes to see what was burned. The character can also analyze potions, which have a magical makeup as well as an alchemical one. The skill requires tools or spells to be effective.

Alchemy (Sciences; Lea). Alchemy combines the real-world science of chemistry with particle physics and similar disciplines. The character knows basic alchemy: how chemical elements react and interact, the makeup of atoms and molecules, and the basics of radiation. See Atomics, Chemics, and Subatomics for details.

Anatomy (Sciences/S; Lea). This skill is more correctly called Anatomy and Physiology; the character knows how the human body is put together, and how its different systems work. The character can take an enhancement for a particular bodily system, as follows: skeleton, muscle, nervous system, hormonal system, circulation, digestion, respiration, and immune system. Wizards studying animation techniques often study the muscle system, while those who specialize in illusions often study the nervous system (and thus the senses).

Animal Handling (Nature; Int). The character can work easily with domesticated animals, getting more from them than another character might. Dealing safely with a wild animal is a difficult task.

Animal Lore (Nature; Lea). The character can identify normal animals and can predict their behavior with some accuracy. See also Zoology.

Animal Training (Nature; Int). The character can train animals. The animal to be trained must be one that can accept training, such as dogs, bears, hawks, and so forth; very wild or exotic animals cannot be trained. It is up to the GM to decide exactly which animals can and cannot be trained. The character can take an enhancement for a specific type of animal.

Anthropology (Sciences/S; Lea). The character knows about the behavior of primitive humans and humanoids, and can deal with them; the skill is something like Etiquette for primitive people. This skill gives the character no advantage with civilized folks; for that, see skills in the Humanities and Personality pools.

Archaeology (Humanities; Lea). The character knows about ancient civilizations, and can recover artifacts and interpret them to glean knowledge about ancient civilizations.

Art (Arts; Int). The character is proficient in art history, appreciation, and creation. Creation includes a sense for arrangement and space. Enhancements include drawing, painting, and sculpture. The character can also take enhancements related to Crafts like Sewing and Pottery, to make artistic samples of the crafts.

Astrology (Sciences; Lea). The science of astrology concerns the movements of planets and stars, the formation of new planets and stars, and the ways in which these events influence living beings. The character with this skill knows details about the planets of the solar system and where stars and constellations are located in the sky at different times of year. She or he can determine the general traits of people born during a certain time of year or on a certain day.

Atomics (Sciences/S; Lea). This specialty of Alchemy is the science of atoms and elements. The character has concentrated on the properties of the elements, their appearance, where they can be found, and how they can be used.

Autocarriage (Transportation; Ref). The character is particularly good at driving manual autocarriages, and can take an enhancement for Racing, or for a specific type of autocarriage.
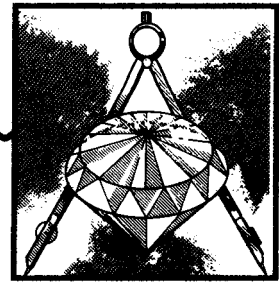
Note: Golem autocarriages require little skill to operate; see the Riding skill.

Ball Engineering (Engineering/S; Lea). Crystal balls were originally designed to look at specific people; modern crystal balls can link with other crystal balls according to codes. The character can design crystal balls for various purposes, and can repair crystal balls and change their coding and capabilities. The character can also design answering/recording devices for crystal balls.

The character cannot create a crystal ball or message recorder without the proper materials and spells and the Crystalglyph skill. It is possible, however, to create a temporary crystal ball by using spells on any transparent material.

The character must have both Sound and Photonics to take this skill.

Bargaining (Personality; Cha). This is the skill of making deals in such a manner that both buyer and seller believe they got the better of the other. In game terms, this means persuading someone to sell something for less than they are asking, or to buy something for more than they first offer. The GM, not the player, should roll for this skill, and use the results to guide role-playing in bargaining. Alternatively, to save time, a simple Bargaining roll can be used to determine how much an item costs a PC.

Basic Medicine (Medicine; Lea). The character has learned basic medical training. Characters with the skill can use any sub-skill (with appropriate penalties).

The character can bind or stitch wounds, deliver babies, and diagnose medical problems; diagnosing disease is a difficult task. The character can heal 1d6 Stamina points with a successful skill check (with the same restrictions as for First Aid). If licensed, the character can prescribe medicines. With proper equipment, the character can treat diseases and other medical problems; see Chapter 6: Running the MAGITECH™ Game for more information.

The prerequisite for Basic Medicine is Biology/Necrology.

Biology/Necrology (Sciences; Lea). The Biology skill is concerned with life and things living, Necrology with death and things that once lived; they are closely related, different aspects of the science of life. There is no practical difference between the two; they are simply two different ways of looking at things. The character should choose either Biology or Necrology as a role-playing focus.

The character knows about biological function, including metabolism and decay, plus basic information about each of the science's specialties. Enhancements include Microbiology and Bioalchemy.

Boating (Transportation; Int). The character can handle and pilot small boats, and can also serve as a deck hand on a ship. The character cannot necessarily navigate. The character can take an enhancement for Racing, or for a specific kind of boat (Sailed, Rowed, Poled, or Enchanted).

Piloting a submersible is a difficult task, unless the character takes this skill again specifically for submersibles. If the character takes the skill for submersibles, she or he can take an enhancement for submersibles as well (all submersibles are basically the same, so the character cannot get an enhancement for a single type).

Botany (Sciences/S; Lea). The character can identify plants, and knows how plants grow, what their component parts are, how to care for plants, what plants to expect in a given region, and how best to kill plants.

Bows (Combat/S; Ref). The character can shoot a bow. This skill includes all muscle-powered missile weapons involving a string or similar launch mechanism. Enhancements include the Slingshot and the different types of bows, such as Long Bow and Short Bow.

Bowyer/Fletcher (Crafts/S; Lea). The character can make bows, crossbows, slings, slingshots, and arrows, and can take an enhancement for any of these.

Brewing (Crafts; Lea). The character can brew beer and similar drinks. The character can prepare brewing formulae, select ingredients, and age the product.

Bribery (Personality; Int). The character can tell if a particular official is bribeable, and approximately how much the bribe would cost. The attempt should be role-played; if the PC does it poorly, the official may well turn in the character. Likewise, if the character does it well, the official will probably take the bribe.

Though role-playing is recommended, for speed the success of a bribery attempt could be determined with a Charm check.

Camouflage (Covert Actions; Int). The character can make things blend into their backgrounds. The skill covers techniques of both personnel camouflage (clothing and makeup) and area camouflage (using artificial or natural foliage to break up the outline of vehicles, tents, and even buildings). Camouflage is proof against the Perception skill, but can be spotted by a successful use of the Searching skill.

Carpentry (Crafts; Ref). The character can build all sorts of items from wood. Unusual or complex constructions require a plan prepared by someone with Solid Engineering.

Carpet Piloting (Transportation; Ref). The character is adept at piloting a flying carpet. Enhancements include Racing, plus enhancements for individual types of carpets.

Chemics (Sciences/S; Lea). This specialty of Alchemy is the science of chemical compounds. The character has
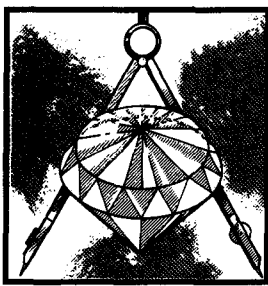
concentrated on how elements join together into compounds, what compounds will do, how they are broken down, and what kinds of compounds occur in nature.

Climbing (Athletics; Fit). The character is familiar with climbing gear, can recognize handholds and footholds, and can climb vertical surfaces of all types. One skill check should be made approximately every 20 meters. Climbing smooth surfaces and climbing without gear are considered difficult tasks.

Code Use (Military; Lea). The character knows and can use various codes with standard communications equipment (usually telaudio or crystal ball).

Composing (Arts; **Lea).** The character knows how to write music for voice and instruments, and can create musical compositions. The prerequisite for this skill is Music.

Computer Systems **(Computer; Int).** The character can use computer systems and user-friendly programs; the systems in the MAGITECH™ game are so easy to operate that virtually anyone can puzzle out how to use them with just a few minutes of experimentation.

Cooking (Crafts; Int). The character can prepare and serve quality meals.

Counterfeiting (Covert Actions; Lea). The character can mint counterfeit money with the proper equipment. Proper molds and plates can be produced only with a critical success (SO); this requires a successful Art skill check as well. The character can spot counterfeit bills and can spend counterfeit money without being detected. The Searching skill can recognize counterfeit money.

Crystal Analysis (Investigation; Lea). The character can analyze a spell crystal to determine the type of spell it contains; this always requires a skill check. Though the type of trigger is fairly obvious for a spell crystal, *a* successful skill check is required to determine the precise trigger, or triggers beyond the first for multiple-trigger crystals. A crystalglyph can be analyzed enough to determine the trigger(s) for the glyph; the glyph can be analyzed only with Glyph Analysis.

Crystal Analysis requires no equipment, but the crystal must be closely examined to be analyzed. The crystal may go off while being analyzed, depending on the type of trigger it has; the Interrupt Magic skill would be useful in approaching the crystal, and various enhancers of vision could obviate the need to approach the crystal at all. Crystal Analysis takes a number of seconds equal to the difficulty of the spell, so the analysis might take longer than the minute allowed by a single use of Interrupt Magic.

Crystalglyphs (Magic/S; **Lea).** This method of spell storage combines the best features of crystals and glyphs: the triggering methods of the crystal, and the permanency of the glyph. Making one is difficult and time-consuming; see Chapter 3: Magic for details.

The methods for making crystalglyphs were studied and codified in the 1960s, though some crystalglyphs were created earlier. Modern crystalglyphs use miniaturized glyphs that were very difficult to make in the past.

Crystals (Magic/S; Lea). One of the storage methods for spells is the crystal, sometimes called the quantum crystal. The character can store a spell in crystal form, with any type of standard trigger (proximity, time, touch, or voice). Creating a spell crystal with a mental trigger is an extremely difficult task. See Chapter 3: Magic for information on storing spells.

Dancing (Arts; Ref). The character knows how to combine rhythm and motion into various forms of dance. Enhancements include specific types of dance, from Waltzing to Ballet to Tribal forms.

Demolitions (Military; Lea).The character can accurately judge the amount of explosive needed for a particular task (making a hole, sealing a cave entrance, destroying a building, etc.). The character can place the explosive accurately and set it off without being blown up. The character can also disarm explosives, but on a critical failure (F8, applicable only to disarming attempts) the character is caught in the blast.

Disguise (Arts; Covert Actions; Cha). Using makeup and costume, the character can create a disguise good enough to fool others under less than perfect conditions such as bad light, fog, or distance. Disguises sufficient to fool inspection have a success rating of S2 (inspection is defined as the successful use of the perception skill). A character using the Searching skill successfully can penetrate even a critically successful disguise, if the PC has specified she or he is Searching for one.

The disguise can be for the character or for a companion. Only a general disguise is possible, though a character with the Acting skill could possibly imitate a specific person. Only humanoid species can be imitated, and then only if the character has essentially the correct build. Makeup and costumes (or magic) are essential for the use of this skill. Using the skill without appropriate accoutrements is a difficult task.

This skill's critical failure rating, F8, indicates that the job has been severely botched, and the character is easily recognized as an impostor attempting disguise.

If this skill is taken from the Arts pool, it is used to augment the Acting skill. If taken from the Covert Actions pool, it is used for spying. There is no difference in terms of game rules.

Divination (Sciences/S; **Lea).** The character can make a general prediction about the future, by reading various signs. The specific method of divination can vary, from basic astrological predictors to more specific evidences of natural rhythms, such as the arrangement of tea leaves or tarot cards. General predictions include indica-

tions of danger or security. Making a specific prediction is a very difficult task. The exact amount and type of information revealed with the use of this skill is up to the GM, who should not feel compelled to give away too many secrets to the players.
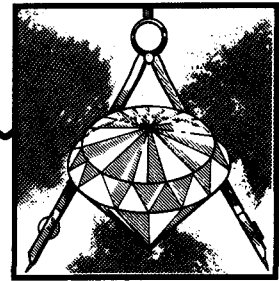
Earth Sciences (Sciences; Lea). The character knows basic geology, meteorology, oceanography, and paleontology; these specialties must be taken for complete knowledge. Basic Earth Science is Geography, including the different types of land formations and how they interact with weather and oceans, as well as the theory of plate tectonics. The character knows where various geographical features are found on earth.

Note that all aspects of this skill concern the Earth itself. The character can choose to take Earth Sciences related to the planet Hanahpu instead, learning the Geology, Meteorology, Oceanography, Paleontology, and Geography of that planet. If the character takes specialties of this skill, they are related to the planet studied.

Electronics (Sciences/S; Lea). The character knows how electrical energy is transmitted and created. This is a fledgling science, considered relatively useless, for magic powers most things. In the modern world, electrical energy is used only for the transmission of impulses between the crystalglyph elements of golems and computers.

Some electronics scientists have gone so far as to construct generators, which use motion and magnetism to create electrical impulses; these folks are regarded as eccentric by others, who simply use magic to create electrical impulses on the rare occasions when they are needed.

Emergency Medicine (Medicine; Lea). The character can identify wounds, deliver babies, bind wounds, perform CPR, splint broken bones, move injured beings with relative safety, stabilize patients for transport, treat shock and injuries, and administer intravenous injections of stabilizing mediums. Recognizing a disease is a difficult task. The character can restore Id6 Stamina points to an injured person, with the same restrictions as for First Aid. Equipment or a spell is often necessary for treatment of injuries.

The prerequisite for this skill is either First Aid or Basic Medicine.

Energy Sciences (Sciences; Lea). The character knows details about various types of energy, including magics, electronics, kinetics, photonics, and sound. The character has extensive knowledge of magics, since magic is considered the basic energy science; the other types are specialties which must be taken individually for complete knowledge. The character knows how magic works, how it can be used, and how it can be stored.

Esoteric Photonic Engineering (Engineering/S; Lea). The character can design systems based on esoteric pho-

tonic energies (microwaves, radiotelegraphy waves, and other particle wave transmissions, excluding heat and light). Most people consider this an odd profession, and only very basic systems have been produced so far. Since magic is much easier to use and is a more flexible medium for energy transfer, esoteric photonics are seldom studied.

The prerequisites for this skill are Photonics and its Esoteric Photonics enhancement.

Etiquette (Personality; Cha). The character knows how to behave in certain situations, ranging from an interview with a brigadier general to an audience with the divine Inca. Though role-playing is encouraged in the use of this skill, there are things a character knows that the player may not; a successful skill check should encourage the GM to at least give the player role-playing hints, or just assume the character acted correctly, perhaps giving the character a +10 to Charm for the duration of the encounter.

Farming (Nature; Int). The character knows how to plant, harvest, and store crops, as well as how to tend livestock.

Find Magic (Magic; Psy). The character has chosen to develop a sensitivity to magical energy, enabling him or her to detect when magic is in use, or to detect stored magic. The character must always make a skill check to use the skill, and must be within a meter of the stored or active magical energy.

Fingerprinting (Investigation; Lea). The character can take fingerprints from most smooth surfaces, fingerprint a person, and compare fingerprints to records. Use of the skill requires proper equipment or spells.

First Aid (Medicine; Int). The character can bind wounds and recognize basic medical problems. Treating severe problems, such as shock or broken bones, is a difficult task, as is stabilizing a patient for transportation for more extensive medical care; see Chapter 6: Running the MAGITECH™ Game for details regarding medical complications.

First Aid can be used on any character who has sustained injuries in a battle. If the skill check is successful, that character regains 1d4 Stamina points. First aid can be applied to a character only once after a single battle, and heals only wounds sustained in that battle. Some kind of equipment is often necessary for First Aid.

Forgery (Covert Actions; Ref). The character can forge a signature or an extensive document, such as a will. The forgery will pass casual inspection (successful use of the Perception skill); on a critical success (S2), the forgery can pass close inspection (use of the Searching skill). Forging long documents is slow work, and can require a day or more to complete.

Gambling (Personality; Cha). The character knows the rules to most games of chance, and how betting pro-

ceeds in those games. With a successful skill check, the character can cheat or bluff successfully (fooling a successful Perception check, but not a Searching check used to find cheating). A critical success (S2) means the character has cajoled opponents into betting more than normal. Failure is noticed by a Perception check, while a critical failure (F8) means that the cheating has been spotted, even without a Perception check.
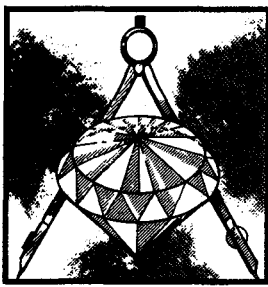
Gas Engineering (Engineering/S; Lea). The character can design systems that move or store gaseous matter (like air), or that are driven by it. These include windmills, fans, wind tunnels, and steam engines. The character can choose an enhancement for a particular type of system.

The prerequisite for this skill is Kinetics.

Geology (Sciences/S; Lea). The character knows about glaciers, geological processes, minerals, rocks, and rock formations, including how various rocks and minerals are formed, what ores look like, and how minerals are useful.

Glyph Analysis (Investigation; Lea). The character can recognize and analyze glyphs of all types. Motion glyphs and protection glyphs (including trap glyphs) are extensive subsets of glyphs; unless the character takes the appropriate specialty, analysis of these types of glyphs suffers the standard specialization penalty.

The glyph (the stored spell) of a crystalglyph can be analyzed, but usually requires microscopic examination; its trigger(s) can be determined only with Crystal Analysis. The Interrupt Magic skill could be useful in analyzing glyphs, to keep them from being accidentally triggered.

The character must be able to examine the glyph visually to use this skill, so may need tools such as a telescope (for volatile protection glyphs), a microscope (for crystalglyphs), or a clairscope (for glyphs partly hidden from view).

Glyphs (Magic/S; Lea). The character can store a spell in a glyph. The glyph is a permanent storage method for spells, and must be triggered by other magic. See Chapter 3: Magic for details regarding spell storage.

Golem Engineering (Engineering/S; Lea). The character knows how to repair, enhance, and construct golems, artificial constructs that can learn various procedures. The character can also determine if a golem is infected with a bug or virus, though finding and eradicating such things requires equipment or spells.

The character can also repair and design zombies, simpler artificial constructs built and programmed for a specific function or set of functions. Zombies are also time-consuming to construct, but not so much as golems. A zombie's function is dictated by the glyphs with which it has been inscribed.

Golems are difficult and time-consuming to construct.

A golem's control unit is an animal brain that has been preserved with a crystalglyph. Prerequisites for the Golem Engineering skill include Biology/Necrology, Golem Studies, Electronics, and Kinetics. The character can take an enhancement of the Golem Engineering skill, for Zombies or for a specific type of golem, but must have the corresponding enhancement of the Golem Studies skill. Specific golem and zombie types are described in Chapter 5: Items and Equipment. To construct a golem vehicle, the character must make a check against the Vehicle Engineering skill as well.

To actually construct a golem, a character must have the Golem Engineering skill and all its prerequisites, as well as the Crystalglyph skill (and its prerequisites) from the Magic pool. In addition, the character must have the components (which are sometimes rare and expensive) and the time to build the golem.

Golem Studies (Sciences/S; Lea). The character knows how golem and zombie command structures should be put together, as well as golem psychology and various animation and preservation techniques. The character can analyze an unknown golem to discover how it operates. With tools, the character can locate and eradicate bugs and viruses in a golem. The character can take an enhancement for Zombies or for a specific type of golem.

Gravity (Sciences/S; Lea). The character knows all about gravity and how it affects matter.

Guncrafting (Crafts/S; Lea). The character can repair and craft guns and bullets, with the proper equipment. Enhancements are available for Bullets or for a specific type of gun. See Chapter 5: Items and Equipment for a description of guns and bullets.

Handwriting Analysis (Investigation; Int). The character can detect forgeries or determine facts about the person who wrote a specific sample. A character trying to detect a forgery must have a sample actually written by the person, to compare to the forgery. If this is the case, the character can detect even a critically successful forgery with a simple success roll. If the character making the analysis has seen a sample of the real handwriting, but such a sample is not present, detection of a forgery is a difficult task.

If used on writing that is not forged, a successful skill check can determine any one of the following: handedness, age, sex, education, nationality, or personal tendencies (confidence, nervousness, depression, etc.).

Heavy Weapons (Military; Int). The character can fire large, hand-carried weapons that are normally mounted on a tripod before use, and that fire spells or use magic to propel large missiles. With the standard penalty for specialization, the character can operate larger weapons, which cannot be carried by hand, and must be
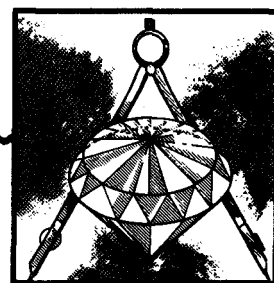
mounted on a large vehicle or a stable base (see the Missile Launchers and Spell Launchers skills).

Most modern heavy weapons are equipped with range finders and other such equipment; if this is damaged, the character must make a skill check (Intuition-based) to use the weapon, but a Reflexes check (possibly for a difficult task) determines if the character hits with the heavy weapon. If range-finders and sites are intact, the single Intuition-based skill check indicates that the character used the equipment properly, and hit the desired target.

See Chapter 5: Items and Equipment for examples of heavy weapons.

Heavy Weapons Engineering (Engineering/S; Lea). The character can design heavy weapons, large spell or missile launchers used primarily by militaries. This includes hand-carried weapons with tripod mounts and weapons designed to be mounted on vehicles or stable bases. The character can take an enhancement for constructing a specific type of heavy weapon.

The prerequisite for this skill is Kinetics.

See the Heavy Weapons skill for more details.

History (Humanities; Lea). The character knows general world history. Enhancements include the history of a specific country, a specific era, or a specific topic.

Hunting (Nature; Int). The character can stalk and bring down prey, and knows how to use wind, natural cover, and quietness to advantage. Fishing is part of the Hunting skill as well.

A character with the Hunting skill is considered to have the Stealth skill at half effectiveness, usable only in natural surroundings. However, having the Stealth skill provides no bonus to a hunter, nor does the Hunting skill provide a bonus to Stealth.

Enhancements can be taken for Fishing or Trapping, hunting a specific type of animal, or for hunting in a particular area.

Instrument (Arts/S; **Cha**). The character can play musical instruments. Enhancements are available for individual instruments.

Interrupt Magic (Magic/S; **Psy**). By utilizing his or her Psyche, the character can safely interrupt the flow of magical energy, without disrupting the enchantment permanently. This skill is used primarily to interrupt the flow of magic from a glyph or crystalglyph, so that repairs may be effected on systems connected to the glyph or crystalglyph.

This skill can also be used to delay the trigger for a spell crystal, for up to a minute, if the specific type of trigger is known. In addition, the skill can be used to delay the effects of a potion or scroll for up to one minute after it has been triggered, though this is a difficult task. This skill cannot interrupt an active spell. To interrupt the magic of a stored spell, the character must be able to see the stored spell.

The character must make a skill check whenever Interrupt Magic is used. This skill has a critical failure rating (F8). If the skill check fails critically, the magic is dispelled, and the character is endangered by the dissipating magic; see the section on dispelling magic in Chapter 3: Magic for details.

Jumping (Athletics; Fit). A character with space to run before jumping can jump forward a number of meters equal to the tens digit of his or her Fitness score. From a standing start, the character can jump forward approximately one-third that distance, a number of feet equal to the tens digit of the character's Fitness.

With a running start, a character can jump upward a number of feet equal to the tens digit of the character's Fitness; with a standing start, or while trying to remain upright, the character can jump upward only half that distance.

Kicking (Athletics; Ref). The character can kick a particular object to make it go to a specific place. This skill also includes the ability to bump a ball with the hip (used in the pokatok game) or with the head (used in soccer). Bumping a ball through a pokatok goal is a difficult task, very difficult if the goal is defended.

Enhancements include kicking for a specific sport, usually football, soccer, or pokatok.

Kinetic Engineering (Engineering; Lea). The character is adept at building systems that make use of physical motion. See this skill's specialties for the systems that can be built.

The prerequisites for this skill are Energy Sciences and Mathematics.

Kinetics (Sciences/S; **Lea).** This is the science of motion energy, that which moves physical objects. The character knows all about this field, and the applications of kinetic energy.

Law (Humanities; Lea). The character knows international law and the law of a particular nation (player's choice), and can answer questions regarding it. If successful on a difficult skill roll, the character can recall an obscure precedent regarding national or international law; recall a local law, such as a state or provincial law; or recall national laws of another country. If successful on an extremely difficult skill roll, the character can recall a very local law, such as that of a city; or recall the state or provincial law of another country.

To have full knowledge of the law of a second country, the character must spend another skill slot on the law skill. Enhancements are available for laws regarding a specific subject, such as Trademark Law, or for the laws of a particular state or province in a country for which the character has full knowledge.

Leadership (Military; Personality; Cha). The character can motivate a group of people to follow a particular
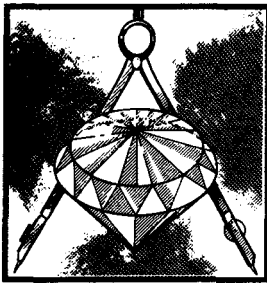
plan, often in the face of adversity. It is of extreme importance for military officers. Use of the skill should be role-played, with the skill roll helping determine the degree of success or failure with NPCs.

Library Research (Investigation; Int). The character knows how to find information in libraries, and knows the best libraries to use for various sorts of information. Once per day characters engaging in library research are allowed a skill check to see if they have uncovered facts relevant to their search. How much each check reveals depends on the complexity and rarity of the information, as decided by the GM.

Life Sciences (Sciences; Lea). The character has basic knowledge about different forms of life, as well as how they relate to one another and their environments. This includes Ecology and Genetics (either of which can be taken as an enhancement), plus the basics of Anthropology, Botany, and Zoology.

Answering a question about genetics is a difficult task, unless the character takes a specialty or the Genetics enhancement. A character with a specialty knows the full Genetics skill for that specialty; a character who takes the enhancement for Genetics knows the skill at the normal enhanced level.

Linguistics (Humanities; Lea). The character has studied the structure of spoken language, and the basics elements of many different languages. This does not necessarily enable the character to speak another language. With a successful skill check, the character can understand the spoken language. On a successful difficult skill check, the character can speak a few words of the language, very haltingly. Comprehension is equal to the character's skill score: 45% if the skill score is 45, 70% if the skill score is 70, etc.

The Linguistics skill enables a character to learn a new language in about a third of the time normally required, with proper resources.

Liquid Engineering (Engineering/S; Lea). The character is adept at designing systems that move liquids or are driven by liquids. Examples include waterwheels, hydraulic setups, and irrigation systems.

The prerequisite for this skill is Kinetics. Enhancements can be taken for a specific type of Liquid Engineering system.

Literature (Humanities; Lea). This is a knowledge of influential written works and the major theories concerning their influence. The character can take an enhancement for the literature of a particular country or era.

Lockpicking (Covert Actions; Ref). The character can pick mechanical (combination or key) locks. Some locks are more complex and require a difficult, or even an extremely difficult, skill check for success (GM's discretion). Without the proper tools, but with a tool of some

kind, lockpicking is a difficult task at best; a normal lock becomes difficult, a difficult lock becomes extremely difficult, and an extremely difficult lock becomes impossible.

Luck (Personality; Psy). This skill serves primarily as a last-ditch chance to save a character's life in a deadly situation. Whenever a character is threatened with a deadly situation, the player can make a Luck skill check; a successful Luck check indicates that the character has had an amazing stroke of fortune that can keep the character from facing a deadly situation.

The good fortune should be appropriate to the situation. A character falling from a cliff might be able to grab onto a ledge; a character who is drowning might grab a piece of floating debris. GMs are encouraged to ask players for suggestions of what type of lucky situation has occurred.

A successful Luck roll does not necessarily indicate avoidance of the life-threatening situation, simply a chance for avoidance; actual avoidance usually involves another skill or attribute check. Even if the character is able to take advantage of the lucky situation, she or he might still take damage.

The player must state that the Luck skill is being used *before* the results of the event are known. However, a kind GM will inform the player when a character faces a certain-death situation. When a campaign starts, the GM can inform players that the Luck skill can be used (even if their characters have not spent a skill slot on it) and could even remind them a few times in dangerous situations, asking if they would like to make a Luck roll.

Martial Arts (Combat/S; Ref). This specialty of the Unarmed Combat skill relies mostly on agility and a knowledge of vital spots. Using Martial Arts, the character can inflict more (and more lethal) damage on an opponent. The character can take an enhancement of a particular form of martial arts, such as Karate, Aikido, or Kung Fu. A character who takes an enhancement gains the normal +10 bonus for an enhancement, and also gains the ability to attack twice in the same round.

Mathematics (Sciences; Lea). The character is adept at manipulating numbers, and can do basic functions (addition, subtraction, multiplication, and division) without tools of any kind. With a pencil and paper, the character can determine square roots and figure complex equations; with a calculator, the character can solve very complex equations. Enhancements of this skill include Logic, Calculus, Geometry, and many other special areas of Mathematics.

Mechanical Engineering (Engineering/S; Lea). The character can build, repair, and design things with moving parts, and is quite familiar with the applications of simple machines (levers, inclined planes, and wheels). The skill concerns the physical properties of materials
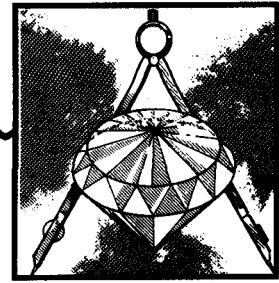
(durability, malleability, stress tolerances, friction, etc.) and geometric issues such as lever angles, gear ratios, and the like. The character can design and build muscle-powered machines; powered machines are a specialty, and vehicles a separate skill. Use of this skill sometimes requires tools or spells.

The prerequisite for this skill is Kinetics.

Melee Weapons (Combat; Ref). This is the skill for using muscle-powered, hand-wielded weapons. The character can use bludgeoning weapons, such as clubs and hammers. The character can use piercing or slashing weapons with the standard specialization penalty.

The character can take an enhancement for a specific type of bludgeoning weapon.

Metalsmithing (Crafts; Fit). The character can form metal into specific shapes, with the use of tools and heat. Most simple shapes are possible with this skill. Making good weapons (other than hammers) is a very difficult task, unless the character also has weaponcrafting. Doing fine work is a difficult task, and creating jewelry requires the art skill as well.

It is possible to take an enhancement for a specific type of metal.

Meteorology (Sciences/S; Lea). The character can predict the weather, recognize and interpret weather patterns, and know what weather to expect in a given location during a particular season. Without tools or spells, weather prediction and recognition of weather patterns are difficult tasks. When Meteorology is used to predict the weather, a successful skill check indicates a correct prediction for the next day, while a critical success (S2) indicates correct predictions for the coming week.

Military Animals (Military; Int). This is a skill that is not used often any more, because of the advent of automated vehicles; it is more common in poor or backwards nations, and on Hanahpu. The character can handle military animals, including in combat, from guiding a bulette to handling an elephant to riding a combat-trained horse effectively.

Military Science (Military; Lea). This skill reflects a knowledge of military history, with emphasis on strategy and tactics. The character can predict what an enemy will do in a given situation and to recognize what reactions would be most effective. In game terms, this usually means the GM gives the character further insight into the opposing forces, or possibly a bonus to rolls for advantage and/or initiative.

Military Vehicles (Military; Lea). The character is adept at driving large military vehicles. Most nations include training for all common military vehicles, so the character can pilot autobulettes, Incan walkers, attack carpets, and autodonts, as well as the more mundane jeeps and troop carriers.

Mirror Engineering (Engineering/S; Lea). The enchanted mirror was originally developed to look at different locations; modern mirrors have tuners that can adjust them to look at entertainment and news stations. The character can design, and knows how to construct, mirrors. In addition, the character can repair and tune mirrors, and knows how to construct a VMR (video mirror recording).

The character cannot create a mirror or VMR without the proper materials and spells and the Crystalglyph skill. It is possible, however, to create a temporary mirror by using spells on any reflective material.

The character must have both Sound and Photonics to take this skill.

Missile Launchers (Military/S; Int). The character is adept at operating and firing heavy military weapons that use magic to launch physical missiles (including large spell crystals) at a specific target. As with other heavy weapons, if equipment is intact, a skill check is all that is necessary to use the device and hit the target; if the weapon is not fully functional, the character must make a skill check and a Reflexes check.

The character can take an enhancement for a specific type of missile launcher.

Missile Weapons (Combat; Ref). The character can hit something with a standard, small, point-and-shoot missile weapon, like a gun, rifle, wand, or crossbow. Primitive missile weapons (bows and slings) are used with the standard specialization penalty.

The character can take an enhancement for a specific type of trigger-operated missile weapon.

Motion Glyph (Investigation/S; Lea). The character has specialized in the recognition and analysis of glyphs related to motion.

Motion Studies (Sciences/S; Lea). The character has specialized in the study of planetary and stellar movement. With this knowledge, the character can attempt space navigation, though it requires proper equipment and is still an extremely difficult task.

Music (Arts; Cha). The character knows how to read music, understands how a musical composition fits together, and knows something of music history. The character can sing and play musical instruments, both at the standard specialization penalty.

Navigation (Nature; Transportation; Int). The character can use maps, star sightings, landmarks, and compass to navigate on land or water. The character is also familiar with ocean currents for navigation on water. Without proper tools (or appropriate spells), Navigation is a difficult skill.

Oceanography (Sciences/S; Lea). The character is familiar with the tides and ocean currents, as well as features found in the oceans, including a basic knowledge of
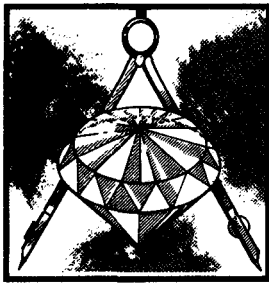
skills

oceanic plant and animal life. The character can navigate on the ocean, but this is a difficult task with tools or spells, and an extremely difficult task without.

Optical Engineering (Engineering/S; Lea). The character can build systems that use light, lenses (or light-bending spells), and color. This includes a basic knowledge of the transmission of video messages. See also the Mirror and Ball Engineering skills.

The prerequisite for this skill is Photonics.

Organized Sports (Athletics; Int). The character knows the rules of organized sports. This does not make the character good at the sport, it simply enables him or her to know the object of the sport, to use the equipment correctly, and to play by the rules. Activities performed during play of the sport often require Fitness or Reflexes checks. The character does not know the rules and equipment for sports that are seldom played (such as disc-golf), unless an enhancement is taken for that sport.

The character can take an enhancement for a specific sport. Group sports include Pokatok, Football, Baseball, Anetsa, and Soccer. Individual (or couples') sports include Tennis, Golf, Bowling, and various track-and-field endeavors. Besides the standard +10 bonus for knowledge of the game that comes with an enhancement, a character also gains a +10 bonus to skills related to the game, when those skills are used for the sport.

Paleontology (Sciences/S; Lea). This is the study of fossils and prehistoric eras. It includes knowledge of early continental arrangements and plate tectonics, giving the character an idea where to find fossils from a particular era.

Paramedic (Medicine/S; Lea). A paramedic can treat injured persons as defined by the Emergency Medicine skill. In addition, the character can administer medicinal drugs and recognize diseases. The character can restore 1d6 Stamina points to an injured person, or can choose to restore 1 Body point instead; as with First Aid, this action must be taken soon after the injury is sustained, and can be performed only once per injured person per set of injuries.

Parapsychology (Sciences/S; Lea). The character is knowledgeable about how the mind is used to focus magical energy for spellcasting. These are the people who classified the Psyche Focus skills and described how they work; they can recognize Psyche foci and Psyche Focus skills, as well as how good a caster is at using them.

Perception (Investigation; Int). This is the ability to notice something without searching. The skill check is rolled by the GM, to determine if the character notices a clue (or a misleading fact). Though the skill is mostly passive, the character can use it when scanning a room or area for something unusual. This skill is not especially useful in finding something hidden (unless it was hidden poorly); for that, the Searching skill is needed.

A successful Perception roll will penetrate a disguise, unless the person making the disguise had a critical success. A successful Perception check cannot see through successful Camouflage, Counterfeiting, or Stealth, or notice smuggling or cheating (with the Gambling skill); however, it can (on a difficult task roll) cause the character to notice something out of the ordinary and be prompted to use the Searching skill.

Pharmacology (Medicine/S; Lea). The character can prepare medicines and choose the correct one for a particular ailment. With a successful skill check, the character can make a sleep inducer, a pain-killer, or a poison. Preparing the remedy to a poison is a difficult task, extremely difficult if nothing is known about the poison. Making elixirs and medicines is impossible without the proper ingredients.

Philosophy (Humanities; Lea). The character has a knowledge of essential questions of cultural value systems and their possible answers.

Photography (Arts; Int). The character is adept at using spells or spell crystals to make pleasing, accurate, or dramatic photographs.

Photonics (Sciences/S; Lea). This is the study of the energies of the photonic spectrum (known as the electromagnetic spectrum in the real world). It includes knowledge of how the energies act, how they are produced, and how some of them may be used. Enhancements include Heat, Visible Light, and Esoteric Photonics (radiotelegraphy waves, microwaves, etc.).

Pickpocket (Covert Actions; Ref). The character can pick someone's pocket or otherwise remove an item from a person, or perform an act of sleight-of-hand. A potential victim with a good Intuition (50 or more) makes pickpocketing a difficult task; one with a very high Intuition (80 or higher) makes pickpocketing an extremely difficult task. If the character critically fails (F8), she or he has been noticed (and recognized as a pickpocket) by the victim.

Piercing Weapons (Combat/S; Ref). The character can use a muscle-powered, hand-wielded piercing weapon, such as a dagger or spear. Enhancements include specific types of piercing weapons.

Plant Lore (Nature; Lea). The character can identify normal plants, and knows how many can be used. This includes the skill of Herbalism, the use of plants for medicinal purposes. The character can find and make proper use of certain medicinal plants to prevent infection, lessen the effects of a known disease, reduce recovery time (for a disease) by half, halve the effects of a plant or animal poison, or to restore 1d4 Stamina points to a wounded character.

Poetry (Arts; Int). The character is adept at writing poetry, including sonnets, freeform poems, and song
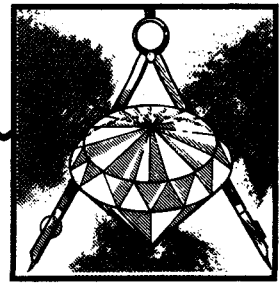
lyrics. The character can also skillfully recite poetry. Enhancements are available for specific types of poetry.

Political Science (Humanities; Lea). The character is knowledgeable about government and bureaucracy, knowing where to go to solve a given government-related problem. The character is also aware of current national, international, and interplanetary politics. This skill is related to the character's native country; using it for another country (except in relations to international relations) is a difficult task.

Potions (Magic/S; Lea). The character can store a spell in a potion. See Chapter 3: Magic for details on storing spells.

Pottery (Crafts; Ref). The character can make various useful containers from clay, using hands and perhaps a potter's wheel, and knows how to use glazes and kilns to finish them. The character can also make pleasing decorations with a successful use of the Art skill.

Powered Machines (Engineering/S; Lea). The character can build, repair, and design machines, as described in the Mechanical Engineering skill, that are powered by magic or some other energy. These are usually machines that are meant to sit in a specific place and perform some task; examples include conveyor belts, winches, and powered looms. Building a simple vehicle with this skill is a difficult task; building a complex vehicle is an extremely difficult task.

Programming (Computer; Lea). The character can create programs for computers, up to the limits of the device's capabilities. Examples include inventory programs and text processors. More complex programs require more time; while a simple inventory program could be written in a few minutes, a good text processor might take weeks to write and years to perfect. Prerequisites include Computer Systems and Mathematics.

Protection Glyph (Investigation/S; Lea). The character has specialized in the recognition and analysis of glyphs that protect an area or object, possibly by releasing a destructive spell at anyone who tries to pass. The character can determine how much area is protected by the glyph, and what happens to the transgressor.

Bypassing the glyph's trigger is another matter. Since most protection glyphs are used in crystalglyphs or triggered by spell crystals, Crystal Analysis is almost always needed to determine what a glyph's trigger setup is. There is a chance the character will activate the trigger while trying to analyze or bypass the glyph; this is based on the type of trigger and left to the GM.

If the Protection Glyph skill is used without Crystal Analysis, it can at least tell the character where the danger area is, and can indicate what type of precautions are best.

Psychology (Sciences/S; Lea). The character understands the emotions, thinking processes, and mental growth of intelligent beings. The character can take an enhancement for a specific area of psychology (such as Child or Behavioral) or for a certain race (such as Elf or Minotaur).

Pugilism (Combat/S; Ref). The character is trained in formal boxing, and can use this skill instead of basic Unarmed Combat. The character can attack twice per combat round, once with each fist. Pugilism cannot be used by a character who has been successfully grappled.

Remove Magic (Magic; Psy). The character can dispel stored or active magic safely. Magic is energy, and a spell gathers magic and shapes it for a specific purpose; its sudden release can be dangerous. This skill has a critical success rating of SI and a critical failure rating of F8. For details on how this skill is used, and what happens, see the section on dispelling magic in Chapter 3: Magic.

Repair (Engineering; Lea). Repair skills are acquired in reverse of the manner for Engineering skills. With Engineering skills, the character starts with a general skill, and takes a specialty or enhancement for a specific type of system; with Repair, the character starts with the ability to repair a specific kind of system, and takes Advanced Repair skills to gain ability with a general system.

A character with the basic Repair skill can effect repairs on a system that is a subspecialty or enhancement in the Engineering pool, and must choose a single system when taking the Repair skill. For instance, the character with the Repair skill could choose to know how to repair autocarriages, which is an enhancement of the Vehicle Engineering skill. Alternatively, the character could choose to repair crystal balls, since the Ball Engineering skill is a subspecialty of Wave Engineering, or powered machines, since that skill is a subspecialty of Kinetic Engineering.

Thorough repair of systems sometimes requires the Store Magic skill; if a glyph or crystalglyph has been damaged, or a crystal destroyed, the only way to effect complete repairs is by making a successful skill check using the appropriate Store Magic subspecialty (and knowing the appropriate spell). Likewise, Remove Magic and Interrupt Magic are often useful in repairs. Though none of these skills is required to take the Repair skill, they are recommended. Without them, the character is limited to repairing physical problems, such as dented fenders, bent shafts, cracks in mirrors, and so forth.

Note: The Esoteric Photonic Engineering skill has no enhancements or subspecialties listed beneath it. It can be taken as a Repair skill; see the Repair Group skill for more information.

Repair Group (Engineering/S; Lea). The character can repair items belonging to the Engineering specialty from which his or her Repair skill came. For instance, if
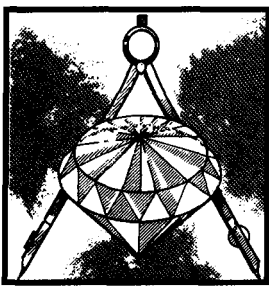
skills

the character chose Autocarriages as a Repair skill, the Repair Group skill allows the character to repair any vehicle. If the character took Crystal Balls as a Repair skill, the Repair Group skill allows the character to repair both optical and telaudio systems (since Ball Engineering is a specialty of both). Similarly, if a character chose Powered Machines as a Repair skill, the Repair Group skill allows the character to repair anything made with Mechanical Engineering (any muscle-powered machine).

Note: If Esoteric Photonic Systems was taken as a Repair skill, the Repair Group skill gains the character knowledge of repair of optical systems.

Repair Type (Engineering/S; Lea). The character can repair either Kinetic systems or Wave Energy Systems. The character can attempt repairs on any system under the same basic skill as his or her chosen Repair skill and Repair Group skill. The character who took autocarriages as a Repair skill can use the Repair Type skill to repair any Kinetic system, as could the character who took Powered Machines as a Repair skill. The character who took Crystal Ball as a Repair skill can repair any Wave Energy system.

Riding (Nature; Transportation; Int). The character can ride a tame animal, or guide a golem vehicle, coaxing the mount to perform well. The character can take an enhancement for Racing, or for a specific type of mount (all golem vehicles are considered part of a single, specific type). Riding an airborne mount is a difficult task, unless the character takes an enhancement for that type of mount; in that case, riding the airborne mount is a normal task, and the character does not receive the standard + 10 bonus for taking an enhancement.

Running (Athletics; Fit). The character is particularly good at running, and with a successful skill check, can run twice as long as normal before beginning to make Willpower checks (see the section on movement in the *System Guide).* Resting time is not lessened by use of this skill.

Scroll Analysis (Investigation; Lea). The character can analyze a scroll and can determine what spell is stored on it, without setting it off. If the character critically fails the attempt (F8), the spell on the scroll goes off as if it had been read.

Searching (Investigation; Int). This is something like an active version of the Perception skill; the character concentrates for a minute or more on looking around, and possibly touching things, and can find something hidden.

A person using Searching can penetrate Camouflage by scrutinizing an area where something is camouflaged; recognize Counterfeit money if Searching for fakery; penetrate even a critically successful Disguise if looking for a disguise; notice someone attempting Stealth if examining

the correct area; and discover Smuggling by Searching in the right place.

To use Searching the character must be able to see; complete darkness makes it extremely difficult. If successful on an extremely difficult skill check, the searcher can find a hidden door by feel, or a stealthy person by hearing.

Security Systems (Covert Actions; Lea). This skill combines portions of the Glyph Analysis and Crystal Analysis skills, since it is used for analysis of magical security systems that combine glyphs with crystals. This skill allows the character to recognize protection glyphs; determining the function of the glyph is a difficult task, and determining the area affected by the glyph is an extremely difficult task. The protection glyph must be seen for the Security Systems skill to be used. As indicated in the description of Crystal Analysis, the general type of trigger for a crystal is fairly obvious, if the crystal can be seen. Determining the specific type of trigger requires close examination of the crystal, plus a successful skill check. Analyzing the glyph portion of a crystalglyph often requires a microscope.

There is a chance that the spell(s) in the security system will go off; the chance is based on the type of trigger, the character's precautions, and the will of the GM.

A character with Crystal Analysis and Glyph Analysis could also analyze security systems; the Security Systems skill offers a way to specialize by spending just one skill slot.

Sewing (Crafts; Ref). The character can sew, repairing clothing or making new clothing following a pattern. When used with the Art skill, Sewing allows a character to design clothing.

Slashing Weapons (Combat/S; Ref). The character can use a muscle-powered, hand-wielded slashing weapon, such as a battle axe or long sword. Enhancements include specific types of slashing weapons.

Sling (Combat/S; Ref). The character can use a sling (a thong with a pocket, into which a stone or other item is placed; the sling is whirled and one end released, to propel the missile).

Smuggling (Covert Actions; Int). The character can hide contraband in a vehicle or in a person's effects, and sneak it past authorities. A character using Perception will not notice Smuggling, but one Searching the right area will.

Sociology (Humanities; Lea). The character is familiar with group dynamics, and can predict how a group of civilized people will act in a given situation.

Solid Engineering (Engineering/S; Lea). The character understands how to build things out of solid matter; this skill includes architecture, earthworks, bridge-building, and other works of construction. The character can take an enhancement for a specific type of Solid Engineering.
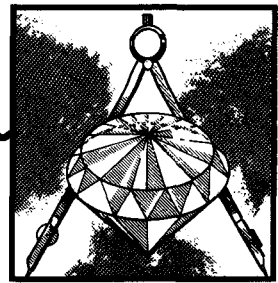
The prerequisite for this skill is Kinetics.

Sound (Sciences/S; **Lea**). This is the study of sound energy, how it is created and used, how it acts, and so forth.

Space **Navigation (Transportation; Lea).** The character can guide a craft through interplanetary space. This skill requires a thorough knowledge of stellar positions and of the relative positions of solar bodies. In the MAGITECH™ game, spacecraft are launched from very specific sites, and sent in the general direction of their destination. An individual on board must make adjustment, using spells, or on rare craft, built-in spell charges, to guide the craft. Without the Space Navigation skill, the craft's pilot is almost sure *to* stray from the desired path, probably extending the length of the voyage. Tools or spells are needed for this skill; without them, Space Navigation is an extremely difficult task.

Spacecraft (Transportation; Lea). The character knows the basics of operating a craft on a voyage through space, including what spells (cast or stored) to use to change the spacecraft's course. The character also knows basic launch procedure and safety requirements. This skill does not grant its possessor the ability to navigate in space, nor does grant automatic knowledge of the spells needed for survival in space.

Specialized Medicine (Medicine/S; Lea). The character has chosen a specific area of medicine to study, such as circulation problems, bone problems, or ear, nose, and throat ailments. Pathology (the study of disease) and Psychiatry are also possibilities.

Specialized Surgery (Medicine/S; Lea). The character has specialized in performing surgery on a particular organ or bodily system, such as the heart, brain, or joints. The prerequisite for specialized surgery is the appropriate enhancement of the Anatomy skill.

Spell Analysis (Investigation; Lea). The character can analyze a spell that occurs in the vicinity, determining what the spell is. Unless the character sees the source of the spell, determining the source is a difficult task. The source can be defined only in general terms (active caster, scroll, potion, crystal, glyph, or crystalglyph). Within one hour after a spell ends, Spell Analysis can determine the specific spell that was cast, but this is an extremely difficult task. If the spell was actively cast, rather than stored, Spell Analysis can be used to determine who cast the spell; again, this is a difficult task, and it is impossible unless the spell occurs while the spell analyzing character is present, and Spell Analysis is used during or immediately after the spell's duration.

Spell Launchers (Military/S; Int). The character has specialized in heavy weapons that use large crystal charges to project a spell over a great distance, like a huge magical wand. This category does not include weapons that launch spell crystals over great distances; those are covered under Heavy Weapons and Missile Launchers. As with other heavy weapons, if equipment is intact, a skill check is all that is necessary to use the device and hit the target; if the weapon is not fully functional, the character must make a skill check and a Reflexes check.

The character can take an enhancement for a specific type of Spell Launcher.

Stealth (Covert Actions; Ref). This is the ability to be quiet and to use existing shadows or obstacles to hide. The character can hide in a forest or in a darkened alley, or can move through a crowd without being noticed. Normal use of Stealth assumes the character is wearing appropriate clothing and moving slowly or not at all (or if remaining unnoticed in a crowd, is moving with the flow of the crowd). If the character wears noticeable clothing, has little cover, or walks on a noisy surface, Stealth is a difficult task. If the character is somehow visually striking, the light is bright, the walking surface is designed to be noisy, or cover is very sparse, Stealth is an extremely difficult task. Some conditions make it impossible to be stealthy, while particularly favorable conditions might give the character bonuses (GM's discretion).

A character making a successful Searching skill check will notice a successfully stealthy character, if the searcher is looking the right way and there is enough light to see by.

Stonemasonry (Crafts; Fit). The character can build structures of stone (walls, arches, buildings, towers) and can shape stone into basic forms (blocks, columns, etc.). Unusual or complex constructions require a plan prepared by someone with Solid Engineering.

Store Spell (Magic; **Lea**). The character can store a spell in a scroll, and can use other methods of Spell Storage with the standard specialization penalties. See Chapter 3: Magic for details on storing spells. The prerequisite for this skill is the Energy Science skill.

Streetwise (Personality; Int). The character can communicate effectively with denizens of urban streets and recognize safe or unsafe settings, and knows how and where to seek things. The skill could be called Urban Survival.

Subatomics (Sciences/S; **Lea**). This specialty of Alchemy is the science of radiation and subatomic particles. The character has concentrated on electrons, protons, neutron, and smaller particles, and knows all about radioactivity and radioactive elements.

Surgery (Medicine/S; **Lea**). The character can perform internal surgery on injured or diseased persons to relieve their ailments. This includes removal of foreign objects, repair of organs, setting of severely fractured bones, and removal of diseased or severely damaged organs.
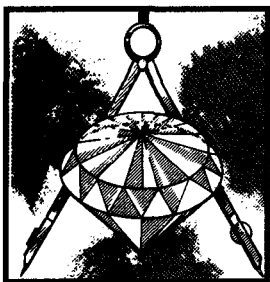
skills

Survival (Nature; **Int**). The character can survive for an extended period in a harsh natural environment, even if the character has not brought along adequate resources. Bringing along plenty of rations, water, and a tent obviates the need for this skill.

The character can recognize sources of food and water, find or build basic shelter, and ration resources as necessary. Severe lack of resources or particularly harsh environments make Survival a difficult task. On a critical success (S1), the character manages in perfect health; with success, the character loses 1 Stamina point per day. With failure, the character loses 1d4 Stamina points per day and 1 Body point per week; on a critical failure (set by the GM depending on the harshness of the environment), the character loses 1 Body point per day.

The character can show others how to survive, so the group shares the fate of the character with the best Survival score, who is the only one in the group to make a skill check (because it is assumed the other characters listen to him or her for at least one day).

Swimming (Athletics; Fit). The character can stay afloat indefinitely, and can move through the water at a top speed equal to one-fourth his or her Fitness (rounded down) in meters per round. This speed can be maintained for a number of minutes equal to the tens digit of the character's Willpower. Each minute of Swimming thereafter requires another Willpower check to maintain speed (there is a drop in speed regardless, but it is minor in game terms).

The character can maintain half maximum speed for a number of minutes equal to the character's Willpower, plus a minute for every consecutive successful Willpower check. The character can also swim great distances at a slower pace, with floating rest breaks, up to a number of kilometers equal to the character's Fitness, provided she or he makes a successful Willpower check every 10 kilometers.

While swimming, the character can carry a number of kilograms equal to the tens digit of his or her Fitness, or can pull twice that much mass over the surface of the water. Half-maximum weight causes Willpower checks to be difficult; maximum weight causes them to be extremely difficult.

Telaudio Engineering (Engineering/S; **Lea**). The character can design, operate, and repair systems for amplifying or receiving sound, including adjusting the tuners of telaudio setups. The character also knows how to make audio recordings.

The prerequisite for this skill is the Sound skill.

Theology (**Humanities; Lea**). The character is familiar with beliefs in the supernatural and the systems of
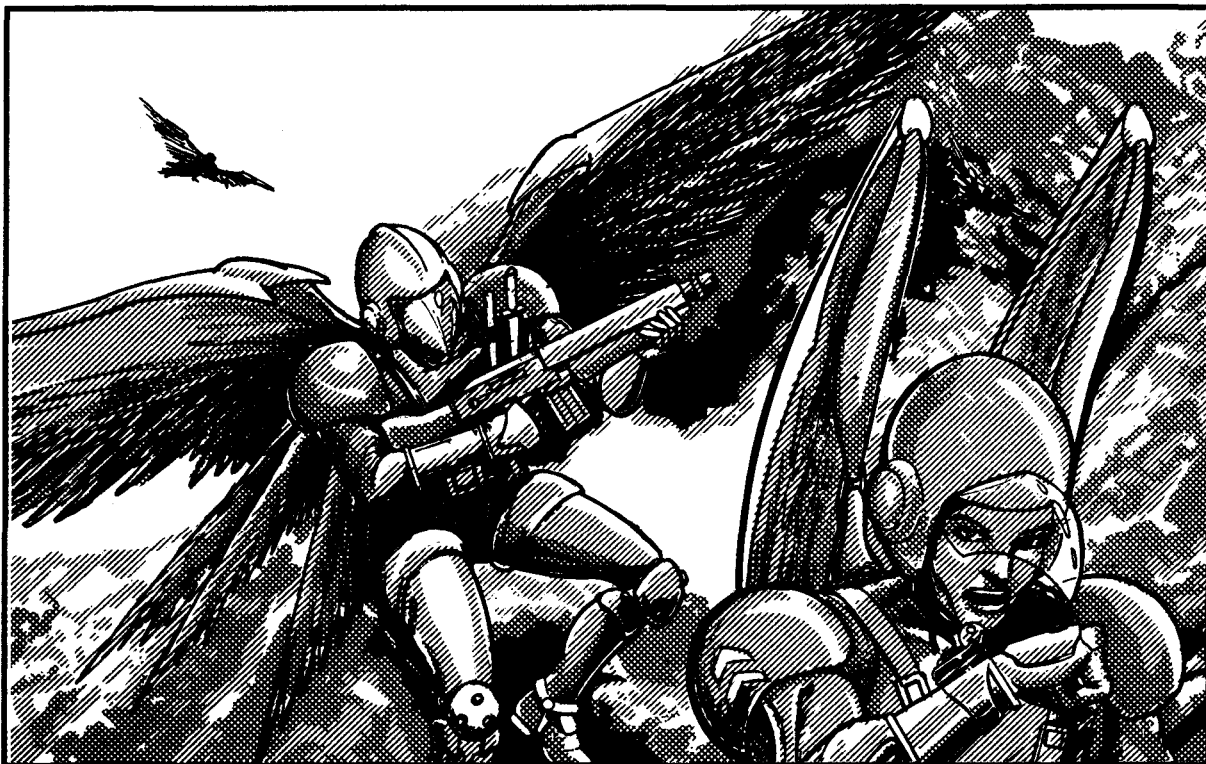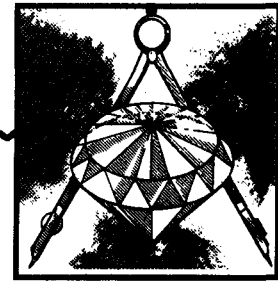
worship that arise around them. Characters can take an enhancement for knowledge of a particular religion.

Thermal Engineering (Engineering/S; Lea). The character can design or repair systems that adjust the temperature of their surroundings, from space heaters to central air.

The character can take an enhancement for either Heating Systems or Cooling Systems.

This skill's prerequisite is Photonics.

Throwing (Athletics; Combat; Ref). The character can aim throws. A character who takes the skill from the Athletics pool can take an enhancement for a specific piece of sports equipment, such as a Football, Baseball, or Javelin. A character who takes the skill from the Combat pool can choose an enhancement for a specific thrown missile weapon, such as a Throwing Axe, a Knife, a Spear, or a Javelin.

Tracking (Nature; Int). The character can follow a creature's trail in a natural setting. In bad weather, or with trails over a day old, tracking is a difficult task. Following older trails, trails in rocky areas, or trails obscured purposely or by natural occurrence, is an extremely difficult task. One check must be made every mile or whenever a puzzling point—such as a stream or rocky surface—is reached.

The character can determine what made the tracks with a simple skill check, or a difficult skill check if the tracks have been obscured.

Unarmed Combat (Combat; Ref). This is basic brawling; the character uses brute force and simple maneuvers, rather than any sort of technique, to beat an opponent senseless. The character can use refined methods (Pugilism, Martial Arts, and Wrestling) at the standard specialization penalty.

Vehicle Engineering (Engineering/S; Lea). The character can design and repair vehicles of all types: carpets, autocarriages, boats, wings, spacecraft, military machines, and so forth.

With this skill, the character can also drive military vehicles, though getting the vehicle to perform well is a difficult task.

The character can take an enhancement for a specific type of vehicle. Building golem vehicles requires a skill check against the Golem Engineering skill as well.

The prerequisite for this skill is Kinetics.

Vocal Music (Arts/S; Cha). The character can sing. Enhancements are available for specific types of songs, like country, opera, or rock.

Wandcrafting (Crafts/S; Lea). The character can repair and craft wands. See Chapter 5: Items and Equipment for details about modern wands.

Wave Energy Engineering (Engineering; Lea). The character can design control systems, such as those used in computers, crystal balls, and mirrors; this includes selecting the proper glyphs and triggers for the various components. The character can perform any specialty of Wave Engineering with the standard penalties.

The prerequisites for this skill are Energy Sciences and Mathematics.

Weaponcrafting (Crafts; Lea). The character can make basic melee weapons, from clubs to fine swords; making metal weapons requires a successful check against the Metalsmithing skill as well. An exceptional weapon can be crafted with a critical success (SO) on the Weaponcrafting roll. The character can make missile weapons with the standard penalty for specialization.

Weather Sense (Nature; Int). The character cannot analyze weather patterns, but can sense them, and can predict the weather for the coming day. With a critical success (SO), the character can accurately predict the weather for up to a week.

Wings (Transportation; Fit). The character can use magical wings for personal transportation. The character can take an enhancement for Racing or for a specific make of wings.

Wrestling (Combat/S; Ref). The character can grapple an opponent to restrain or immobilize the individual. The first successful grappling attack indicates the character has closed with the opponent; no damage is caused. If in the next round, the character succeeds again, she or he has grappled the opponent and caused normal damage. If the character makes a difficult Wrestling skill check, after already having grappled the opponent, the opponent is pinned. A character who has grappled an opponent can cause normal damage each round (Id4/0), as long as the opponent remains grappled or pinned.

It is a difficult task for a grappled individual to hit a target. It is extremely difficult for a pinned character to hit anything.

A grappled or pinned character can be freed by others (on a successful attack) or can become free by making a successful grappling attack. A pinned character who makes a successful attack becomes only grappled. A grappled character who successfully attacks breaks free.

Writing (Arts; Int). The character can write entertaining and effective prose. The character can take an enhancement for Fiction, Nonfiction, Drama, Journalism, Game Design, or another area of writing.

Zoology (Sciences/S; Lea). The character knows about various normal animals: where they live, how they react, what kind of animals live in a certain area, and so forth. The character can predict the behavior of a normal animal.

Enhancements are available for certain areas (like Australia or Africa) or particular categories of animals (such as Reptiles or Mammals).
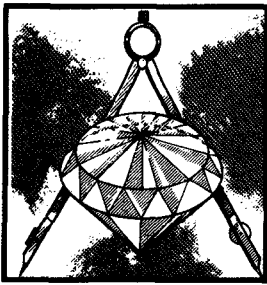
Chapter 3: Magic

Magic is the heart of the MAGITECH™ universe, and it plays an important role in the daily life of the characters, as well as in their adventures. This chapter discusses both the background and the game mechanics related to modern theories of magic, plus their application, tools of the trade, and education for spellcasting.

Casting Spells

Spellcasting is basically automatic: if a PC wants to cast a spell, and has a high enough Psyche to do so, the spell is cast. No die roll is required to cast a spell, though getting the desired effects may require a die roll. This is analogous to a warrior who swings a sword or shoots a pistol; neither action requires a roll, but if the character wishes to hit something with the weapon, a roll is necessary.

Likewise, if Blackfeather the combat veteran wants to cast *a firewall,* he wills it, and a wall of fire appears. If he wants it to be placed between him and an approaching group of enemies who are 100 yards away, there is no problem; it appears about 50 yards away. If Blackfeather instead wants to place the *firewall* on the second rank of enemies, a Reflexes roll is required, just as in missile fire. The more precise the placement, the more difficult the required roll—but the *firewall* appears somewhere.

The character must concentrate for a time to cast any spell. There is a chance for an enemy to disrupt spellcasting; see the following sections on increasing Psyche and dispelling magic, as well as Chapter 6 for details on using spells in combat.

As mentioned, the character must have a Psyche high enough to cast the spell; the character's Psyche must be equal to or greater than the spell's difficulty. Fortunately, there are many ways for a spellcaster to boost effective Psyche, by using the various tools and procedures for spellcasting (as described later in this chapter). The casting time for most spells is one second; this is adjusted upward when Psyche Focus skills are used. Regardless of the casting time, no more than one spell can be cast by a single caster in one round (10 seconds). For more spellcasting information, see Chapter 4: Spells.

Before the applications of magic are discussed, a knowledge of magic's development and limitations is desirable.

Background Information

Magic, in its purest form, is very similar to mathematics; a clear understanding of numbers and logic helps any charac-

ter cast spells. Since magic is based on mathematics and symbolic logic, most common spells are written as equations.
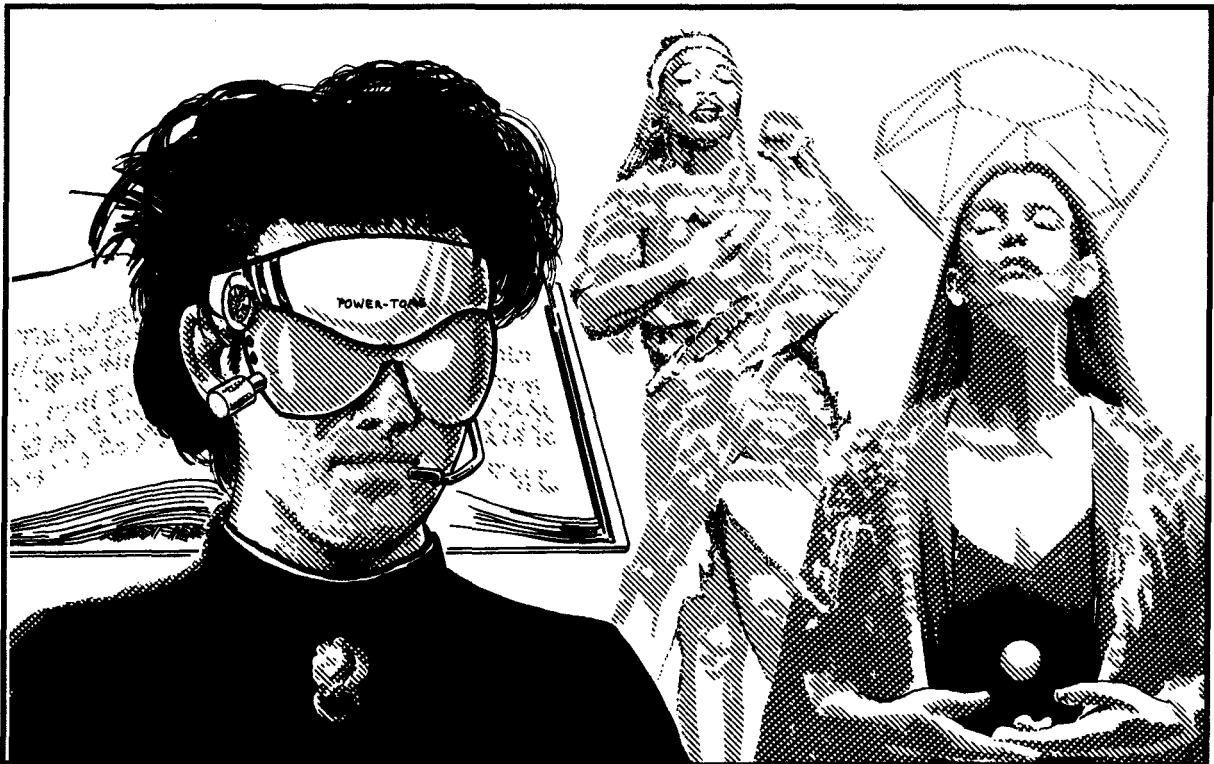
Such was not always the case, and even today, not all spells can be reduced to mathematical formulae. In more primitive societies, symbolic logic was used in place of formal mathematics, but the effects were (and still are) the same. In its way, symbolic logic (throwing water to create rain, for instance) is also an equation.

For centuries, many societies have sought to explain magic scientifically. The Egyptians, Greeks, Mayans, and Chinese all had made significant achievements before Western Europe entered the picture. Still, many discoveries and formulae are credited to Western Europeans, because they felt the need to write them down. Many other societies simply taught the means to cast spells to the deserving in their cultures, though scrolls, books, and tablets are sometimes found describing spell procedures. Western Europeans, and later the Americans, were responsible for the spread of spellcasting to all levels of society.

THEORY

Magic is a force that is found throughout the universe, like gravitation and nuclear forces. Gravity is a strong force, dependent on the amount of matter generating it; it has great range, but gets weaker with distance. Nuclear forces are very strong, holding atoms together, but have ranges on an atomic scale.

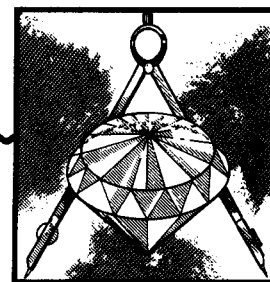Magic, in comparison, is relatively weak in its natural state; it is spread through all things. Magic has been found in concentrated form in various places, such as in deposits of petracrystals, but whether these are natural, or ancient and artificial, remains a matter for debate. Though magic is normally spread out, however, people with high Psyche ratings can manipulate it, concentrate it, to overcome other forces, control energy, and do many other things.

Magic does have limitations. For one, magic is limited by distance. Generally speaking, a magician can affect only that which can be seen, or something within visual range. Clairvoyance and certain items can overcome this limitation, extending a spellcaster's visual range.

Even then, a caster cannot affect something farther away than 12,800 kilometers, the approximate diameter of the Earth. Thus, though a mage can see the moon's surface, and with a telescope can even make out details, the mage cannot stand on Earth and cast a spell that affects something on the moon's surface.

Magic is also ineffective against certain elements, because of the make-up of the electron shells of their atoms. While most metals are unaffected by magic, a few metals and most nonmetals can be manipulated by magic and even changed into other elements by powerful quan-

tum magicians. Those elements that are off-limits cannot be changed, moved, or harmed by magic, nor can magic pass through them; they are commonly known as the anti-magic elements. Magic can sometimes bypass these substances, or can create effects that can harm or manipulate them. A periodic table of elements would be a useful reference, but it is not necessary to play the game; the following explains which elements cannot be manipulated, and which ones can.

No metal in groups III through VII on a periodic table of elements can be directly affected in any way by magic. This means that elements with the following atomic numbers are off-limits to magical manipulation: 13, 21-28, 31-32, 39-46, 49-51, 72-78, and 81-84. These metals include chromium, manganese, cobalt, nickel, tungsten, tin, platinum, and most importantly, aluminum, lead, and iron.

The only metals that can be affected by magic are in groups I A, II A, I B, and II B. These include the "alkali metals" (hydrogen, lithium, sodium, potassium, rubidium, cesium, francium), the "alkaline Earth metals" (beryllium, magnesium, calcium, strontium, barium, radium), the "precious metals" (copper, silver, gold), and a few others (zinc, cadmium, mercury).

In practical terms, this means that aluminum, lead, and iron cannot be enchanted, and can serve as shields against pure magical force. It also means that copper, silver, and gold are good for enchantments (enchanted, these elements are called orichalcum, mithril, and aurum, respectively). Thus, light plate mail is effective against magical force, and enchanted weapons are usually composed of minerals or precious metals.

Nonmetals are also susceptible to enchantment and manipulation; these include carbon, oxygen, nitrogen, fluorine, silicon, sulfur, and arsenic. The noble gasses (helium, neon, etc.) can be moved by magic, and caused to glow, but cannot be combined, created, or transmuted by magic.

The rare Earth elements of the lanthanide and actinide series (among them uranium and plutonium) can be manipulated by magic, but the effects are unpredictable and very dangerous. A few early experiments with these elements resulted in explosions, magical mutations, and worse. Enchanted uranium has been harnessed on one occasion as a weapon, which destroyed most life on the islands of Japan at the end of the second World War.

Once scientists understood the relationships between magic and the elements, they understood why alchemists for centuries had been unable to turn lead into gold—because lead was immune to direct magic. Other stories, such as Rumpelstiltskin's trick of turning straw into gold, gained a ring of truth.

It is important to note that traces of anti-magic elements do not prevent a caster from affecting a substance.
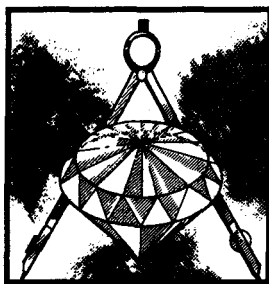
MAGIC

Many spells manipulate energies and forces that can affect anti-magic elements, so the magic does not work directly against such an element. For instance, a *burn* spell uses magic to concentrate heat; concentrated heat can melt anti-magic metals. Alloys, thorough meldings of metals, cannot be affected by direct magic if anti-magic elements make up more than a quarter of their mass.

APPLICATION

There are two basic types of spellcasting, procedure-based and results-based. Each has its own advantages and disadvantages. Using one does not prevent a caster from using the other.

Procedure-based spellcasting focuses on how something happens; the spellcaster thinks of the spell's equation and uses Psyche to make the events occur. Player characters must learn the equations, and occasionally review them, to effectively use them. Knowledge of a spell is based on the character's Learning. A problem with procedure-based spellcasting is that it requires knowledge of the equation (or procedure using symbolic logic); not every spell has a known equation.

Results-based spellcasting focuses on the results of a spell; the spellcaster mentally pictures the desired results and bends reality to make the results occur. With this kind of spellcasting, the caster need not know an equation, or can get by with only a partial equation. Knowledge of these spells is sometimes more difficult to acquire, because the learning methods are less clear and there are fewer teachers for the spells.

Spellcasting of either type is accomplished by using one's psyche to manipulate magic. Most player characters have a high enough Psyche rating to cast a variety of spells. When the character's Psyche is not high enough to cast a specific spell, tools can be used to boost the caster's effective Psyche.

LEARNING SPELLS

In days of old, those who wished to learn spellcasting were apprenticed to master wizards who taught them all they needed to know. Later advances brought to light the relationship between mathematics and magic, and learning magic became formalized in the educational system.

In most modern cultures, students study spellcasting in classrooms, using the equations gleaned from years of study and experimentation. Almost all students know a few simple spells by the time they graduate high school, because these are the technical skills required by the modern job market.

At a university, a student usually takes a class in a field of study. If the student also wishes to learn spells related to that subject, the laboratory or methods class for the subject teaches related spells as well as other procedures and methods.

For instance, a German dwarf named Klaus wants to become an archaeologist. He enrolls in classes that teach him the theories behind archaeology. Later, he takes a methods class that shows him what to look for at a suspected archaeological site. In addition, he is taught how to cast a special *excavate* spell that gently uncovers items hidden by the Earth. If he has problems with the spell, he is taught more old-fashioned methods, using shovels and brushes—but he may not be allowed much field work.

In many areas, there are private schools that teach spellcasting. These range from a skilled wizard teaching a small class, to a master teaching one or two apprentices. Some private schools and individual masters teach results-based, intuitive magic.

In some countries, certain spells are illegal, or are restricted in use and require a license. To learn any spell, the character must have access to someone who knows it; with illegal or restricted spells, access may be difficult, and should be monitored by the GM.

There are ways to learn magic without classes of any kind, and even without a tutor. In the past, people who learned spells without teaching, through Intuition and natural ability, were referred to as psychics. They have a seemingly natural ability to use arcane powers such as clairvoyance and precognition. These people are very rare and have special constraints, as explained later in this chapter.

Spells can also be learned by studying ancient books, from handwritten medieval tomes to painted Mayan bark-books, to ancient clay tablets. These sources rarely describe simple spell equations, for most of those were not discovered until the 1400s and later. Instead, the old books describe elaborate procedures for casting a spell, often involving drawing symbols, chanting mantras, or other odd methods. Most of these are not necessary to cast the spell involved; they are simply tools used by the original caster to augment his or her effective Psyche.

Except for the rare master who chooses only students with very high Psyche ratings, all learning institutions, from universities to private tutors, teach spellcasters how to use the tools and procedures of magic. Effective Psyche can be increased if a spellcaster learns how to properly use various tools, thus allowing the budding mage to cast more difficult spells.

TOOLS OF THE TRADE

Many tools are available to the prospective mage. Old paintings show European wizards with conical hats and robes covered with symbols, or Mayan spellcasters wear-

ing tattoos. As odd as some of these things may look, there is a sound scientific basis for their use.
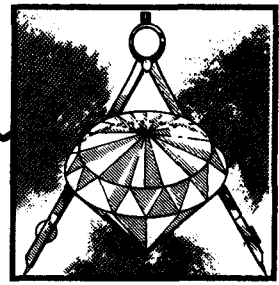
Mathematical forms can help a mage focus, if the mage learns how to use them; thus the conical hat. Other forms and symbols can help to focus Psyche as well, increasing a spellcaster's effective Psyche. Likewise, singing, dancing, and other activities can be applied to spellcasting.

To use a tool to cast a spell, a mage must have the skill to use the tool. All such skills are learned skills, so require some formal training.

GAME RULES FOR LEARNING SPELLS

First and foremost, to learn a spell, a character must have access to it. This is obtained by taking classes, studying with a master, or by finding an old book of spells. In game terms, to know a spell at the beginning of the game, a character must know a skill related to it, or have a profession that allows a wider selection. Later, the character can sacrifice game time to learn new skills and spells. See Chapter 2: Skills for details on learning skills, and see the following text for time required to learn new spells.

Each spell is defined by two characteristics: difficulty and duration. The first, difficulty, plays a part in both learning and casting the spell.

LEARNING: THE COMPLICATED EXPLANATION

Whatever the source of a player character's knowledge of a spell formula, whether it be an ancient tome, a revered master, or a university class, the actual learning of a spell relies on one die roll.

The roll is based on the character's Learning and the spell's difficulty. The character has a chance to learn equal to the character's Learning attribute, adjusted by the difference between the Learning attribute and the spell's difficulty. The PC receives a penalty to the roll if the difficulty is greater than the Learning score, or a bonus if the Learning score is greater than the difficulty.

Fortunately, this procedure can be expressed in a very simple equation, and it is needed only once per spell.

LEARNING: THE SIMPLE PROCEDURE

To see if a character learns a spell, multiply the character's learning score by two, then subtract the spell's difficulty; this gives the character's percentage chance to learn the spell.

(Learning x 2) - Difficulty = Chance to learn

The player should roll percentile dice; if the roll is equal to or less than the chance to learn, the character has learned the spell formula.

A character must generally know a related skill to learn a spell; some professions allow a greater selection. Also note that if a spell is related to a specialty skill, it can be learned through the basic skill, but at a penalty of + 10 to the spell's difficulty per level of specialization.

Important note: Learning cannot be taxed to increase a character's chance to learn a spell (see Chapter 6: Running the MAGITECH™ Game for information on taxing attributes).

SPELLS WITHOUT EQUATIONS

As mentioned, not all spells have known formulae; some have partial formulae. These must be learned with a results-based casting method, perhaps combined with procedure-based. The game mechanics and effects are the same for these spells, though they are generally more difficult to learn and to cast.

The character must have the opportunity to learn a spell. The opportunity does not necessarily come from a class, though certain masters can teach the correct inner focus needed for understanding of the spell. Likewise, certain secret societies (such as vampires) know special spells that they teach to their members. Having a related skill can also help; an archaeologist may eventually intuit how to cast an *excavate* spell. If the character receives some instruction, or the spell is related to an often-used skill, or an often-performed task, the roll to learn is normal.

SPECIAL LEARNING SITUATIONS

A character can also learn a spell by observing someone who knows it, or be encouraged by a dangerous situation. For instance, a character could watch a companion cast a certain spell every day; or a character in danger of drowning may suddenly be inspired to intuitively learn how to cast *breathe water.* Either of these situations is rare, and learning the spell is based on Intuition. To succeed in intuiting a spell either by simple observation or by response to danger, the character must make roll a critical success on a spell learning check based on Intuition instead of Learning. The critical success rating is equal to the tens digit of the character's Psyche.

For example, suppose Ariel, a wizard of some stature, falls overboard from a ship, and is quickly left behind. She is not a good swimmer, and is in danger of drowning. The GM allows her one chance to make an intuitive breakthrough and discover how to use *breathe water.* Ariel has an Intuition of 67, and a Psyche of 53; the spell's difficulty is 50. Ariel's normal chance to intuit the spell is 84, so she must make a percentile roll of 27 or less, and the 1s
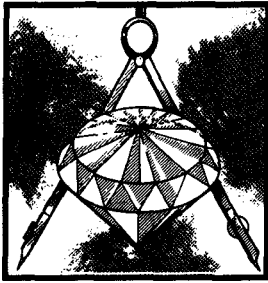
digit of the roll must be 5 or less.

A danger-prompted intuitive breakthrough does allow the character to tax Intuition; this is the only occasion when spell learning ability can be taxed.

In all cases of intuitive learning, the GM decides if the spellcaster has the opportunity to pick up clues about a spell: whether a society of NPCs teaches the character, whether the PC uses the relevant skill enough, whether a master is willing to teach the character to focus properly, whether danger is great enough, and so forth.

With some practice (GM's discretion), the character can remember an intuited spell indefinitely. If the character intuits a spell and then does not use it or think about it for a week, the character forgets it. A character who has intuited a spell can later learn the formal equation, if one exists. Previous intuitive knowledge of *a* spell gains the character no advantage in learning the spell formally.

TIME REQUIRED
FOR LEARNING SPELLS

To learn a spell related to a skill the character already knows, the character must study for a number of hours equal to the spell's difficulty number. The hours of study must all occur within a nine week period, and up to six different spells can be learned in the same nine week period. Learning spells at the same time as the character learns skills is possible, without extending the learning time.

Skills must be known at least marginally. As explained in Chapter 2: Skills, a character can use many skills at half-efficiency, even without learning that skill. In these cases, the character must make a successful skill check, as well as a spell learning check, to learn the spell. For instance, Swimming is a Fitness- based skill. Using our previous example, Ariel, we discover that she has a Fitness of 64. Though she has never learned to swim, she has a base chance of 32 to keep afloat. Suppose she failed to intuit the *breathe water* spell, but managed to reach safety anyway, and later decided to learn *breathe water* as a precaution. To do so, since she does not know Alchemy (the other skill base for *breathe water),* she must make a successful Swimming check and a successful spell learning check.

If the spell relates only to a Learning-based skill that the character does not possess, the character must gain some proficiency, a half-skill or full skill, before attempting to learn the spell.

LEARNING FROM
ANCIENT WRITINGS

As mentioned, sometimes spells can be found in old writings, but often in an obscured form, seldom with a formal equation. To decipher an ancient text, a character must know the language or have a translator of some kind. Correct deciphering requires a skill check, even with the character's primary language, for the text may use unfamiliar jargon.

Once the text is deciphered, the character must interpret it, by making a successful Intuition check, and a successful Learning check, to decide which parts of the spell description are incorrect, unnecessary, or missing. If either check fails, the character must repeat the interpretation stage.

Only after this is done can the PC make a spell learning check to understand the spell. A wise spellcaster also transcribes the spell into a new form, so that it can be referenced later.

Learning a spell in this manner requires the same amount of time as normal learning, but translating, interpreting, and transcribing often add more time; the exact amount is left to the GM's discretion.

RECORDING SPELLS

Most casters, after learning a spell, prefer to keep a record of it, so they always have a copy with which to refresh their memories. Some choose to carry around college texts, such as an alchemy book or a calculus text; others carry a book or notebook into which they have placed their commonly used spells and any other pertinent information.

Some mages may even choose to take advantage of modern magic, using a portable computer to store their spells. A few may even go so far as to have their spells stored in a special crystal and implanted into their heads (a very new procedure), so that the spell information is always with them. See Chapter 5: Items and Equipment for samples of items used to record and store spells.

KEEPING SHARP

Just as a runner practices running every day, or a gunslinger practices frequently with a gun, a spellcaster must take some time to keep his or her skills sharp. Most active spellcasters spend a few hours each day reviewing formulae and disciplines for spellcasting, just to stay in practice. On the other hand, a wizard who uses a particular spell every day will seldom have to review its formula.

The amount of time required for daily study is left to the GM; a good guideline is one to four hours a day. A character never has to roll to successfully cast a spell—assuming the character has studied or used the spell sometime in the recent past. However, if a mage goes days without casting spells or studying, the GM has the right to have the PC make a successful Learning check to remember a spell.
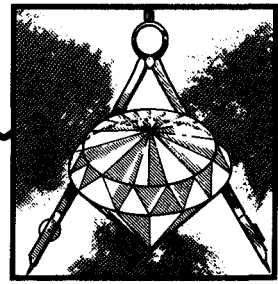
CHANGING EFFECTIVE PSYCHE

There are many ways to boost effective Psyche, described in terms of nine basic skills. Each character should have a particular way of combining skills; a method is a combination of basic skills used together to focus Psyche. It is often necessary to choose a specific technique, almost a specialization, for using a basic skill. For example, as explained in the following text, singing is a method that combines the skills of Voice, Tone, and Rhythm; finger-snapping is a technique for using the Rhythm skill.

As noted in Chapter 2: Skills, there are nine Psyche Focus skills: Color, Form, Idea, Link, Motion, Rhythm, Symbol, Tone, and Voice. It is necessary to spend a skill slot to learn a single type of Psyche Focus. Using a Psyche Focus skill boosts the character's effective Psyche by +5. A second skill slot can be spent on the same skill; a skill improved in this way gives the character a +10 bonus to effective Psyche. No more than two slots can be spent on a single focus skill.

When a Psyche Focus skill is learned, the character usually chooses a particular technique for using that skill, and uses that technique for all spells. A character cannot use two techniques of the same skill for a single casting, nor the same technique twice, without radically increasing the time needed to cast the spell (see the following section on casting time).

For example, the character Mfon learns the Motion skill, by devoting a skill slot to it. He chooses Pointing as his technique, and gains +5 to effective Psyche when pointing at his target during spellcasting. Sometimes he uses a kicking motion instead; since he has the Motion skill, kicking also grants him a +5 to effective Psyche, as long as he focuses on it. However, using both pointing and kicking for the same casting takes an extra combat round, as does using pointing twice for the same casting.

Later, when Mfon has earned enough experience to buy another skill slot, he decides to spend it on his Motion skill. He increases his bonus to +10, receiving the bonus for spellcasting whenever he focuses on the motion he makes.

The maximum effective Psyche bonus possible by use of these skills is +90. The character is limited by natural Psyche, and cannot do more than double his or her natural Psyche. Suppose Mfon had a natural Psyche of 53; he could gain a Psyche increase of up to +53 through Focus skills, boosting effective Psyche to 106. The character can learn skills beyond what are actually useful; for instance, if Mfon learned Psyche Focus skills that would provide a total +60 bonus, only +53 could actually be applied.

It is possible, though expensive, to tax Psyche for the purpose of spellcasting, bypassing the need to use Psyche Focus skills, or augmenting them. Even by combining taxing with Focus skills, it is impossible for a character to do more than double his or her natural Psyche. See Chapter 6: Running the MAGITECH™ Game for details on taxing attributes.

There are certain items, such as a *genie's heart* and certain pyramids, which can exceed the normal maximum Psyche boost, with peril. See Chapter 5: Items and Equipment for details.

FOCUS SKILLS AND CASTING TIME

Most spells have a casting time of one second; each +5 bonus due to Psyche Focus skills adds three seconds to the casting time. Thus, if a character needs little or no extra focus to cast a spell, it can be cast within a single combat round (10 seconds). If the character needs more than three foci to cast a certain spell, the casting time exceeds one round. Note that using a skill at increased effectiveness doubles the time required, so using Motion for +5 requires one skill slot, and during casting takes three seconds; using Motion for +10 requires two skill slots, and during casting takes six seconds. Boosting effective Psyche by +50 requires 30 seconds, or three full combat rounds. Casting a spell that requires so much boost thus requires four rounds: three for boosting Psyche, and one in which the spell actually goes off. See Chapter 6: Running the MAGITECH Game for details regarding casting time, combat, and initiative.

Not all learned skills have to be used with every spell. If Mfon wanted to cast a spell with a difficulty of 50, his natural Psyche would be enough. If Mfon wanted to cast a spell with a difficulty of 60, he could use his improved pointing technique of the Motion skill to gain a bonus of +10, boosting his effective Psyche to 63.

The time required to use a Psyche Focus skill method is always three seconds per +5 bonus, regardless of whether or not the entire bonus is used. A character can, however, choose to use the basic method instead of the improved method. If Mfon wanted to cast a spell with difficulty 55, he could use basic pointing for a cost of three seconds, instead of improved pointing for six seconds. Even though he needed only a bonus of +2, instead of the full +5, it still takes a full three seconds to use the skill.

Option: At the GM's discretion, it is possible for a character to use the same Focus skill more than once during a casting. Each subsequent use for the same casting requires an additional combat round. For instance, suppose Mfon wants to cast a spell with a difficulty of 90. He knows only the Motion Focus skill, and though he has devoted two slots to it, he gains only a +10, not the +40 he needs. Mfon can use the skill multiple times, at a cost
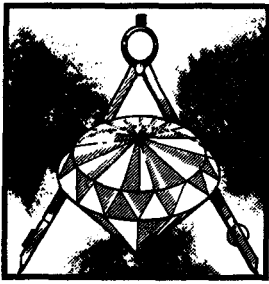
MAGIC

of one round per use. By spending four rounds pointing at the target, he can cast a spell with difficulty 90. In combat, an extended casting time could present a problem, but it allows the character to cast a very difficult spell (provided the character has learned it).

Using part of a round constitutes using the full round, if the caster intends to use the same skill (even a different method of the same skill) twice. Thus, if casting time takes two rounds because of the skills used, using those skills twice takes four rounds. It is most efficient to duplicate skills in multiples of three.

Suppose Mfon learns the Voice Focus skill and the Symbol Focus skill, so he gains a +10 bonus for their use. He uses all his skills by saying a phrase that implores his ancestors to help (Voice), wearing a family emblem (Symbol), and pointing at his target (Motion); this is Mfon's method for boosting his Psyche by combining Focus skills. By combining improved Motion with Voice and Symbol, Mfon gains a total bonus of +20. However, it takes him 12 seconds to cast with such a bonus, so the spell goes off in the second round of casting.

Suppose Mfon wants to cast a spell with a 90 difficulty. He can get the bonus of +40 by using each of his skills twice. However, it takes two rounds to use four skills (counting Improved Motion as two skills), so takes four rounds to use them twice. To achieve the required bonus, Mfon should use only three of the skills in his method, such as Voice and Improved motion. He gains a +15 bonus in a single round; using the skills three times provides a bonus of +45, and requires only three rounds.

psyche focus
skill descriptions

Each of the Psyche Focus skills has some relationship to either Mathematics or the mind. They are ways to improve thinking processes, by mathematical relationships, logic, or mental fortitude. In many cases, use of a skill requires the presence of a physical object, which must be present in the surrounding area, worn or carried by the spellcaster, or created on the spot by a spellcaster. For example, suppose the character Kalila took the Form skill, and chose the circle as a method. To be able to use the focus, a circle must be present; Kalila could wear a ring, focus on a wheel in the vicinity, or draw a circle. Note that the style of producing a physical manifestation could be used as a Focus skill technique (if an appropriate skill slot is spent), like using Motion to draw a form, or using Voice to speak symbolically.

For role-playing purposes, a character generally should choose a method with a skill combination that works well together, and that works with his or her profession and other skills. A professional musician might choose to sing

spells and wear musical symbols; an engineer might speak the spell equations and carry a slide rule as a symbol; a caster who uses Idea and Symbol could choose a symbol of the idea used; a character with a good Reflexes score would be inclined to use Motion and Rhythm.

Descriptions of the focus skills follow; they are used by thinking about how they relate to the spell's equation or results. Some skills (Color, Form, Idea, and Symbol) require the character to choose a technique of applying that skill; others allow the character to apply that skill by several techniques. Physical representations for Color, Form, Link, Rhythm, Symbol, and Tone must be present (or created) to be used; Motion and Voice must be produced by the caster; an Idea must be thought.

Color is the skill of using color and light as a focus. Color is based on wavelength of light, whether produced or reflected by a surface. A character can wear a certain color or combination of colors, or somehow produce light of a specific color, or wear a prism and create the spectrum by sending white light through it.

The character must choose a specific color or combination. The character can focus on any color or combination, even a favored plaid, but must use that technique for all castings.

Form allows the user to concentrate Psyche by means of a specific geometric or mathematical form, by relating to the mathematical nature of its shape. The character can wear a ring (circle), a pendant with a glass ball (sphere), a pointed hat (cone), a belt buckle (square), or a tattoo of a representation of a fractal progression. The presence of the desired form in the area is also enough to allow focus. The form could be drawn instead of carried or seen, combining this skill with the Motion skill.

Once the skill for a particular form is learned, the character cannot switch to another form; an improvement to the Form skill is applied to the chosen form only.

Some things are not usable as focusing forms, because they are not uniform. A simple quadrilateral is not usable, though any parallelogram is, because it has at least radial symmetry. Ironically, the chaos symbol (eight outward pointed arrows) is nicely symmetrical, so can be used as a form for focus.

See the Symbols skill for a comparison.

Idea is the skill of focusing on a certain idea, and allowing that to help gather magical energy. Generally, this is a magical theory. Examples include relating interaction of classical elements to a spell; connecting the opposing, yet linked, forces of yin and yang to the spell; knowing astrological or numerological influences; knowing where the closest ley line is; and so forth.

It is also possible for a character to focus on another idea; almost anything can be used. A football player could concentrate an opposing team, pretending to cast
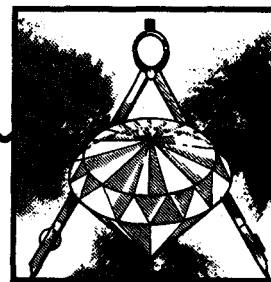
all spells at them; a character could think of her parents, and how she is performing casting a spell "for them"; a mathematician could think of a particular number sequence; or an engineer could think of the Pythagorean theorem for targeting spells.

The character must choose a specific idea as a focus method; this method can be improved normally, but cannot be changed.

Link allows the character to "borrow" Psyche from a willing being. Generally, the character uses the Link skill for a familiar, though certain artificial constructs and other people are also possible. A linked pair of beings can perform only one action, so if a wizard uses a cat as a familiar, the cat cannot attack while the wizard is linking for Psyche Focus; a pair of people linking to boost Psyche can cast only one spell, and can perform no other actions.

The character does not have to choose a specific being and use only that being for Psyche Focus; the character can link with any willing being. For an animal to be useful as a familiar, it must be trained as a familiar; cats are the animal of choice. A character can link only with those artificial constructs that have a Psyche rating, such as a golem, computer, or spell-generated "spirit." See Chapter 4: Spells for information on spirits (under the *virtual intelligence* spell) and Chapter 5: Items and Equipment for golems.

If two characters who know the Link skill choose to link with one another, they set up a Psyche resonance field, and can add their Psyches together. For details, see the entry on Cooperative Spellcasting later in this section.

A character cannot be linked to more than one other being at the same time, and must touch the being to establish the link, and remain touching during the casting of the spell.

Motion allows the character to focus Psyche through the concentration afforded by a particular motion. The character must perform the chosen motion. It is not necessary to choose a specific motion to use for all spells, but many characters do. Examples include dancing, pointing, finger snapping, throwing, drawing, and ear wiggling.

Rhythm lets the character use the mathematical relationships of musical rhythm, whether heard or produced, to focus Psyche. Some characters choose to carry a music box and listen to a rhythm; other choose to produce the rhythm by banging on a drum, snapping fingers, singing, reciting metered poetry, or dancing. Note that if the character chooses to produce the rhythm, the character can usually also focus on the skill of production (Voice or Motion), combining that skill with Rhythm to form a Psyche Focus method.

Symbol is the skill of concentrating on a symbol related to the spellcasting situation. The character must choose a specific symbol or set of symbols; this skill does not allow access to all symbols. For a single symbol to be usable, it must be applicable to all spells cast by the character.

For example, the infinity symbol would be appropriate to all spells, because it essentially symbolizes everything. An ankh, on the other hand, symbolizes life; while useful for healing, creating artificial life, or manipulating lifeforms, it would not be useful when dealing with nonliving matter, such as manipulating chemicals. Similarly, a test tube would be a good Symbol focus for alchemical spells, but could not be used for mental spells, such as illusions.

Many spellcasters choose a set of symbols for their focus technique, picking out the appropriate one(s) for each spell they cast. A spellcaster might carry a notebook with the equations for all the spells she or he knows; a wizard might carry a staff inscribed with runes; a musician could use vocal symbols, and sing a song about what each spell should do; or the caster could simply recite the spell's equation (or logical progression, for spells without equations) for each casting. Typical symbol sets include Germanic runes, Mayan glyphs, Egyptian hieroglyphs, Chinese pictographs, a spoken language (many believe an obscure language to be best), the Ani syllabary, and numbers and mathematical symbols.

Symbols related to ideas are also possible. The football player who thinks of a hated member of an opposing team might wear a jersey with the numeral "7" on it; this symbolizes his strength as a member of a team. Taking this skill implies the ability to apply such a symbol to all spells.

A symbol need not be a geometric or mathematical form, but it sometimes is. The symbol of infinity (a figure eight lying on its side) is a simple symmetrical form; as such, it could also be used as a method for the Form Focus skill. Likewise, the chaos symbol is both a generic Symbol (if one thinks of increasing or decreasing entropy) and a proper Form.

Tone is the skill of using the mathematics of sound waves to focus Psyche. The character need not pick a specific tone, but can use any tone or series of tones, whether heard or produced, with this skill. Note that the act of producing tones could also be taken as a Focus skill, under either Motion (with a musical instrument) or Voice.

Tones that are useful for this skill must be somewhat musical in nature. The sound of a rock hitting the ground is not considered a tone (though it could be used for Rhythm), nor is a normal speaking voice. Whistling, humming, striking a chime, or playing a note on a musical instrument all produce usable tones.

Voice is the skill of using voice to focus concentration. The character need not choose a specific use of voice for this skill. At its most basic level, this skill is simply speaking, such as using a "mystical" word like abracadabra. Often, a character combines the Voice skill with other
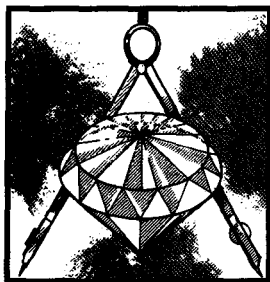
MAGIC

skills, like speaking symbolic words, or singing Tone and Rhythm. Whistling is also included in this category.

COMBINING FOCUS SKILLS INTO METHODS

The Focus skills can be combined in many ways, each of which is a method. Examples include Dance, which combines Motion and Rhythm; listening to music, combining Tone and Rhythm; singing, combining Voice, Rhythm, Tone, and perhaps Symbol; and drawing symbols, which combines Motion and Symbol.

Each method should be listed on the character sheet according to the style the character uses, with a parenthetical notation of the skills used for that style; the bonus should also be noted. For example, the character sheet notation for dance is "Dance (R,M)" and the bonus + 10. If the character spends two slots on Rhythm, it could be listed "Dance (2R,M)," with bonus +15. Unless the character knows both skills, a combination does not help; if the character chose Dance as a Focus method, but had only the basic skill for Motion, and not the Rhythm Focus skill, the total bonus would be only +5.

Skill combinations are used concurrently, rather than stacked. A character with the Voice, Tone, and Rhythm skills sings for nine seconds, rather than speaking for three seconds, hearing a tone for three seconds, then listening to a rhythm for three seconds.

Note: Perhaps the most all-encompassing modern spell Focus method is using a computer. The computer itself can be a symbol; it can project a form, using a certain color; and it can produce tone and rhythm. In addition, since a computer is equipped with a brain that has a Psyche rating, the caster can link with it. The character must still think of a theory (Idea), use Voice, and produce Motion, if those skills are also desired.

Several examples of spell Focus methods follow. This is not an exhaustive list, nor does it cover all possible combinations available to a certain style, only some typical ones. For instance, a dancer could use Dance to create a chosen geometric form, combining Motion, Rhythm, and Form; or the dancer could perform sign language while dancing, combining Motion, Rhythm, and Symbol. However, typical dancing combines just Rhythm and Motion.

Table 3.1: Examples of Psyche Focus Methods

Chanting	R,V
Dancing	M,R
Drawing symbols	M,S
Finger snapping	M,R
Listening to music	R,T
Reciting metered poetry	R,V
Sign language	M,S
Singing	R,T,V
Singing symbolically	R,S,T,V
Stating how ley lines influence a spell	I,V
Using a familiar	L
Using a white rat familiar	C,L
Wearing a conical hat	F
Wearing an engraved ring	F,S
Whistling	T,V

COOPERATIVE SPELLCASTING

It is possible for two or more casters with the Link skill to combine their efforts and cast a difficult spell. A resonance field is set up, and a group Psyche is generated; the total for the group is equal to the sum of the Psyches of all the beings with the Link skill.

The casters must link in a series, so that each creates a link to only one other caster. The last caster added must link to the first caster to generate the resonance field. A circle is the preferred formation for a group of linked casters.

Though linking with a familiar takes the standard three (or six) seconds, like all Psyche Focus skills, completing a linked circuit to set up a resonance field requires extra time: one round for each character in the linked series.

Once the characters have linked, one character casts a spell. This is usually the character with the highest Psyche rating, and must be a character who knows the desired spell. Once the spell is cast, each character must make a Willpower check or be stunned, unable to move or act, for 1d4 rounds.

Note: The spell *cooperate* also allows casters to pool their Psyches; it also lets them learn a spell cooperatively. The Link skill cannot be used to learn a spell.

METAL ARMOR AND EFFECTIVE PSYCHE

As mentioned earlier, certain elements are impervious to magic. Wearing or carrying large amounts of these elements decreases a character's effective Psyche. For instance, alumaplate, described in Chapter 5: Items and Equipment, protects a character from direct magic, since it is made from aluminum, which resists magic. However, a full suit of alumaplate puts about 10 kilograms of an anti-magical substance on a character. For each kilogram of anti-magical substance a character wears or carries, effective Psyche is reduced by -5, for purposes of spellcasting only. The amount of reduction is figured after bonuses for Psyche Focus skills have been added, and does not allow a character to add bonuses exceeding set limits.

For example, suppose Gunther, a dwarf with a 50 Psyche, chose to wear an aluminum breast plate (one kilo-

gram). He could normally boost his Psyche to 100, since he knows enough Psyche Focus skills. The armor reduces his effective Psyche to 95 from his skill-boosted total, or to 45 from his normal total. Even if Gunther knew enough skills to boost his Psyche by 55, he could not do so, because the maximum bonus he can receive through focus skills is 50, equal to his natural Psyche—regardless of the penalty incurred from wearing armor.
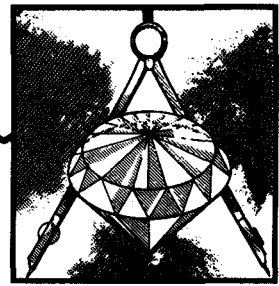
Note that wearing or carrying anti-magical elements has no effect on stored magic. However, stored magic cannot be triggered by anti-magical substances; for example, a crystal with a contact trigger cannot be triggered by contact with lead.

STORING SPELLS

For centuries, spell formulae have been written down in some form, to allow other wizards to learn them. However, not everyone could cast every spell, so early mages developed means to store spells. This way the wizard could sell or give spells to non-spellcasters, or low-powered spellcasters, allowing them to use the spells.

The storage of spells is a skill that is learned like any other (see Chapter 2: Skills). Ancient wizards and modern theoreticians developed methods for spell storage; six methods have been studied and codified enough for general learning. A spell is stored by using one of the Storage skills to create a sort of energy matrix, then casting the spell into that matrix, where it is preserved until invoked properly. If the character fails on a Spell Storage skill check, the magical energy dissipates harmlessly, and the character must begin the process again.

A stored spell has the same casting time as it normally would, disregarding any Psyche Focus skills. The casting time begins after the stored spell is released. The amount of time required to release each form of stored spell is mentioned in the description of that form.

In general, once a spell is properly released from storage, its duration is the same as if it had been cast. For spells with variable duration, use the least duration, unless the character who stored the spell is known, and that character stored the spell with greater duration; the caster can choose to store the spell with any duration that she or he is able to cast normally. Glyphs are used for permanent spell storage; see that description for specifics on permanency. See the following section on dispelling magic for the possible consequences of improperly releasing stored spell energy.

The use of some methods requires many hours to store a spell. In these cases, the mage must either work constantly, or use a *suspend storage* spell (or device) to keep what has been done from deteriorating during a break.

Scrolls are the oldest, and the most basic, form of spell storage. Modern scrolls are usually written on paper, though writing in clay, carving in stone, and painting on bark also fall under this skill. The written symbols and words form the matrix that stores the spell that is cast. Each spell has a different scroll formula, in fact, many different scroll formulae, in many different writing systems.

A character who learns to make scrolls (by taking the Store Spell skill) learns to use a particular writing system for scrolls; if that writing system is not already known, the character must spend a skill slot to learn it. Mayan glyphs, Egyptian hieroglyphs, Chinese pictographs, and the Ani syllabary are the most popular writing systems for scrolls; anything from Sanskrit to modern English can also be used.

A character with the skill to make scrolls learns the basic methods of making scrolls for any spell, using the chosen writing method. The time needed to produce a scroll is a number of minutes equal to the spell's difficulty. Making a scroll correctly requires a skill check (using the store spell skill) at the end of the required time; ir'' the check fails, no spell is stored in the scroll. Any spell can be stored in a scroll.

A single scroll is usable only once and is triggered by reading; the reader need not understand what the spell says, but must look at the written symbols on the entire scroll. It takes a full round to read a scroll. A scroll's stored spell does one of the following: affects the reader directly; goes off in an area centered on the scroll; or allows the reader to direct the spell at another target (whichever is appropriate for the spell, and according to the choice of the person who created the scroll).

Pattern storage is an old form, seldom used nowadays because of the ease of use and greater reliability of modern forms of crystals, glyphs, and crystalglyphs. However, Pattern Storage has few of the limits of Crystal and Crystalglyph Storage, and is still used by some masters. Pattern Storage makes use of one of three potential matrices: natural crystals, organic material, or constructed geometric forms. Though each type of matrix is affected differently, the storage methods are the same, as are the results.

First, the potential matrix must be located or created; then the caster concentrates on readying the matrix for a spell, a process that takes a number of minutes equal to the difficulty of the spell. At the end of the preparation, the character casts the spell into the matrix, and makes a skill roll (using the Advanced Spell Storage skill). The skill roll has a critical success rating (SI) and a critical failure rating (F9).

If the roll is a success, the spell is stored for a number of days equal to the caster's Psyche (ignoring the effects of Psyche Focus skills and anti-magic elements). If the roll is a critical success, the spell is stored permanently. If the roll fails, the spell goes off, and if the roll critically fails, the spell
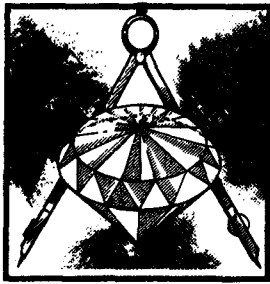
goes off and the matrix is wrecked and rendered useless.

Any time while the spell remains stored, it can be evoked by any person touching the matrix, wanting to evoke the spell, and making a successful Psyche check. This attribute check has a critical failure rating of FO; on a critical failure, the matrix is wrecked and the spell energy dissipates, with the same effects as if it had been dispelled (see the section on dispelling magic). The time required for evocation is one second; a pattern-stored spell can be evoked once per round. A physical action can be performed in the same round as the pattern's spell is evoked, but an individual cannot evoke a pattern and cast a spell in the same round.

Natural crystals include everything from salt crystals to diamonds. When these are used as storage matrices for the Pattern skill, the caster works the spell into existing planes and angles of the crystal. Most natural crystals are either easily damaged or very expensive.

Organic material includes anything that was once alive; typical matrices are wood and dead animal flesh, though natural cloth is also a possibility. The caster who uses a matrix of this type changes the make-up of the matter used, making it more regular and uniform, but building from existing patterns, such as those found in DNA chains. This skill will not work on organic matter that is still living.

Constructed geometric forms include items ranging from pyramids to spheres of glass. The caster makes use of the geometric uniformity of the item to store a spell. Some pyramids are still enchanted in this manner, as are a few "haunted" houses, and early crystal balls were constructed using this method of spell storage.

Developments in modern storage methods have obviated the need to create a structure and then chance ruining it by trying to store a spell in it, but the Pattern method of storage has some advantages. First, any spell can potentially be stored with the Pattern method. Second, there is no size requirement for the matrix; something as small as a ring can be used to store a spell using the Pattern method.

Potions are spells stored in a liquid medium. Making a potion requires a certain alchemical combination; the spell is stored in the matrix of molecules in the solution. The Potions skill includes knowledge of the alchemical blends for many types of spells, as well as of common natural substances that can be used for those ingredients. Any spell can be stored in a potion, though some are more useful than others.

An average potion requires $5 worth of ingredients. The time required to prepare the medium is a number of minutes equal to the difficulty of the spell. Once the medium is ready, the mage must make a successful skill check and cast the desired spell into the medium.

A potion is good for one use, and is usually triggered by being consumed, in which case the stored spell affects the person who consumed it. If the maker desires, pouring instead of consuming will trigger the potion (both triggers cannot be used on a single potion). In this case, the spell effect centers on the place where the potion is poured. Consuming or pouring a potion takes three seconds, not including the time required to find and open the potion. Multiple potions can be consumed in the same round if they are readied first; otherwise, only one potion can be consumed in a single round.

Glyphs were first developed centuries ago, but were not extensively studies and codified until the mid-1800s. This is a method of storing a spell permanently. The matrix is prepared by drawing or engraving a glyph (a complex, symbolic representation of the spell), a process that takes a number of hours equal to the difficulty of the spell. When the glyph is finished, the maker rolls a skill check; if successful, the glyph will accept the spell that must be cast into it. Spells with a difficulty of 200 or more cannot be stored in a glyph.

Glyphs are either repeating or permanently active. A permanently active glyph projects the effects of its stored spell constantly; a permanently active *fireball* glyph would cause a ball of fire to hang in a set place constantly. A repeating glyph projects the spell effect whenever the glyph is triggered by a spell, such as *evoke glyph,* so a repeating *fireball* glyph would launch a ball of fire every time it was triggered.

Repeating glyphs can be triggered only by active spells. Most glyphs are set to respond to a simple *evoke glyph* spell, though other spells are sometimes used as triggers. For instance, a glyph could be set to respond to a *fireball* spell; when the glyph is evoked, it casts extinguish. A glyph can be set to respond to only one spell, though it will respond to that spell any number of times. Many modern glyphs are paired with crystals, which can respond to a number of triggers, then release an *evoke glyph* spell.

A repeating glyph can be activated only once per round. The time required to evoke a glyph is the time required to cast the triggering spell; the spell stored in the glyph goes off in its minimum casting time. Once activated, the glyph's spell has a duration as if cast by someone with Willpower 50. The GM can adjust the duration if the actual Willpower of the caster who made the glyph is known.

A glyph's spell effect can be centered up to 10 meters from the glyph, in a direct line of sight from the glyph. The place where the spell effect occurs is the same every time a repeating glyph is triggered; a permanently active spell from a glyph never moves.

A glyph usually covers a number of square inches
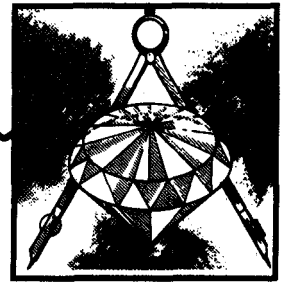
approximately equal to five times the stored spell's difficulty. However, a few ancient weapons and items were inscribed with very fine glyphs; since the 1960s, there has been some success in categorizing and making microglyphs, which cover a number of square inches approximately equal to one-tenth of the stored spell's difficulty. Making a microglyph requires the proper tools, and a difficult Reflexes check, in addition to the standard spell storage skill check.

A glyph is created by using a particular type of writing, or by using more abstract and complex unified symbols. Abstract glyphs are quite popular in modern society, but Mayan glyphs, Germanic runes, and Egyptian hieroglyphs are also used with some frequency.

Note: Carving symbols onto a natural gem is considered a use of the Glyph skill, not the Pattern skill, which places a spell within a gem.

Crystals, also called quantum crystals, are physical manifestations of mathematical equations. Samples of spell crystals as old as 500 years have been discovered; there is some evidence that both the Florentine wizard Leonardo da Vinci and the Mayan spellcaster Mam Cawok knew the secrets of making spell crystals. The theory of quantum crystals was first recorded by the great dwarven thinker Albert Einstein. American Henry Ford adapted the theory into a method, taught it to several of the magicians he employed, and started crystal production by assembly line.

The character needs no materials or tools to create a quantum crystal; instead, the character builds the crystal by exerting Psyche to change magical energy into physical matter. This process takes a number of minutes equal to twice the spell's difficulty. For spells with a difficulty of up to 100, at the end of that time, the user must make a successful skill check and a successful Psyche check, or the crystal dissolves before a spell can be cast into it.

For spells with a difficulty of over 100, the procedure is a little different, though the time required and the results for success and failure are the same. Spells with such high difficulty numbers are considered to have no formulae, or only partial formulae. Since the structure of a quantum crystal is based on a spell's formula, it is tougher to create crystals for high-difficulty spells. After the time is spent building the crystal (as previously described), the caster must make three die rolls for success. The first is a difficult skill check; the second is a difficult Psyche check. The third die roll is based on the spell's difficulty subtracted from 200; the character must roll equal to or below the result for success. For example, a spell with difficulty 120 requires a difficult skill check and a difficult Psyche check; in addition, it requires a third check, with success on a roll of 80 or less (200 - 120 = 80). Note that the spells *launch* and *virtual intelligence* have difficulties

greater than 200; these spells cannot be stored in a crystal. Placing a high-difficulty spell into a crystal is a significant accomplishment; quantum mathematicians and subatomic alchemists could analyze such a crystal, and possibly produce an equation, or more complete equation, for the spell. To successfully analyze the crystal, a character must make two extremely difficult skill rolls, one for the Mathematics skill, and one for the Subatomics skill.

A spell crystal is basically spherical in shape and has an approximate diameter of a number of millimeters equal to half the stored spell's difficulty. The crystal has an approximate mass in grams equal to the difficulty of the spell. The weight and size can be increased (for easier handling of the crystal) if the caster is successful on a Willpower check.

A spell crystal can be triggered in many different ways: proximity, voice, touch, time, and mental command. The stored spell is cast beginning one second after the trigger occurs. A proximity trigger can be set to notice almost anything (except anti-magic elements) within 10 meters of the crystal. A voice trigger can be set to respond to a specific word, a specific person's voice, the sound of a person's voice, or a specific tone or series of tones; to be activated, the crystal must be within normal human hearing range of the sound. A touch trigger can be set to respond to a touch by anything except an anti-magic element, including the touch of a specific person, or a touch on a particular part of the crystal.

A mental trigger can be set to respond to the command of a specific person, or to a specific thought or intention (such as a burglar alarm crystal that is set off by someone with the intent to break into the building guarded by the crystal); the thought must occur within 10 meters of the crystal, less if its maker so desires. Mentally triggered traps and alarms are illegal in the United States and Juyup Takaj, because they constitute an invasion of privacy under the laws of those nations. Setting most triggers is assumed in the normal skill check for success; setting a mental trigger makes the skill check (but not the Psyche check) extremely difficult (as explained in Chapter 2: Skills), because thought waves have not yet been quantified enough for easy crystal triggering.

A time triggered crystal can be set for any amount of time up to one hour. Because making a spell crystal takes a lot of time, most time triggered crystals are multiple trigger crystals; for instance, a grenade might be set to go off 10 seconds after it is touched in a specific place.

Multiple trigger crystals are those crystals with two linked triggers, so when the first trigger is set off, the second trigger is primed. Except for a time trigger (that is set off automatically by the other crystal in a multiple trigger setup), the second trigger must be set off as well. Most
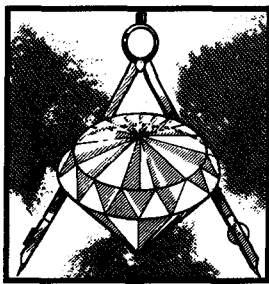
multiple triggers use only two triggers; more are possible, but often impractical. Each additional trigger added to a quantum crystal requires an extra 30 minutes of preparation time.

It is also possible to have a series of crystals. For instance, a crystal with a proximity trigger could be set in ceiling of a room; if a person walks into the room at night, the crystal launches a *light* spell. Other crystals in the walls could be set to respond if touched by light, and set off a variety of effects.

Spell crystals can be very beautiful; all appear to be multi-faceted gems. For atmosphere, the GM could describe spell crystals in terms of their triggers: time trigger, transparent; touch trigger, translucent; proximity trigger, opalescent opaque; voice trigger, dull opaque; mental trigger, metallic opaque. Single trigger crystals are always white, or approximately so; adding a second trigger adds a color: green for time, violet for proximity, red for voice, blue for touch, and orange for mental. The outermost trigger determines the general look, while the secondary trigger defines color.

A spell crystal can be used as a spell focus, with the Form Focus skill, if the character has chosen that form as a Focus method. The crystal can be used as a Form Focus only before it is set off, because it dissolves when releasing its spell.

Crystalglyphs started a magical revolution in the 1970s, after the microglyph became popular enough to spin off into other discoveries. This skill allows a character to engrave a microglyph into a quantum crystal, creating a permanent spell resource (like the glyph) with very versatile triggering methods (as with the crystal). This led to a boom in the computer and golem industries.

Making a crystalglyph requires that a sort of generic spell crystal, with a trigger but no spell, be constructed; this takes about 30 minutes and requires a skill check and a Psyche check, as per normal quantum crystals. When the crystal is ready, it is inscribed with a microglyph that serves as a spell matrix; this takes the standard time and skill checks required for creating a microglyph. When the crystalglyph is finished, it is an item that will produce almost any spell, using almost any trigger. So far, a crystalglyph cannot hold a spell with a difficulty of more than 100, but great wizards are working on improvements to current methods. A crystalglyph is basically spherical in shape, and must be large enough to hold the microglyph for its stored spell; the mass in grams is equal to 10 times the spell's difficulty. Making a crystalglyph in another shape is possible, but requires success on a difficult Willpower check, in addition to other required rolls.

As with crystals, a crystalglyph's spell begins casting one second after the trigger occurs. A crystalglyph's spell can be triggered only once per round.

There are a very few samples of ancient crystalglyphs; apparently the method was used a few times in ancient Africa. There are ancient crystalglyphs in Napata, an ancient Kushite center found in modern Egypt; and in Timbuktu, an old capital of what is now Mali. Both are huge crystals, over 10 feet in diameter, because microglyphs were not used at the time. Their purpose and precise triggers have not yet been determined. Archaic writings suggest there were once other huge crystalglyphs in Africa, but none have been located.

MAKING ENCHANTED ITEMS

Most early magical items were scrolls or potions, or were created using the Pattern skill. Some examples of the latter include a simple wooden wand that launches fireballs upon receiving a mental command (backed by a successful Psyche check); Daedelus* wings, which had /light spells placed into the feathers; and a ring that responded to mental command to make the wearer invisible. Some ancient items are still found, but they are rare. In addition, there are still a few old enchanters who make things using the old ways.

Most modern enchanted items are made using one or more of the modern methods, particularly glyphs, crystals, and crystalglyphs. As noted in several examples, combinations of methods are often possible, such as crystal triggers for protection glyphs, or crystalglyph computers.

If a player wishes for his or her character to create a magical item, the player must submit a plan to the GM. This should include desired components, skills used, and spells used. The character must know the necessary and relevant spells and skills, or have the help of someone who does. If the player wants to create something that seems reasonable, and is able to pass all the required skill checks, the character should be able to create the item. The GM should use the details for storing spells as guidelines for time and materials required, and always has final say regarding what items are allowed in the game.

DISPELLING MAGIC

Every character has a chance to dispel active magic or to disrupt the matrix of a stored spell. Dispelling an active spell requires a mage to use his or her Psyche to reshape the spell's energy. Disrupting a storage matrix requires only damaging the medium in which the spell is stored. There are, however, consequences for dispelling a spell.

A spell is magical energy gathered together for a specific purpose. When a spell discharges normally, the magical energy is shaped to provide the desired effect. When a spell is disrupted, the focused magical energy must still dissipate, but it does not do so in the desired manner.
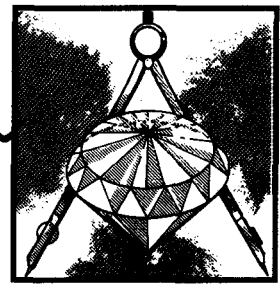
When a character disrupts a spell, a roll must be made to see if the energy dissipates safely.

To dispel an active spell, a player must make a roll based on the dispelling character's Remove Magic skill score. If the character has taken that skill, the skill score is equal to the character's Psyche; if not, the skill score is equal to half the character's Psyche. The chance to successfully dispel an active spell is also influenced by the caster's Psyche; subtract the caster's Psyche (unadjusted by focus skills) from twice the dispeller's skill score to get the chance for dispelling.

(Skill score x 2) - Psyche = Chance to dispel

The player must roll for dispelling, even if dispelling is automatic, or failure is automatic, to check for critical failure or success. Characters who learn the Remove Magic skill have an advantage, as do mages with high Psyche scores. The act of dispelling must occur while the spell is running. To dispel a spell with an instant duration, the dispeller must declare that as an action for the round, and beat the caster on initiative.

To dispel a stored spell, the character must damage the matrix somehow. Throwing dirt in a potion, ripping a scroll in half, throwing a quantum crystal onto a hard floor, scraping away part of a glyph—all will disrupt a stored spell. When the action is taken to disrupt the stored spell, the player must roll a skill check using the character's Remove Magic skill score. The dispeller must be able to see the stored spell.

Either form of dispelling roll has a critical success rating (SI) and a critical failure rating (F8). If the roll indicates success, the character has successfully dissipated the concentrated magical energy, and the spell is dispelled safely. If a critical success occurs, the character has not only performed the operation safely, but has absorbed some of the Psyche released by the spell; the character's Psyche receives a +10 bonus for the next hour. This bonus takes no time to apply during spellcasting; it applies to all uses of Psyche; and it cannot increase the character's Psyche to more than 95.

If the roll indicates failure, the spell goes off. If a critical failure occurs, the character must roll a successful difficult Willpower check or receive a penalty of -10 to Psyche for the next hour. Regardless of the result of the Willpower check, on a critical failure, the character takes a number of Stamina points of damage equal to the spell's difficulty divided by 10 (rounded down).

Note that dispelling usually requires close proximity to the spell. In some cases, however, it is possible to disrupt a stored spell from a distance, such as with missile fire. In this case, the dissipating spell energy affects the nearest sentient being, and that being must make a successful Psyche roll, as if she or he dispelled the spell, with the same margin ratings and effects.

There are devices and spells that can take the backlash of magical energy and dissipate it safely. Psyche Focus skills do not boost a character's Psyche for purposes of dispelling or interrupting magic.

INTERRUPTING MAGIC

As explained in Chapter 2: Skills, a character using the Interrupt Magic skill must make a skill check with a margin of F8. In the case of a critical failure, the action is treated as if the character tried to dispel the stored spell, and the character must make a Remove Magic skill check, with the results of success and failure as for dispelling magic.

RESISTING MAGIC

Besides the methods for interrupting and dispelling magic, there are ways to avoid being harmed (or helped) by magic.

When a character is attacked with a mind-affecting spell, such as an illusion or a charm, she or he is allowed a Willpower check to resist the effects or recognize the illusion for what it is.

A character could also wear anti-magic elements, which would keep magical force from touching the character. For example, a steel helmet prevents *mind reading,* and an aluminum breastplate would stop a *bolt* spell, if the bolt hit the character in the chest.

An anti-magic element is not necessarily immune to or protective from the effects of a spell; the magically produced fire of a *fireball* is still fire. The fire created could lick around the armor and affect the person inside, and it could melt the armor to boot.

On the good side, a character completely covered with an anti-magic element is undetectable by purely magical means, such as proximity triggers on quantum crystals. The character is still visible, even to *clairvoyance,* which simply moves the spellcaster's point of view *(clairvoyance* changes reflected light into magical energy, and transmits it to the caster). A character wearing metal armor would appear fine on a magical photograph, which changes reflected light rays into a holographic image.

Likewise, a building with lead plates in the walls is proof against unwanted spell intrusion, such as scrying. This also prevents transmission through the wall of any signal by magic, such as for balls and mirrors (a problem that may be bypassed by using an enchanted antenna hooked to the devices by silver wires).
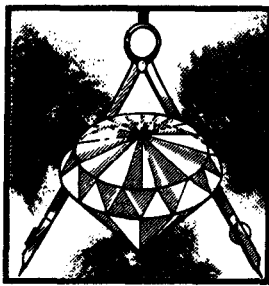
chapter 4: spells

A number of spells, for use by PCs and NPCs, are described in this chapter. Choosing initial spells is described in Chapter 1: Player Characters; Chapter 3: Magic covers most of the details on learning, casting, and storing spells; Chapter 2: Skills describes the skills to which the spells relate; and Chapter 6: Running the MAGITECH™ Game touches on how spells are used in combat.

A character who knows a spell can cast it; to gain the desired effects, the character must sometimes make a skill or attribute check, such as a Reflexes check to aim a *fireball*. These checks are detailed in the spell descriptions.

Every spell has a difficulty number, based on how hard it is to learn and to cast. These numbers can be changed during a campaign, at the GM's discretion.

CREATING NEW SPELLS

At some time, players will probably wish to create new spells for their characters; this is highly recommended to increase player participation and enjoyment. Since the spells listed here are only a sampling, more spells should be welcome in the game.

However, the GM should consider new spells carefully before allowing them; after all, a character who knows a spell has essentially unlimited access to it. Also, does the player wish to have his or her character invent the spell, or does the player just want the spell in the game? Some spells can be created mostly by the GM, who must also approve any player-created spell. The GM should follow the examples of the spells here for making new ones; a few questions must be answered.

Does the spell have an equation? This is determined partly by the creator and partly by the content of the spell. Some processes (like mind reading) have no known equations; a caster may not have the necessary skills to create the equation. It can be easier to cjeate a results-based spell (one without an equation), but such a spell is difficult to teach to others.

What is the spell's difficulty? This is influenced by several factors. If the spell is more closely related to a specialty skill than a basic skill, it should be more difficult. If the GM is familiar with the AD&D® game and wants to duplicate a spell from it, the spell's level can be multiplied by 20 to get an approximate difficulty; the final difficulty should be modified to fit the MAGITECH universe, taking into account the greater emphasis on science. Consideration should also be given to the education level required for the spell. A spell taught in high school has a difficulty of about 30 to 50; one taught in a PhD. program might have a difficulty of 70 to 130 (see Chapter 1: Player Characters for approximate education and Learning equivalencies).
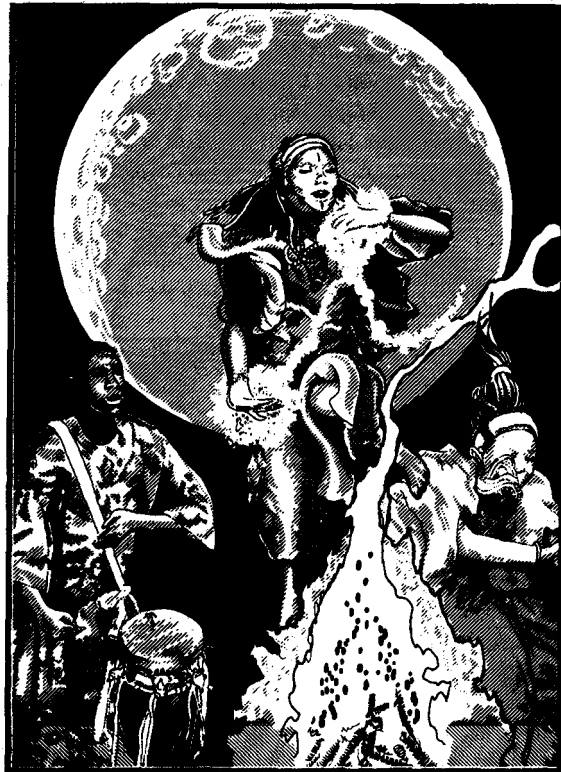
What are the other limits on the spell? What is the duration? Does it have an increased casting time? Can it be twisted in odd ways to give a PC an unwarranted advantage over the rules?

Does it fit the universe? Spells that break established game parameters do not fit the universe. These include spells that summon extradimensional entities; those that affect anti-magic elements; and spells that allow the caster to create or operate normal technology. The GM should also be careful not to duplicate skills too much with spells. However, the many items described in Chapter 5 should provide ideas for new spells.

GAME MECHANICS FOR SPELL INVENTION

A character inventing a spell should have a background including the Mathematics skill and a skill closely related to the new spell, plus research material. If the character has and uses the Mathematics skill, spell invention requires three successful rolls: a difficult Mathematics skill check, a normal skill check for the most closely related skill, and a spell learning check based on the new spell's difficulty (as determined by the GM). If the spell creator does not have the Mathematics skill, or chooses not to use it for the spell (using results-based spellcasting
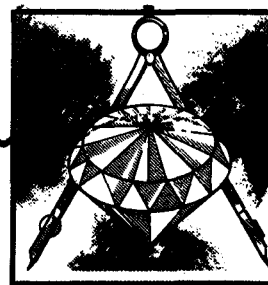
ideas), spell invention requires two successful rolls: an extremely difficult skill check, and a spell learning check based on the new spell's difficulty (as determined by the GM). There is a penalty for failing in spell invention, the same as that for a critical failure while dispelling a spell of the proposed difficulty (as described in Chapter 3).

changing spell difficulty

As explained in Chapter 3, there are several spells that have no known formulae, or have only partial formulae; sometimes these formulae can be discovered. It is also possible to find an easier or more efficient formula for a known spell. Either will change a spell's difficulty number, and neither is allowed without the GM's approval.

Spells with difficulty above 100 are not completely quantified in formulae, for one of three reasons: they are related to mental processes, including thought and emotion; they are related to time; or the base equations are complex and have not yet been discovered. These spells are given difficulty numbers based on how hard it is to focus on and achieve results.

Some spells have partial equations, so are a mixture of process-based and results-based spellcasting. For example, the *revivify* spell consists partly of an equation for getting a person's heart to start beating again; however, the persona is ephemeral and hard to quantify, so that part of the spell has no equation. In cases such as this, the spell's difficulty is higher to reflect the added complexity of having only partial equations.

The process for changing a spell's difficulty is similar to that for inventing a spell. The character must have the Mathematics skill, and must make three successful die rolls: an extremely difficult Mathematics check, an extremely difficult skill check, and a normal spell learning check based on the spell's present difficulty (not its new one). A character who has successfully analyzed a spell crystal to glean an equation from it can bypass the Mathematics check and the skill check, needing success only on the spell learning check. Changing a spell's difficulty cannot be done without the Mathematics skill. (See also Chapter 3, "Storing Spells," subsection on crystals.)

It is possible for a spell's difficulty number to go up when the equation is finally discovered, because doing things the "right" way is not always as easy as the formal way. In general, the spell's difficulty should be lowered by about 20, but the exact difference is left to the GM.

using the spell descriptions

The spell listings have a standard format, which includes difficulty, duration, related skills, and the spell's effects.

Most spells have other factors in common, such as casting time and range.

casting time and range

A spell's base casting time is one second, unless otherwise noted in the spell description. Actual casting time varies, depending on a character's Psyche Foci (see Chapter 3). Note that if a spell can be cast in a single second, without the aid of a Psyche focus skill, the character can perform a quick physical action during the same round the spell is cast. The action must not normally take more than half a round, so firing one shot from a gun, moving half normal distance, and using the Pugilism skill to throw one punch, are all acceptable actions when paired with a quickly cast spell. Casting another spell is not an acceptable action, nor is swinging a sword or reading a scroll. A typical example is to cast an aim spell and shoot in the same round.

Casting range is defined as the maximum distance at which a spell can be targeted; that is, where the spell effect is centered. The spell's effects may reach farther than the casting range. For example, a *fireball* spell can be targeted 300 meters away; its blast radius might reach a distance of several meters past that.

Unless a spell's range is stated as otherwise, it can be cast anywhere within line-of-sight. This is considered to be up to 300 meters unless the character's vision is somehow augmented, and provided nothing blocks the view. Casting beyond visible range is possible, but incurs tremendous penalties. Targeting a spell is similar to missile fire; see Chapter 6 under combat for modifiers due to distance, darkness, and cover. Despite any augmentation, a spell cannot be cast more than 12,800 kilometers away.

Certain spells, such as *enhance senses* will extend a caster's range. However, some spells, like *clairvoyance,* are useless if their effects are centered more than a short distance away.

difficulty

A difficulty is listed for each spell; this is how difficult the spell is to learn, and how difficult it is to cast. See Chapter 3: Magic for information on learning and casting spells.

Some spell difficulties may seem off at first. For example, the *chemistry* spell allows the character to combine two elements into a compound. Anyone who has taken high school chemistry should know the equation for such a combination: $2H_2 + O_2 = 2H_2O$. However, the spell's difficulty is 80, indicating a much more difficult equation than the 40 that might be expected for a high school spell. This is because the full equation used for the *chem-*
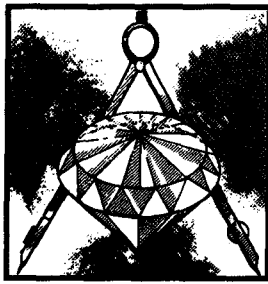
SPELLS

istry spell must take into account such things as shared ions, bonding, electron movement, and so forth, not just how the numbers work out.

DURATION

The duration of a spell defines how long it emanates its effect. In most cases, the effect of a spell is permanent. For instance, *a fireball* has a duration of one second; this is how long the *fireball* burns. However, everything it burns remains burned permanently, and fires it starts continue burning until put out.

If a single number is listed for a spell's duration, this is the number of seconds the spell remains active. Variable spell durations are often dependent on Willpower. A spell with a duration listed as "Wil min." lasts a number of minutes equal to the character's Willpower; a spell with a duration of "Wil/10 rd." lasts a number of rounds equal to the tens digit of the caster's Willpower. A spell may be willingly cut off by the caster anytime before its duration expires. If a spell requires concentration to remain in effect, it will be noted in the spell description; most spells require no concentration, so would continue even if the caster lost consciousness.

While a spell is active (during its duration), it can be dispelled.

RELATED SKILLS

To be able to learn a spell, a character must usually know at least one of the related skills, because spells are often taught with skills. Some professions, such as that of dilettante, allow the character to choose spells unrelated to skills, because the character is assumed to have better access to spells. These professions are detailed in Chapter 1: Player Characters.

If a basic skill is listed, the spell can be accessed through its specialties and enhancements as well. If a specialty skill is listed, the character can access the spell through that specialty's basic skill, with a penalty of +10 to the spell's difficulty (per level of specialization) for the purposes of learning the spell (but not for casting it).

As a general guideline, at the beginning of the game, a character who has a basic skill can know only a few spells (up to about six) related to that skill. A character with a specialty or enhancement can know all the spells related to that skill. Any character can learn more spells during the game.

In cases where a skill pool is listed in capital letters (e.g., COVERT ACTIONS, CRAFTS, or MAGIC), rather than a single related skill, knowing any skill in that pool gives the character access to that spell.

A few spells that duplicate skills are offered; these can-

not be used to augment the skill, but can be used as a quick and easy substitute by someone who learns the spell.

EFFECTS

A spell's effects are described in its listing. This includes the area it covers when cast, the damage it causes (and lethality ratings), and any bonuses or penalties for critical successes or failures. Most of the spells in the MAGITECH™ game are very versatile, so some descriptions include samples of how the spell can be used.

Laws and other restrictions are covered in the spell descriptions, as are any special learning or casting requirements.

SPELL DESCRIPTIONS

Spells are listed in alphabetical order. Those that have no equations are noted by an asterisk. Unless otherwise stated, a successful Reflexes roll is required to hit a specific target; the caster can target himself or herself; targeting oneself is automatic; a spell requires no concentration to maintain its effects during its duration; and a spell can be used on only one target per casting. The targeting rolls of some spells can be affected by armor composed of anti-magic elements; for more information, see the section on armor in Chapter 5: Items and Equipment.

Adjust Light
Difficulty: 60   Duration: Wil/10 rd.
Related Skills: Energy Sciences, Acting, Searching
The character can adjust light levels, brightening or darkening existing light. This is commonly used to deepen shadows to aid Stealth, or to create a "spotlight" in a specific area. The character cannot create light and cannot totally eliminate existing light. A light can be adjusted upward or downward enough to grant an opponent a -10 to rolls for aiming or examining something; aiming in this way requires a Reflexes roll for success. The spell covers a spherical area with a radius of a number of meters equal to the tens digit of the character's Willpower; it can, however, be concentrated into a smaller area.

Age
Difficulty: 130   Duration: Wil/10 rd.
Related Skills: Biology/Necrology
This spell ages living beings physically, at a rate of 10 years per round; it provides no advantage to a target, and can cause death if allowed to run too long. The target can make a Fitness roll to resist the effects. A successful Fitness check slows the aging to one year per round; a successful roll on a difficult Fitness check prevents the spell from working at all.
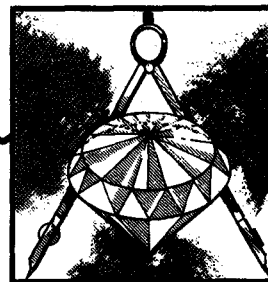
This spell is illegal in most nations, but is used in the penal systems of Tawantinsuyu, China, and Mali. Only people with access to those systems, or who find old necromancy treatises, can learn this spell.

Aim
Difficulty: 30   Duration: up to 2 rd.
Related Skills: Throwing, Missile Weapons, MILITARY
Aim allows the caster to improve aim for one shot of a long distance weapon by +10, provided the shot occurs within two rounds after the spell is cast. If the character casts *measure* to determine exact distance and wind velocity, and casts aim in the following round, the caster's related Missile Weapon skill is 90 for that shot, rather than receiving the +10 bonus.

Airburst
Difficulty: 50   Duration: 1 sec.
Related Skills: Guncrafting, Kinetic Engineering, Kinetics
The caster concentrates air in a small sphere, about a half-inch in diameter, then releases it suddenly. Gathering the air requires three seconds, increasing casting time; the caster can hold the spell for up to one round before releasing it, but must concentrate to do so.

The *airburst* causes no damage itself, but scatters any materials (gravel, water, etc.) in the vicinity. An *airburst* can be used to propel a bullet from a gun, or other missiles from a weapon barrel. Note that air could be concentrated under anti-magic armor (requiring success on a difficult skill roll because of the interference of the anti-magic elements) and released to blow a hole in the armor.

Allergy
Difficulty: 120   Duration: 1 min.
Related Skills: Biology/Necrology, Pharmacology
The caster inflicts a specific allergy on one foe; usually, this is an allergy to something in the vicinity. This spell does not require a Reflexes check to hit, but requires a Learning check for judging the target's physiology correctly. The victim of the spell must make a Fitness check; if the roll succeeds, no effects are felt. If the roll fails, the character suffers eye irritation and a sneezing fit for the duration of the spell; this makes any physical or mental activity difficult.

If the character critically fails the Fitness roll (F9), she or he responds violently to the allergy, suffering as above, plus getting hives and losing the ability to breathe. Unless relief is provided (such as by *heal* or by certain medicines), the victim will die in a number of rounds equal to the tens digit of the victim's Fitness.

Amplify
Difficulty: 70   Duration: Wil/10 rd.
Related Skills: Sound, Telaudio Engineering
This spell manipulates sound waves and increases the magnitude of the caster's voice or any chosen sound, up to twice normal. Not that multiple castings of this spell can be used cumulatively. At anything greater than 10 times normal speaking loudness, everyone within 10 meters of the spell effect must make a Fitness check or be deafened. At more than 20 times normal loudness, those within 10 meters must make a Fitness check or become stunned and disoriented, unable to act during the spell's duration, plus Id4 rounds afterwards. This spell can also be used to quiet a noise, down to whisper level, but not to total inaudibility.

Analyze Handwriting
Difficulty: 80   Duration: 1 sec.
Related Skills: INVESTIGATION
By using this spell, the caster can instantly tell if a sample of handwriting has been forged. In addition, the spell reveals the handedness, gender, approximate age and education, and general personality traits of the person who wrote the sample.

Analyze Magic
Difficulty: 80   Duration: 1 sec.
Related Skills: INVESTIGATION, MAGIC, Energy Sciences
Using this spell, the caster can determine the nature of any one spell active within sight. The character can instead choose to analyze a crystal or other stored magic, to determine what spell is stored. *Analyze magic* can be used to determine the trigger for a crystal or crystalglyph, what happens when a scroll is read, or the correct way to trigger a potion; *analyze magic* must be cast specifically for the stated purpose or is ineffective.

A Reflexes check is needed for targeting only when multiple sources of magic are in sight; a failed check means the wrong magic is analyzed.

Animate
Difficulty: 90   Duration: 1 min.
Related Skills: Kinetics
This spell is something like programmable *telekinesis;* the caster can cause an object to perform a simple motion for the duration. Simple motions include moving back and forth, flying, rotating, and rolling. The caster can affect objects weighing up to a number of kilograms equal to the tens digit of the caster's Willpower. Regardless of weight, the object affected can move no faster than melee striking speed, so once per round could attack anyone within its area of effect. Multiple castings of this spell are cumulative for mass, but do not increase speed.
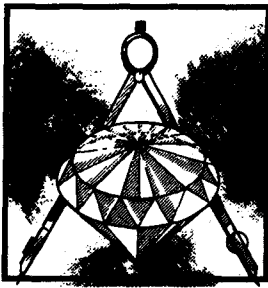
spells

Antibiotic
Difficulty: 110   Duration: 1 day
Related Skills: Basic Medicine
With this spell, the caster creates an artificial magical construct designed to kill a particular disease. If the disease has been diagnosed, the use of this spell requires no skill check; otherwise, choosing the correct form of the antibiotic spell requires success on a difficult Learning check. Note that some diseases (like vampirism, lycanthropy, and AIDS) are very difficult to cure; these require seven consecutive days of successful casting. Each day's casting requires a successful roll on an extremely difficult Intuition check.

   If the mage fails to cast the spell successfully, the spell still affects the target somehow. Usually, this is harmless; a target who makes a successful Fitness check is unharmed. A recipient who fails the Fitness roll for a miscast antibiotic spell loses 2d6 Stamina points immediately, and cannot receive healing of any kind for one day. Regardless of whether an antibiotic spell harms its recipient, the spell should not be cast on the same person during the same day; if this happens, the recipient takes damage of Id4 Body points plus 2d6 Stamina points.

   During the day that it is active, antibiotic kills disease organisms (bacteria, viruses, and parasites), including those that affect golems and computers. It is ineffective against allergies, congenital defects, and wounds, though it will cure (or prevent) infections from the latter.

   This spell requires no targeting roll, but the caster much touch the patient. Antibiotic is draining and requires the mage to rest for an hour after casting it.

Astral Travel
Difficulty: 140   Duration: 10 min.
Related Skills: none (learned only from individual masters and mystics)
This can be cast only on oneself, and is something like a mobile *clairvoyance* effect. The caster's consciousness leaves the body and travels (up to 1 kilometer per minute), able to hear and see what is happening, but unable to smell, taste, or touch anything. The astral presence can travel through solid matter, except for anti-magic elements, which must be airtight to keep an astral presence completely locked out.

   The astral presence is the same shape as the caster and invisible. It creates a temperature reaction when present, so is always cooler than its surroundings and can cause chills and be detected by *thermal vision.*

   The caster's body lies unconscious and defenseless during the spell's duration. The caster can cast spells via astral travel, excepting those that require the caster to use Psyche focus skills. An astral presence can be harmed by magical energy, such as that used in bolt spells, with dam-

age accruing to the unconscious caster. Otherwise, the astral self cannot be harmed.

   If the caster dies while the astral presence is detached, the presence wanders free as a "ghost" (see Appendix I: NPCs and Monsters).

Bioelectricity
Difficulty: 80   Duration: 1 sec.
Related Skills: Biology/Necrology, Electronics, Zoology
The character amplifies natural electrical impulses within his or her own body to produce a bioelectric discharge. The caster can hold the discharge for up to the duration of the spell, then discharge once. The first living being touched receives the discharge and receives damage of 2d4 Stamina points. The discharge passes through metals that carry electrical current.

Blend
Difficulty: 90   Duration: Wil/10 rds.
Related Skills: COVERT ACTIONS, Alchemy
This specialized, short-term version of the color spell allows the caster to change the surface reflectivity of the recipient (a person and all that person holds, or an object). The recipient's coloration precisely matches the recipient's background and changes as she or he moves. While using this spell, the recipient can be found by sight only by someone who is successful on an extremely difficult Searching skill check. The spell's recipient can still be detected with other senses, or seen with *thermal vision.*

Block Revivification
Difficulty: 90   Duration: 1 day
Related Skills: Biology/Necrology
This spell prevents the spells *revivify* and *resurrect* from working on the target. Its use requires the caster to touch the victim or make a successful targeting roll; it can be cast only on a character who is dead (having been reduced to zero or fewer Body points). The block can be voluntarily removed by the caster, but is hard to dispel; a person attempting to use the Remove Magic or Interrupt Magic skill on *block revivification* must make a successful roll on an extremely difficult skill check.

Body Snatching
Difficulty: 140   Duration: Wil/10 min.
Related Skills: Parapsychology
This spell allows the caster to project his or her mind into the body of another. The spell will yield greater results when a willing recipient is used; anybody who resists can successfully repel such an invasion with a successful Willpower check. The body of the spell's caster falls unconscious, and the caster gains full control of the
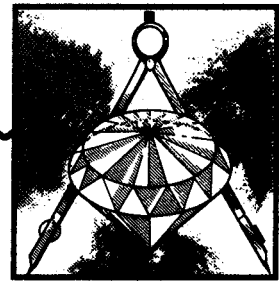
victims body. No memories, skills, or spells are accessed by use of this spell, only physical appearance and abilities.

Use of this spell is illegal in all nations; the spell can be learned only from certain secret societies of wizards.

Boil Water
Difficulty: 20   Duration: Wil/10 min.
Related Skills: Cooking, MEDICINE
A caster can cause heat energy in the immediate vicinity to become concentrated in travel into water, increasing the water's temperature to boiling. The heat transfer causes the temperature in the immediate area to drop accordingly. A character can affect a number of kilograms of water equal to the tens digit of his or her Willpower. The temperature in the surrounding area (up to five meters away) drops 10 degrees per kilogram of water affected.

Bolt
Difficulty: 70   Duration: 1 sec.
Related Skills: COMBAT, MILITARY
A bolt of magical force flies from the caster (usually from the eyes or hands) towards an opponent. The bolt's damage is Id6/0; it can be used against inanimate objects as well as living beings, with precise effects as determined by the GM. A *boh* will not penetrate anti-magical elements. Note that knowledge of this spell requires a license in most nations.

Breathe Water
Difficulty: 50   Duration: 10 minutes
Related Skills: Alchemy, Swimming
This spell allows the caster to breathe water as easily as air, by freeing oxygen from the water.

Burn
Difficulty: 40   Duration: 1 sec.
Related Skills: Cooking, Energy Sciences
As with the *boil water* spell, the character concentrates heat into a specific area, about a square foot, to burn a person or item. The spell's damage is Id4/0, and using it will ignite combustibles. An area up to five meters in radius becomes cooler as the heat is pulled together.

Calculate
Difficulty: 90   Duration: 1 sec.
Related Skills: Mathematics
This allows the character to think of the components of a particular mathematical equation and to quickly realize the answer.

Change Size
Difficulty: 150   Duration: Wil/10 min.
Related Skills: CRAFTS, Alchemy
This spell changes the size of an object or living being, making it grow or shrink by adding or subtrActing mass from its make-up, by converting matter to magical energy, or vice versa. The item to be affected can have a maximum mass of a number of kilograms equal to twice the caster's Willpower (before the spell is cast). If the whole object cannot be affected, none of it can be.

This spell can affect a single piece of a multi-part item. For instance, the spell could shrink the leg of a chair if it were a separate piece placed in a hole in the bottom of the chair's seat; the spell could not shrink the leg if the chair were carved whole from a single piece of wood (nor could it shrink a person's arm, but not the rest of the body). Gluing makes two objects into a single piece; nailing them together does not.

Casting *change size* on a living being requires an Intuition check on the part of the caster, to handle it properly. The victim can still avoid the effects of the spell by rolling a successful difficult Fitness check.

The target of the spell can be shrunk or enlarged by a factor equal to the tens digit of the caster's Willpower. For example, a character with Willpower 43 could shrink something to a minimum of one-fourth its normal size, or enlarge it to four times normal size. This measurement is in terms of the object's linear dimensions: height, length, and width. The ratio must be changed by the same amount for each dimension; if the caster reduces something to half its normal size, it is reduced to half height, half width, and half length. The mass of the object changes accordingly; when the size of an object is doubled, its mass is multiplied by eight (multiplied by two for each height, width, and length). The spell can be cast more than once on the same target, as long as the target's new size allows it to be affected by the spell again, with cumulative effects.

A size change is safe in itself, but can cause other problems, if the size change brings the target into contact with other matter, or rips the target away from moorings of some kind. For example, shrinking a door pulls it off the screws that hold it to its hinges, causing those screws to damage the surrounding wood. The exact amount of damage is left to the GM, following these damage guidelines, depending upon the target's surroundings or moorings: something soft and easily broken, Id6/0; something hard, 2d6/l; something immovable, 4d6/3.

In addition, the stresses on an enlarged item can cause damage if the target moves or is moved. This (non-lethal) damage is equal to Id4 points for each 100% increase in the target's size. For instance, if the target is enlarged to four times its normal size, it takes 4d4 points of damage.
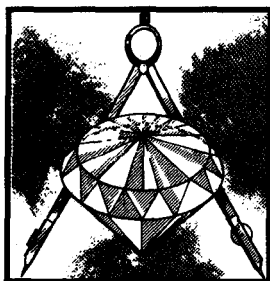
spells

This effect can be eliminated by *ease* inertial *stress,* if that spell is cast before *change size.* The spell *enhance physically* is usually necessary for an enlarged being to move itself; it will allow movement if cast for that purpose. A living being that is shrunk does not suffer from inertial stress problems, and keeps the same strength ratio as normal; for instance, a character who can lift twice her own weight at normal size can lift twice her new weight when shrunk.

Note that the actual size change takes only one second, and lasts as indicated by the spell's duration. At the end of that time (or whenever *change size* is dispelled), the spell's target reverts to its normal size. To permanently change something's size requires storing the spell in a glyph, and keeping that glyph with the target.

The GM should keep track of the durations and effects of multiple castings. For instance, suppose a caster with Willpower 52 shrank something by a factor of five, then waited three minutes and enlarged it by a factor of five (restoring it to normal size), then enlarged it by a factor of five again. About two minutes later, when the effects of the shrinking wore off, the item would get five times larger, for a total of 25 times normal size.

Charm
Difficulty: 110   Duration: Wil/10 min.
Related Skills: none

The caster can cause the target of this spell to become friendly to the caster. The target of the spell can make a difficult Willpower check to resist this spell; if the check fails, the victim considers the caster to be a close, trusted friend. The victim will perform favors and do anything she or he would normally do for a close friend; the victim is generally amenable to suggestions from the caster.

Animals can also be affected by this spell. Tame animals failing their resistance roll become friendly to the caster. Wild animals become calm and non-hostile, essentially tame; a second successful casting of charm is necessary to make a wild animal friendly.

This spell is illegal in civilized nations. It can be learned only from someone who knows it; the only groups that commonly know the spell are vampires and the Incan secret police.

Chemistry
Difficulty: 80   Duration: 1 rd.
Related Skills: Alchemy

Using this spell, a character can combine elements into a compound. For instance, the caster can pluck hydrogen and oxygen atoms from the air to create water.

The spell can also be used to break down compounds; for example, the caster could produce oxygen from car-bon dioxide. Note that breaking down a compound will often create a residue; in the example just given, carbon residue would fall in the area. If the caster pulled oxygen from water, hydrogen would bubble out as well.

This spell will neither create the elements to be used, nor will it form chemically unstable compounds or mixtures. Some casters carry samples of elements with them, so they do not have to depend on finding something naturally.

This spell cannot be cast directly on a living being, but can create substances that affect living beings (the most prominent being acids, poisons, and gasses). These substances cannot be created within a living being, but can be placed so as to fall on one, or in something about to be eaten by one.

The amount of a substance affected by this spell is a number of grams equal to the tens digit of the caster's Willpower. Thus, a character with Willpower 63 could create six grams of acid, or break down six grams of water.

This spell is commonly used for space and underwater travel; it can also be used to create odors or flavors or to cause damage. See the notes on poisons and acids in Chapter 6: Running the MAGITECH™ Game.

The substances created by this spell appear at the end of the spell's duration; that time is spent drawing the elements together for combining, or splitting them apart. Thus, one round after the spell is cast, its effects occur; during that round, it is possible to dispel *chemistry.*

Chill
Difficulty: 40   Duration: 1 sec.
Related Skills: Cooking, Energy Sciences

The character rapidly dissipates heat from a specific area, about a square foot, to cause freezing damage to a person or item. The spell's damage is 1d4/0. An area up to five meters in radius becomes warmer as the heat dissipates.

Chirurgery
Difficulty: 110   Duration: 1 min.
Related Skills: Basic Medicine

This spell is used to remove or implant foreign objects into a living being without harming surrounding tissues. The spell loosens the cohesion between cells, yet leaves them with a "memory" of where they belong; up to half a kilogram of flesh can be affected. Once the cohesion is loosened, the caster or another person can reach into the flesh (with hand, object, or *telekinesis)* to place an item within, or to remove a foreign object. Blood and air continue to flow, and the tissues close back up when the object is removed (or close around an implanted object).

This spell can be used to remove a damaged or infected body part, like an appendix or tonsils, if the part is not
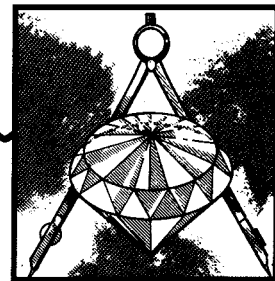
directly affected by *chirurgery.* This requires a spell like *clairvoyance* to allow sight of the offending part, and requires a difficult Reflexes roll for correct targeting. When this is done, a *restore* spell is generally used to heal over the damage of removal (1d4 body points).

Use of *chirurgery* is not proof against infection. The implantation of a germ-laden object can cause an infection, as can reaching through tissues with a non-sterile item *(telekinesis* is sterile).

Since the spell affects tissues, and not the objects that move through them, forceps or a hand can be used to remove a lead bullet, even though magic cannot affect lead directly. This is done without ever making an incision and causes no extra damage.

If an intrusive item remains in the body after the spell's duration runs out, it causes Id4 points of body damage unless chirurgery is immediately cast again on the same area.

The caster much touch the subject of the spell in the place desired to effect *chirurgery.* Use of this spell in combat will require the GM to decide on precise effects.

Clairaudience
Difficulty: 90   Duration: 1 min.
Related Skills: Energy Sciences
This allows the character to change his or her center of hearing to another point.

During casting, the mage must specify a place within 12,800 kilometers as the site from which the character can detect Sounds. The place must be known (as in "on my street") or stated as a range (as in "five feet ahead and 10 feet to the left"). For a known or stated place, no roll is required for targeting. If the caster tries to estimate a place, as in "at that column of smoke in the distance," a Reflexes roll is required for targeting. The spell's target location can also be based on a *mark* spell, provided the caster made the *mark* or knows its code; this requires no targeting roll.

The center of hearing cannot be changed while the spell is in effect; it can be changed (moved or rotated) only by casting the spell again. The mage can use *clairaudience* to target a place for *clairvoyance.*

This spell is used to hear through doors or around corners, and is one of the spells used for enchantment of mirrors and crystal balls. It cannot travel through a shield created of an anti-magic element, but can usually move around such a shield, since the spell effect does not need to travel in a straight line. Use of the spell does not prevent a caster from hearing what is nearby.

Clairvoyance
Difficulty: 90   Duration: 1 min.
Related Skills: Energy Sciences
This allows the character to see into a far or hidden place, by creating a magical "window" to that place.

During casting, the mage must specify a place within 12,800 kilometers as the site for the other side of the spell's window; the mage looks through the side that is closest, and sees what is on the other end. The place must be known (as in "my house") or stated as a range (as in "20 feet straight ahead"). For a known or stated place, no roll is required for targeting. If the caster tries to estimate a place, as in "near the Sounds of battle," a Reflexes roll is required for targeting. The spell's target location can also be based on a *mark* spell, provided the caster made the *mark* or knows its code; this requires no targeting roll.

The viewpoint cannot be changed while the spell is in effect; it can be changed (moved or rotated) only by casting the spell again. The mage can use the *clairvoyance* spell to extend the range of mind *reading* and *sensory input,* and can in effect cast those spells through *clairvoyance.* The spell can also be used to target *clairaudience.*

This spell is used to look through walls, and is the basis of mirror enchantment. It cannot travel through a shield created of an anti-magic element, but can usually move around such a shield, since the spell effect does not need to travel in a straight line. Use of the spell does not prevent a caster from seeing what is nearby.

Clean
Difficulty: 60   Duration: 1 sec.
Related Skills: all (can be learned by anyone)
This spell removes dirt or foreign particles from an object or person by causing them to become attracted to another object or person (usually to a hand-held receptacle). The maximum area of effect for *clean* is a spherical area with a diameter of a number of meters equal to the tens digit of the caster's Willpower.

Climb
Difficulty: 70   Duration: 1 min.
Related Skills: Climbing
This spell allows the caster or another character to climb any incline or vertical surface quickly and easily; this is done by generating an attractive force between the character and the surface to be climbed.
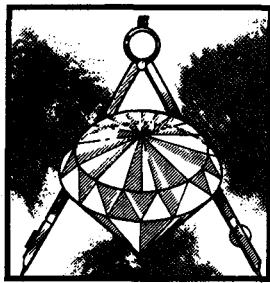
Coincidence
Difficulty: 100   Duration: 1 sec
Related Skills: all (can be learned by anyone, but only with the GM's permission)
This spell allows the caster an automatic success on a Luck skill roll. Note that casting this spell with the aid of

spells

Psyche focus skills usually requires too much time to allow the spell to rescue the caster from an immediately dangerous situation.

The *coincidence* need not occur immediately; if a mage casts it in the morning, the effects might not occur until the afternoon. In this case, the spell provides the character with one coincidence within one day. An archaeologist might find a valuable artifact in a farmers' market; a journalist might be fortunate enough to arrive on the scene just as a newsworthy event takes place (journalists typically call this spell *scoop,* and many cast it each morning).

This spell can be cast only once per day, and always centers on the caster. Note: While the situation brought on by this spell generally has potential to be good for the caster in some way, it may be dangerous if handled improperly.

Color
Difficulty: 60   Duration: Wil days
Related Skills: Energy Sciences, Alchemy, Art
After this spell is cast, any solid material the caster touches within the next minute is colored according to the caster's wishes. This spell acts by making minute changes in the surface of the object, so that it reflects light differently.

This spell has a wide range of applications, and is used for cosmetic effect, from eye shadow to gang colors. The spell can also be used on cloth or canvas, for temporary paintings, or for changing the colors of one's clothing.

Combat Sense
Difficulty: 100   Duration: 1 min.
Related Skills: MILITARY
For the duration of the spell, the character has a feel for what his or her enemies are planning to do in battle. This translates to an initiative advantage of +3, and allows the character to make accurate predictions regarding the enemies' activities for the next minute (according to how much the GM wants to tell).

Control Temperature
Difficulty: 30   Duration: Wil/10 hrs.
Related Skills: Energy Sciences, Spacecraft
By converting magical energy to thermal (or vice versa), the caster can control the temperature in the surrounding area for purposes of defense or comfort; this spell will not cause damage. The maximum area that can be affected is a sphere with a radius of a number of meters equal to the tens digit of the caster's Willpower.

Within the area of effect, the caster can maintain the temperature (from the time of casting), despite the temperature of the surroundings. Note that there must be air

for this spell to be effective; changes in pressure will prevent the caster from maintaining temperature.

The caster can also make small adjustments within the area of effect, changing the temperature upward or downward by a maximum of 20_ Celsius (36_ Fahrenheit). By concentrating during the spell's duration, any caster who knows this spell can make adjustments to the temperature. Multiple castings of the spell cannot change the temperature by more than 20_ from the original temperature.

However, the spell can be cast to maintain, and then cast again to allow change. This type of casting is often used in conjunction with the *pressurization* spell for spaceflight or undersea travel: *pressurization* maintains the atmosphere, one casting of control *temperature* maintains temperature as of take-off, and a second casting of *control temperature* allows adjustments for comfort during travel. Note that during undersea or space travel, *chemistry* is often used to maintain a level of oxygen in the air; this has no effect on the temperature.

Control temperature is also useful for maintaining home comfort, or for special effects, as in theater. See also *molecular motion.*

Cooperate
Difficulty: 80   Duration: 10 min.
Related Skills: MAGIC, Spacecraft
After casting this spell, two or more mages can operate with pooled Psyche scores (for the purpose of spellcasting only). For purposes of spell duration and effects, Willpower is pooled as well. Each caster must know the spell, and touch the person with whom they are to *cooperate.* A circle of casters can also be formed, with each mage linking with the next one in line, and the last linking with the first to close the circle. A pair or group of mages using *cooperate* can cast only one spell per round while cooperating.

This spell can also allow two or more casters to pool their Learning scores to learn a spell, with each one taking on some of the information involved. For cooperative learning, the casters must cast *cooperate* at the beginning of the learning process, attend all instruction together, and cast *cooperate* again at the end of the process. A spell learned cooperatively by multiple casters can be cast only by that same mix of casters, and only with the use of the *cooperate* spell or the Link Psyche Focus skill.

Cooperate can also allow casters to cooperate to store a spell, but grants them no bonus (other than knowing and casting the spell). The storage process and success checks must be performed alone by a single person; only the casting of the spell is done using *cooperate.*

This spell is particularly useful with certain very difficult spells, like *launch* and *revivify.*
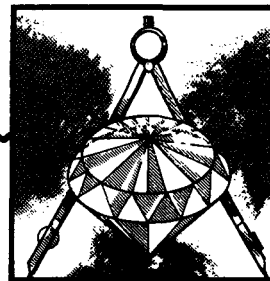
Count
Difficulty: 50   Duration: 1 sec.
Related Skills: CRAFTS
The caster can determine with one look how many of a certain object (or people) occupy a space. The spell can be used to the limit of visual range, but not all the items to be counted need be visible. For instance, the caster could determine how many beans there were in a jar, how many people are in a house she or he sees, or how many giant rats are in an attacking group.

This spell cannot be used to determine measurements, such as how many kilograms to a person's mass, or how many meters distant the caster is from an enemy. See the *measure* spell for those effects.

Create Food
Difficulty: 100   Duration: 1 sec.
Related Skills: Cooking, Survival
Using a specialized variant of *chemistry,* the character can create edible food. Up to one kilogram of food can be created with each casting; it is bland and white and has a uniform smooth texture, but is nutritious and healthy (much like tofu). If baked, this magically created food takes on a bread-like texture, but gains no color or flavor. Any living being can survive indefinitely by eating this food, if actually persuaded to eat it.

This spell requires two rounds to cast, in addition to the mage's casting time. The food must appear within 10 meters of the spellcaster.

Cultural Insight
Difficulty: 120   Duration: Wil/10 min.
Related Skills: Etiquette, Anthropology
By using this spell while in the presence of members of another culture, the caster will instantly gain knowledge of the expectations of that culture regarding activities and politeness.

Though the knowledge gained lasts only a few minutes at a time, the caster can take notes and possibly retain some knowledge for future study.

Detect and Analyze Disease
Difficulty: 120   Duration: 1 sec.
Related Skills: Basic Medicine
By touching a living being or crystallized brain (as in a golem or computer), the caster can instantly detect and analyze any disease within that being, including the specific disease and the extent to which it has spread. The caster will detect all parasites, bacteria, and viruses (including computer viruses) within the being touched. Some beings, such as vampires, may not wish to have their conditions given away by this spell. Touching an unwilling subject requires a Reflexes check.

Detect Brain Activity
Difficulty: 90   Duration: 1 sec.
Related Skills: Biology/Necrology
This spell is used to detect and locate animal life-forms in the vicinity by detecting their brain waves. This spell will also detect the brain activity in the crystallized brains of golems and computers. A Reflexes roll is needed for targeting only if the caster wishes to check a specific animal or golem for life as determined by brain activity, and there are other active brains near the target.

Detect Element or Compound
Difficulty: 90   Duration: 1 sec.
Related Skills: Alchemy, Survival
The caster can detect the presence of a specific element or compound, within a number of meters equal to the character's Willpower. A Reflexes-based targeting roll is not necessary for this spell. However, if the caster wishes to detect a category of substances (such as poisons) instead of a specific type, an Intuition check is required.

The caster can also determine the approximate location of the substance; the location is determined precisely if the substance is within a meter of the caster. This spell is helpful in finding water, or checking food for poison.

Detect Motion
Difficulty: 70   Duration: 1 sec.
Related Skills: Kinetics, MILITARY
This spell allows the caster to sense the movement of solid matter within a number of meters equal to the caster's Willpower. Visual sighting is not necessary for using this spell, which will also detect motion behind walls. A concentration of an anti-magic element will interfere with this spell, blocking it if the element presents an airtight shield within the caster's range.

The spell is primarily for large objects that move the air around them or cause vibrations in the floor; since the spell detects evidence of motion, rather than the item that is moving, it will locate the movement of anti-magic elements, such as an armored foe. Detecting the motion of something with a mass of less than one kilogram is a difficult task (rolled on Intuition). The caster cannot "screen out" certain types of motion; things moved by the wind are detected as readily as moving animals.
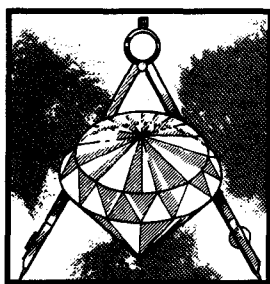
It is not necessary to make a Reflexes-based targeting roll for this spell.

Disintegrate
Difficulty: 150   Duration: 1 sec.
Related Skills: Chemics
Using this spell, the caster can release the molecular adhesion in a mass of material equal to the tens digit of the caster's Willpower (in kilograms). This causes mole-

cules to break down into their component atoms; the item affected will begin to sublimate at a rate of one kilogram per round (with the elements falling to the ground as powder if they are normally found in a solid state). While the item is sublimating, the spell cannot be dispelled, but its effects can be halted with the application of a *chemistry* spell used specifically for that purpose.

A Reflexes roll is a must for targeting. If a living being (not including a golem or other semi-living creature with a crystallized brain) is hit with disintegrate, the being is allowed a Fitness check. If successful, the being's substance holds together for one round before beginning to sublimate. If the affected being is successful on an extremely difficult Fitness check, the being's substance holds together, but the being must concentrate on holding it together for the same number of rounds it would have taken to sublimate into nothingness.

If a *chemistry* spell is used to halt sublimation, the item or being struck still takes damage equal to the time spent sublimating. For example, a chair that would normally lose five kilograms of mass by disintegration is stopped after sublimating for one round; it loses one kilogram of mass. If the spell affects a living being, the GM will have to decide exactly how much damage the being takes, based on precise targeting and the mass of the creature. In general, for each kilogram of mass lost, a being of about human size (or larger) loses 1d4+1 Body points and 2d6 Stamina points. However, if the caster targets the head or chest (either a difficult task), the enemy could be killed very quickly.

A more mundane use of this spell is to cause water to evaporate (in the form of oxygen and hydrogen). Note that in some cases, atoms have a strong affinity for one another, and will quickly reform their bonds; for instance, hydrogen is found in molecules of two atoms, and if broken up, will reform those bonds within a minute or two. This reformation of bonds is generally not enough to pull a solid or liquid back together.

Dumbfound

Difficulty: 70   Duration: 1 min.
Related Skills: PERSONALITY, Acting

Victims of this spell become so bewildered by the caster's words or gestures that they are rendered immobile. This spell requires no Reflexes-based targeting roll, but requires the caster to talk to the target for one round immediately after casting; the spell begins its duration after that round, if the spell's victim fails a difficult Willpower check.

Duplicate

Difficulty: 120   Duration: 1 rd.
Related Skills: Alchemy, CRAFTS

Using this spell, a specialized version of *transmute,* the caster can duplicate a single solid item that has a mass of a number of kilograms equal to (or less than) the tens digit of the caster's Willpower. If the spell cannot affect an entire item, it cannot affect part of the item; the item to be affected can consist of several parts, as long as those parts are all in contact when the spell is cast (as in a clock or bag of marbles). The duplicate appears within a meter of the original. Note that kilograms are a measure of mass, not weight; reducing a large item's weight without changing its mass will not allow duplication.

Duplicate tends to homogenize and simplify matter that it duplicates. Rubber becomes plastic; silk becomes nylon; rough paper becomes smooth and regular; and so forth. Duplicated gems can be recognized by jewelers (a duplicated diamond is a cubic zirconia), but duplicated gold is still gold. Matter created using *duplicate* is usually sturdy and not susceptible to biodegradation. Items that store spells cannot be accurately duplicated. If *duplicate* is cast on a living plant or animal, a dead replica is produced; the spell can thus be used to create plants that need not be watered, as well as very accurate artificial animals. Though these can be animated with *motion,* or even turned into golems with crystallized brains, they cannot be given true life.

This spell draws its base matter from nitrogen in the air, then analyzes the item in question and transmutes the nitrogen into the correct form. Another version of the spell does the same with water as the base element; learning the spell gives the caster access to only one of these methods. There may be versions of the spell that use other elements or simple compounds as a base, but most are illegal according to international agreements; in any case, it is very difficult to find a teacher for other versions. Individuals and companies who use this spell must be licensed, part of the agreement being that they must replenish their base element periodically so as not to harm the environment.

People who obtain a license for this spell are legally restricted from producing gold, copper, or silver; in fact, normal versions of this spell will not *duplicate* those elements, because the common formula prevents it. However, certain criminal casters know how to *duplicate* precious metals, and might teach the formula for a price. Using the normal version of the spell to *duplicate* a precious metal requires a successful roll on an extremely difficult Learning check.
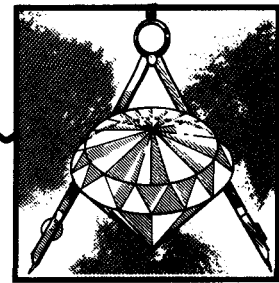
Ease Inertial Stress

Difficulty: 120   Duration: Wil hrs.

Related Skills: Kinetics

By using this spell, the caster can relieve stress caused by gravity and inertia, such as longitudinal and torsional stress in a building, or stress caused by changing the volume to surface area ratio of an item. The spell works by redirecting load lines and lessening gravity's effects in key places. Some practical applications include: preventing a building from collapsing after some load-bearing members have been removed; supporting a building that would otherwise collapse because its weight was not distributed evenly or well; reducing the stress caused by moving an awkwardly-shaped ship through space; and allowing a tremendously *enlarged* animal to function and move as normal.

Use of a permanent version of this spell has allowed the construction of some very odd and unique buildings; it is one of the spells necessary to create a giant, functioning insect (see *enlarge organic being*).

Elude Detection

Difficulty: 120   Duration: Wil/10 rds.

Related Skills: COVERT ACTIONS

Using this spell, the caster covers one character with an aura that affects the minds of others in the vicinity, preventing them from noticing the spell's target (or anything worn or carried by that target). At one time, the aura can affect a maximum number of living beings equal to the tens digit of the caster's Willpower; only those beings looking at the spell's target, or otherwise trying to find that person, are affected. As the spell's target moves, so does the spell effect, so the number of people currently affected can change while the spell is active.

If the spell's target makes a melee attack on someone affected by the aura, the spell's target becomes visible to the person attacked. Missile or magical attacks do not immediately give the target away, nor do signs of motion; however, these things can indicate that something is awry, allowing everyone who notices them to make a Willpower check to resist the aura's effects.

It is not necessary to make a targeting roll for this spell, but the people affected by the aura must be within normal visual range of the target; *clairvoyance* will see through the spell.

Empathy

Difficulty: 80   Duration: 1 sec.

Related Skills: PERSONALITY

The caster can use this spell to read the feelings of another living being with a Learning score of at least 10 (animal intelligence). No targeting roll is necessary, unless the caster is trying to read the emotions of a specific individual who is among other thinking beings.

Empathy provides a good indication of emotions if used on a person, or something of similar intelligence. If the caster is successful on a difficult Intuition check, the target's intent for the next few minutes can be determined in vague terms (such as "intends to harm the caster" or "will try to run away"). The exact information revealed is up to the GM; this spell does not provide the insight gained from *mind reading*.

If used on an animal, the spell provides an indication of the animal's predominant emotion at the time (fear, hunger, rage, etc.). By making a successful roll on a difficult Intuition check, the caster can use this spell on the crystallized brains of computers and golems, to see if they are responding properly, or to diagnose a problem.

Endurance

Difficulty: 100   Duration: Wil/10 hrs.

Related Skills: all

The target of this spell is able to maintain a satisfactory level of energy for the duration of the spell. This spell does not allow a character to perform actions she or he could not do previously, but allows continuance of normal activity without sleep or rest. After the spell runs its course, the spell's target returns to the same level she or he had when the spell was cast, possibly needing sleep, possibly not.

Endurance will not affect a character's ability to perform strenuous activity, such as running or fighting (see *enhance physically*). *Endurance* is typically used to extend the time allowed for basic, non-strenuous activities such as studying, walking, driving, or treading water.

No targeting roll is necessary for this spell. *Endurance* can be cast only once per day on a single target.

Enhance Mentally

Difficulty: 100   Duration: Wil/10 rds.

Related Skills: all

This spell increases either Intuition or Learning by a factor of 10 for the duration of the spell. The increase is applicable to all uses of that attribute for the spell's duration. A targeting roll is needed only if the spell's target is very close to another being whose abilities could be enhanced. Multiple uses of this spell are not cumulative, and the spell cannot raise an attribute above 95.
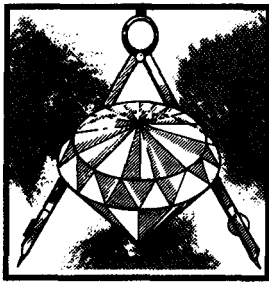
Enhance Physically

Difficulty: 100   Duration: Wil/10 rds.

Related Skills: ATHLETICS, COMBAT

This spell increases either Fitness or Reflexes by 10 for the duration of the spell, applicable to all uses of that ability. Note that an increase in Fitness will also increase the target's running and sprinting rates, as well as carrying ability.

spells

A targeting roll is needed only if the spell's target is very close to another being whose abilities could be enhanced.

Fitness or Reflexes can be enhanced up to twice each, to a maximum total of +20, but the spell cannot raise an attribute above 95.

If the recipient of the spell performs no strenuous physical activity, the spell's duration is extended to a number of hours equal to the tens digit of the caster's Willpower — or until the recipient does anything more strenuous than walking, from which time the spell will last its normal duration. The spell is sometimes used in this manner as a meditative technique, to prepare before marching into combat, or prepare while waiting in ambush.

Enhance Senses
Difficulty: 90   Duration: Wil/10 rds.
Related Skills: INVESTIGATION, Anatomy
This spell increases its recipient's senses to the maximum normal for a member of the recipient's species. *Enhance senses* works by increasing the sensitivity of the target's sensory organs, and by aiding in the translation of minute sensations into nerve impulses. Any sense, or all five (sight, hearing, taste, smell, and touch), can be enhanced. Sight can be improved for better night vision, better distance vision, or better detail vision (not all three). Enhanced hearing lets the recipient hear even small Sounds in the vicinity; enhanced touch can tell what an object is by feeling it, or precisely how much it weighs by holding it. Enhanced smell and taste can determine what something is, or if something dangerous is being smelled or tasted.

This spell adds a +20 bonus to the recipient's Searching and Perception skill scores.

Escape
Difficulty: 80   Duration: 1 sec.
Related Skills: ATHLETICS, COMBAT, COVERT ACTIONS
This spell, related to *telekinesis,* analyzes present danger and moves a character quickly a short distance out of harm's way. This spell does not function as a lasting escape, but merely gives the character a temporary reprieve. For instance, when cornered in an alley by a hungry bulette, a character casting this spell could be moved 10 feet upward to a ledge. The character is safe for a moment, but the bulette can still pursue and attack.

Only the caster can be the target *of escape.*

Evoke Glyph
Difficulty: 20   Duration: 1 sec.
Related Skills: all
This specialized spell activates any glyph, unless the glyph is set up to respond to only some other spell (or group of spells).

Excavate
Difficulty: 50   Duration: Wil/10 min.
Related Skills: Archaeology, NATURE, CRAFTS, ENGINEERING, MILITARY
The caster can move dirt, to a maximum of a number of kilograms equal to the tens digit of the caster's Willpower. The spell will also affect small rocks and debris in the dirt; it will not move anti-magic substances unless they are carried by the dirt. The hole can take any shape allowed by surrounding heavy materials.

The duration given above is the maximum; all dirt susceptible to a single casting of the spell can be moved in a single round. However, some casters choose to move Earth more slowly, so as to avoid damaging whatever it hides.

Extinguish
Difficulty: 60   Duration: 1 rd.
Related Skills: any
This alchemical spell creates a layer of vacuum around a fire; the maximum area covered is a sphere 10 meters in diameter. Any fire within that area is extinguished in one round, though the fire may start again unless conditions are changed. *Extinguish* will not harm living beings in its area of effect.

Extras
Difficulty: 110   Duration: Wil min.
Related Skills: Acting (others at GM's discretion)
Invented by director and wizard Cecil B. DeMille, this specialized illusion spell analyzes the people in an area and creates a number of illusory near-duplicates. The duplicates are all slightly different, and they perform actions similar to those of real people in the area, for the duration of the spell. The duplicates cannot cause physical harm. A successful difficult Perception check will cause a character to recognize *extras* for what they are. The maximum number of *extras* created is equal to the caster's Willpower.

Characters not involved with Acting have been known to adapt the spell for their own uses (athletes or rock stars can cast *fans).*

To use this spell legally, the spellcaster must be licensed by, and pay dues to, the local actors' guild or its equivalent. Dues are usually around $500 a year, plus a negotiable percentage of money made from any production using the spell.
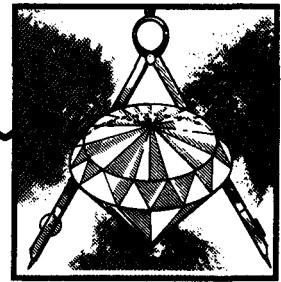
Face Lift
Difficulty: 100   Duration: Wil hrs.
Related Skills: COVERT ACTIONS, Advanced Medicine, Acting, Art
For the duration of the spell, the recipient's face is physically altered. The caster must use his or her hands to

move the flesh of the face once the spell has made it malleable; this can be done anytime during the spell's duration, but only by the caster. Because of the need to mold the flesh, the spell's initial casting time is one minute, plus time needed to focus Psyche.

The spell allows changes only to fairly similar physical features, such as an elf to a human, but not a human to a minotaur. For a successful general change, a successful roll against the Art skill is necessary. If the caster wishes to effect a specific change (making the recipient's face look exactly like that of another person), a success is required on a difficult Art skill check. *Face lift* will not change colors or total mass. The spell can be used only on the face (including ears and neck), though some GMs might allow a version of the spell that can affect other living flesh.

Note that this spell can allow a caster to seal the nose and mouth of the recipient; the GM must adjudicate such cases.

Find

Difficulty: 110   Duration: 1 rd.
Related Skills: Tracking, INVESTIGATION

By using this spell, the caster can determine the location of a known person who is within 12,800 kilometers. Normally, *find* searches for a particular brain-wave pattern; the caster must have seen and been around the person to be found; a simple picture or description is not enough, nor is a simple sighting of the person. The spell can also locate a *mark* — provided the same caster made the *mark,* or the caster knows the code of the *mark.*

Find provides the caster with knowledge of the person's location, in terms of distance and direction; the coordinates provided are sufficient for the use of *clairaudience* and *clairvoyance. Find* is one of the spells used for enchantment of modern crystal balls.

No targeting roll is necessary for this spell.

Find Traps

Difficulty: 70   Duration: 1 sec.
Related Skills: COVERT ACTIONS, MILITARY, Hunting, Tracking, Survival

This spell instantaneously provides the caster with knowledge of the locations of any traps within a number of meters equal to the tens digit of the caster's Willpower. This includes strictly physical traps, as well as glyph, crystal, and other magical traps. The spell provides no knowledge of what exactly the traps do, nor any information or help in disarming them.

On a difficult Intuition roll, the caster will also gain knowledge of the trigger areas and actions for the traps.

No targeting roll is necessary for this spell.

Fireball

Difficulty: 90   Duration: 1 sec.
Related Skills: MILITARY, Alchemy

This spell draws elements together, chemically combines them into combustibles, and ignites the mixture. The *fireball* fills a sphere with a maximum diameter of a number of meters equal to the tens digit of the caster's Willpower. It ignites combustibles within that area when it goes off, and causes 4d6/3 damage to any living beings in its area of effect.

Note that if the targeting roll for this spell fails, the *fire' ball* still goes off somewhere. If the roll is a simple failure, the fireball just misses its intended targets. On a critical failure (FO), *the fireball* hits the caster. If the explosive radius of the *fireball* is blocked by solid matter, some of the explosion will be displaced; the exact amount of displacement depends on the size of the *fireball* and the size of the area in which it is cast. Since the caster can adjust the size of the *fireball* to any size up to its maximum, a caster is never forced to cast a *fireball* that is too large for the area available.

Firewall

Difficulty: 110   Duration: Wil/10 rds.
Related Skills: MILITARY, Alchemy

Like *fireball,* this spell gathers, combines, and ignites elements in the vicinity. The spell covers an area one foot thick with variable height and width. The maximum height is a number of meters equal to the tens digit of the caster's Willpower; the maximum width is the same. Neither dimension has an effect on the other.

The *firewall* can be placed anywhere within visual range, in any position. It ignites combustibles that it touches, and causes 2d6/3 damage to anyone it touches. For each round a living being spends touching the *firewall,* that being takes the same amount and type of damage as suffered in the first round of contact.

Flight

Difficulty: 100   Duration: Wil/10 rds.
Related Skills: Wings, Kinetics

This spell is a combination of *levitation* and *telekinesis,* lessening the effect of gravity on the caster and allowing the spell's recipient to change his or her course at will. The recipient's maximum speed while flying is the same as the character's sprinting speed. The spell recipient can fly while carrying his or her own weight plus a number of kilograms equal to the caster's Willpower.

Freshen Water

Difficulty: 70   Duration: 1 sec.
Related Skills: NATURE, CRAFTS

This spell locates impurities in a volume of water and removes them. *Freshen water* can affect a number of kilo-

grams of water equal to or less than the tens digit of the caster's Willpower.
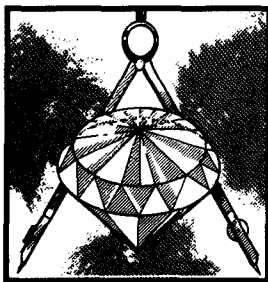
Fumble

Difficulty: 60   Duration: 1 sec.
Related Skills: COMBAT
The victim of this spell must immediately make successful roll on a difficult Reflexes check or drop anything being held.

Genetic Modification

Difficulty: 200   Duration: see below
Related Skills: Life Sciences
Using this spell, the caster(s) can restructure the DNA in all or part of a target's body. The scientific use for this spell is to cast it on a being's reproductive cells, so any offspring is modified somewhat. *Genetic modification* cast in this manner has a duration of one round, during which the appropriate DNA chains are rewritten. Successful *genetic modification* requires a check on the Life Sciences skill (or its genetics enhancement); a critical failure (F9) can create a hideous mutant of some sort.

In combat, this spell is cast to affect DNA in every cell of an opponent's body, to change the opponent into any other lifeform. This has little immediate effect on the target, but it will slowly change form; the time required for the change is a number of minutes equal to the tens digit of the target's Fitness. The course of the change can be halted by dispelling the spell before the duration is up; the effects can be reversed only by another application of *genetic modification,* or by a successful roll on an extremely difficult Remove Magic skill check. An unwilling victim of this spell can avoid its effects with a successful roll on a difficult Fitness check.

Note that since the spell takes a few rounds to cast (because of its high difficulty), and usually requires the Link skill or the *cooperate* spell, *genetic modification* is generally used in a trap or ambush, rather than during close combat.

Glue

Difficulty: 80   Duration: 1 sec.
Related Skills: CRAFTS
This spell creates a thin layer of fast-drying glue appropriate to the surface on which the caster wishes to place it. The maximum amount of surface area that can be affected is a number of square centimeters equal to the caster's Willpower.

The spell can be targeted anywhere within visual range and placed on one surface. Anything touched to that surface within the next round will stick to it. The glue's bond is unbreakable except by magic (such as *chemistry).* If a character's skin is glued to something by this spell, the character can pull free with a successful Fitness check, but takes 3d4 points of damage (no lethality) in the process.

Harden

Difficulty: 60   Duration: 1 sec.
Related Skills: CRAFTS, ENGINEERING, Art
This spell was developed for use on precious metals in weapons, to make them more resistant to damage. Using this spell, a caster can make ceramics, stone, bone, glass, or precious metals as hard (and as brittle) as steel. The caster can affect a number of kilograms equal to or less than the tens digit of his or her Willpower.

Heal

Difficulty: 30   Duration: 1 sec.
Related Skills: MEDICINE, ATHLETICS, COMBAT
This spell is used to restore Stamina points to the recipient, who must be touched by the caster for the spell to work. The caster must expend Stamina points to restore them to someone else, effectively transferring the Stamina points. The maximum number of Stamina points that the caster can give up per casting is equal to the tens digit of the caster's Willpower; the number the caster wishes to transfer must be decided before the spell is cast.

Because the types of wounds can vary, the caster must make a Learning check to properly cast the spell. If the roll fails, no transfer occurs, and the caster loses no Stamina; this does not prevent the caster from trying again. If the roll succeeds, the Stamina points are transferred from caster to recipient. If the Learning check is critically successful (SI), for each Stamina point the caster transfers, the recipient receives a number of Stamina points equal to the tens digit of the caster's Willpower.

The caster can also apply this spell to his or her own body. This is sometimes done to change the types of Stamina damage taken, as in changing a minor cut to some fatigue to prevent infection. When casting the spell on his or her own body, a caster cannot achieve a critical success. This spell also relieves minor pain of all sorts, as well as allergy symptoms.

Illusion

Difficulty: 90   Duration: Wil/10 rds.
Related Skills: Acting, Art, Photography, Photonics
Using this spell, the caster creates a phantasm by concentrating and adjusting light in a given area. The illusion can be seen from every direction; it can be recorded by various means as well. If the caster concentrates, the illusion can move around or change shape in whatever manner the caster desires; if the caster does not concentrate on the illusion, it stays in the same place and shape as the last time the caster thought about it, for the duration of the spell.

The illusion gives off no odor, sound, or taste, nor can it
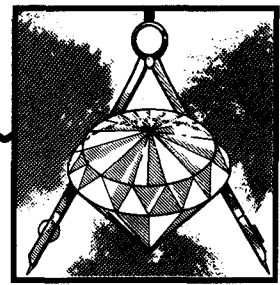
be moved physically. A character attempting to touch an illusion cannot do so, but will feel a tingling sensation as his or her hand passes through the area covered by the illusion.

The spell can create an illusion of anything the caster can imagine, up to roughly twice human size. Multiple castings can create larger illusions, which can be moved in concert by the caster. The spell can be used to disguise someone, but unless combined with *invisibility,* cannot make a person or object seem smaller.

Anyone who sees the illusion should believe they are seeing a real object or person; a successful roll on a difficult Perception check allows a character to notice something out of the ordinary; a subsequent successful Searching skill check can determine that the item seen is an illusion. Touching the phantasm's effect also allows a character to realize what is happening; simple silence from the illusion, or some other effect, is not enough on its own, because most other oddities can be explained away by other spells. Sound, *sensory input,* and solid *light* are often used in concert with this spell.

Increase Healing Rate
Difficulty: 90   Duration: 1 day
Related Skills: MEDICINE

For one day after this spell is cast, the recipient heals faster: 1 Stamina point is regained immediately, and 1 is regained every half hour thereafter; 1 Body point is restored at the end of the spell's duration. Sleeping for eight hours during the spell's duration restores an extra 1dl0 Stamina points to the recipient. The spell's effects are used in place of normal healing rates, not in addition to them, and cannot restore more Stamina or Body than a character has lost.

This spell requires five minutes to cast, in addition to time required for focusing Psyche. The spell is somewhat rough on the metabolism; its recipient must make a successful Fitness check when receiving the spell, or the spell has no effect. A person who receives *increase healing rate* must consume more food and water than normal while aided by the spell, or the spell will be ineffective; add about 25% to the recipient's needed food intake (so instead of three meals in a day, the character needs three meals and a large snack).

Influence Fate
Difficulty: 140   Duration: Wil days
Related Skills: Theology

While this spell is in effect, its one recipient is luckier than normal. The recipient receives a number of automatically successful Luck skill rolls equal to the tens digit of the caster's Willpower. These Luck skill rolls must occur within the spell's duration; once all are used, the spell ends.

The Luck rolls can be used for things other than the normal skill allows (avoiding danger and death). At the GM's discretion, they can be used for finding a job, discovering a small lost treasure, or many other things, none of which should upset the balance of the game.

The most common use of this spell is for a congregation to concentrate their wills to improve an individual's situation.

Inspiration
Difficulty: 100   Duration: 1 sec.
Related Skills: ARTS, CRAFTS, SCIENCES

This spell gifts the caster or another character with a flash of true insight, which may be totally beyond his or her normal capacity. The spell is normally used to grant a scientist an idea about how to go about a procedure, or a composer an idea for a song, etc. The idea might be a little off; the GM should roll a Psyche check for the spell's recipient. If the roll succeeds, the recipient gets a good idea; if it fails, the recipient gets an idea that is not quite right, but is not completely wrong.

In adventuring situations, this spell provides an excuse for the GM to provide a clue to PCs who are stuck. If the spell is overused, it should automatically fail, providing no insight, correct or incorrect; in such a case, the spell recipient's creative juices have run dry.

Intimidate
Difficulty: 70   Duration: Wil/10 rds.
Related Skills: PERSONALITY, COMBAT, ATHLETICS

With this spell, the caster is able to enhance his or her words and gestures, possibly cowing another into submission. Subtract the spell target's Willpower from twice the caster's Charm; this is the chance for the spell to succeed. There is no penalty for failure, other than that the intended target may feel unpleasant toward the caster. The encounter should be role-played; if the caster's role-playing is inappropriate to the situation (e.g., the character is nice to the spell's target), the spell is ineffective.

Invisibility
Difficulty: 90   Duration: Wil/10 rds.
Related Skills: COVERT ACTIONS

This spell allows light to pass harmlessly through the recipient's body as well as any items worn and carried by the recipient. This spell can be used on a single living being of any size; its effects do not include any other living beings carried by the spell recipient.

Light waves (including infrared) striking the being are converted to radiotelegraphy waves, passed through the body, and returned to their normal frequency, rendering the being invisible to all sight, including *thermal* vision.
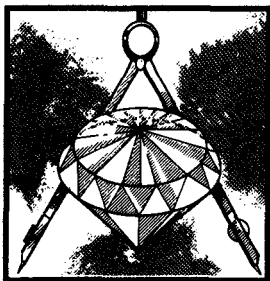
Note that since the spell affects light, and not the spell recipient, any anti-magic elements worn by the recipient are also rendered invisible. Because infrared light passes through the body without effect, the recipient feels somewhat cold while under the spell's effects; prolonged exposure causes a loss of 1d4 Stamina points per hour.

The caster can perform any normal activity while under this spell's effects, including combat and spellcasting. An invisible being is considered to have an additional -20 defensive adjustment in melee, -40 for long-range combat. Note that this spell makes the recipient invisible only in terms of sight; other senses can still detect the recipient, as can a scan spell. The use of *enhance senses,* or a successful Searching check, allows an opponent to halve the recipient's defensive adjustment bonus-due to *invisibility.*

Use of this spell is considered illegal in all civilized nations; it can be learned only by contact with someone who knows it, such as a spy, a criminal, or a member of the Incan secret police.

Know Age
Difficulty: 70   Duration: 1 sec.
Related Skills: Archaeology, Paleontology, Subatomics, INVESTIGATION

This spell analyzes the presence of certain radioactive trace elements in organic (or once-organic) material. It instantly gives the caster knowledge of the age of fossils and long-dead remains. If used on a recently deceased corpse, the spell indicates how long the being has been dead; if used on a living being, the spell indicates how long that creature has been alive.

Launch
Difficulty: 350   Duration: variable
Related Skills: Spacecraft, Space Navigation
This spell combines *levitation, telekinesis, mark,* and *track,* and is effective through interplanetary distances; it allows the casters to launch a spacecraft, get it to its approximate destination, and allow it to land safely. *Launch* can be cast only by casters using the link skill or the *cooperate* spell. It can be learned only with the use *of cooperate,* and is typically taught at the college level to groups of candidates for space launch service; such courses are available in most civilized nations, but only at certain universities (national capitals, except in the United States, where the spell is taught only in special schools at Cahokia and Cape Kennedy).

Casting *launch* requires ten minutes. Launch and landing procedures are slow, taking about two hours each, to avoid detrimental friction and gravity effects; travel
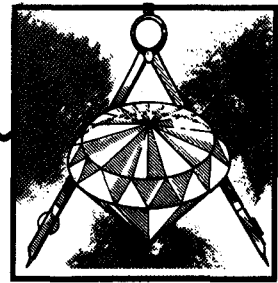
through space is quite fast, typically five million kilometers per day outside atmosphere, which still requires several days to travel to another planet. The spell lasts from launch to landing. Small course corrections are necessary in transit and can be performed with *telekinesis* (a must for space pilots). Other spells (such as *chemistry, control temperature, levitation,* and *pressurization)* are needed for safety and comfort; these are usually stored in glyphs or crystalglyphs on the spacecraft.

It is possible, but very difficult, for casters to use the component spells of *launch* (except for *mark* and *track*), combined with great care and vigilance, Space Navigation, and extra time, to propel a craft through space without *launch.*

Using the Remove Magic or Interrupt Magic skill on this spell is an extremely difficult task.

Leaps and Bounds
Difficulty: 80   Duration: 1 sec.
Related Skills: Kinetics, Astrology, MILITARY (others at GM's discretion)
This spell reduces the effects of gravity in an area surrounding the caster or another character, allowing him or her to use natural muscle power to make a great jump. The character can long jump up to a number of meters equal to his or her Fitness; the character can leap upward half that distance.

Lethality
Difficulty: 60   Duration: up to 2 rds.
Related Skills: MILITARY
This specialized Biomancy spell increases the lethality of the caster's next attack by 1, provided that attack occurs within two rounds after the spell is cast. The spell will aid missile, melee, and spell attacks, but will not give lethality to an attack that normally has none.

Casters who know this spell must be licensed in all nations; the spell's use is prohibited in civilized areas, even for self-defense.

Levitation
Difficulty: 70   Duration: Wil/10 min.
Related Skills: Kinetics, Astrology, MILITARY, TRANSPORTATION
This spell allows its recipient to resist the effects of gravity, and move against it. The recipient is effectively weightless, and can move up or down at will. Note that wind and other forces can propel a weightless character *(telekinesis* is unaffected; see its description). The maximum amount of material that can be levitated is a number of kilograms equal to twice the caster's Willpower.

With this spell, in one minute, the character can move vertically a number of meters equal to his or her Will-

power, at any desired rate. It is possible to leave the atmosphere with multiple castings of this spell, or to slow a fall with one application. Paratroopers are usually taught this spell, though some are provided with parachutes or wings as backups.

Levitation can also be used to create up to normal Earth gravity where such does not exist, for one individual.

Light
Difficulty: 80   Duration: Wil/10 days
Related Skills: Energy Sciences (and see below)
Using this spell, the character can create a light source of any brightness up to 200 watts. The source is flat and can be any size from pinpoint to a circle with a radius in centimeters equal to the tens digit of the caster's Willpower. Only one side of the light source radiates light; the other appears black. The source is solid to the touch and can be placed anywhere, and picked up and moved (sort of like a refrigerator magnet). If cast on a solid object, it will move with that object; if cast in liquid, it will eventually float to the top, and will be affected by the motion of the liquid; if cast in the air, it will move with wind currents as if it were paper, and will eventually settle to the ground.

A sudden casting of bright light in darkness can effectively blind a character for 2d4 rounds, halving all aiming skills.

During the spell's duration, the light source can be covered or blocked, to dim it or prevent it from radiating; this does not harm the spell. A successful use of the Interrupt Magic skill will turn the *light* off; this lasts until the *light* is turned on again, which requires another successful use of the Interrupt Magic skill.

Workers for light subscription services are required to learn this spell, and can learn in on-the-job training, so anyone can know this spell if allowed by the GM.

Lightning
Difficulty: 90   Duration: 1 sec.
Related Skills: Alchemy, Energy Sciences
By using magical energy to change the concentrations of ions, the caster can cause an electrical discharge to arc from one point to another within viewing range. Up to two beings or objects can be targeted with this spell, one at either end of the arc. *Lightning* causes electrical damage (3d8/3) to whatever it hits. Lightning will cause damage to most materials; it can ignite combustibles (if the roll indicates lethal damage) and will splinter wood.
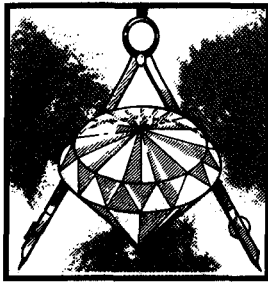
Liquid Nitrogen
Difficulty: 90   Duration: 1 sec.
Related Skills: Alchemy
The spellcaster changes nitrogen in the air into liquid form to rain down on an area, the maximum size of which

spells

is a number of square meters equal to the tens digit of the caster's Willpower. Items within that area are rendered brittle, and most can be easily broken or cracked within the next round. Living beings in the area of effect take 3d6/2 damage. The nitrogen evaporates quickly after it rains on the area.

If the targeting roll for this spell fails, the spell still goes off somewhere. On a simple failure, it goes off near the intended target area; on a critical failure (FO), the caster and anything nearby are caught in the area of effect.

Mark
Difficulty: 60   Duration: Wil min.
Related Skills: Tracking, Energy Sciences
This spell allows the caster to place an invisible, magical mark on an item or a living being. It does not affect the target in any way, other than tagging it with a slight magical aura that can be detected with a successful find magic skill check. *Mark* can be dispelled normally if someone knows it is present. A *mark* cannot be placed on an item totally composed of anti-magic elements.

A mark can be used as a location marker for the casting of *clairaudience, clairvoyance, find, teleport,* and *track.*

A permanent *mark* is an integral part of several items, including crystal balls, fax machines, and postal teleporters. If a mark is made permanent, as with a glyph or crystalglyph, it is usually encoded with an alphanumeric sequence determined by the caster. Most countries require that permanent, encoded marks be approved by and registered with their federal communications board (the FCC in the United States). The FCC requires people to be licensed if they learn to cast mark; other countries are seldom concerned with minor castings, as long as they are notified of permanent marks.

Measure
Difficulty: 40   Duration: 1 sec.
Related Skills: all
This spell gives the caster knowledge of one measurement for anything within visual range: linear dimensions, volume, mass, or velocity. Thus, it can measure the distance to an enemy, or determine the mass of a boulder. The *measure* spell will provide a +5 bonus to any skill checks, as well as rolls for spells, in that a measurement might be in question, and the measurement could affect the outcome of the roll. For example, knowing the volume of a certain element in the area could determine if *chemistry* would be effective; knowing the distance to the source of a sound can help target *clairaudience;* using the spell can give a tailor a person's measurements without requiring tape measures; and knowing the precise distance to second base can help an outfielder in targeting a throw to get a runner out. In some cases, this spell duplicates the

effects of aim; if cast before *aim, measure* will allow the caster to aim with a 90% chance of hitting something.

Mental Bolt
Difficulty: 80   Duration: 1 min.
Related Skills: MILITARY
When using this spell, the caster unleashes a bolt of mental force, carried by magical energy, at an opponent; hitting requires a targeting roll. If the target fails on a difficult Willpower check, for the duration of the spell she or he suffers a -10 penalty to one of the following attribute scores: Learning, Intuition, Psyche, Willpower, or Charm (caster's choice). Multiple castings of this spell have a cumulative effect; if one of a target's attributes drops below zero, the character falls unconscious until the durations of all *mental bolts* expire.

Mesmerize
Difficulty: 90   Duration: Wil/10 rds.
Related Skills: PERSONALITY (see below)
By exerting mental force, the caster can dominate the mind of another living being (including anything with a crystallized brain). The target of this spell can make a difficult Willpower check to avoid this spell's effects; if the check fails, the target will follow the commands of the caster for the duration of the spell. Orders can be given verbally, but must be in a language understood by the victim; *telepathy* is also useful for providing orders (it is automatically effective on a mesmerized victim).

If ordered to do something life-threatening or morally repugnant, the spell's victim is allowed another difficult Willpower check to break free.

Use of this spell is illegal in all civilized nations. It can be learned from criminals, vampires, and certain circus performers.

Mind Reading
Difficulty: 100   Duration: Wil/10 rds.
Related Skills: none
Using this spell, the caster can read the surface thoughts of another living being; this includes crystallized brains, allowing the caster to get information from a computer without a virtual interface, or to determine the programming of a golem. The spell is intrusive, and can be detected if the victim makes a successful perception check; this tells the victim that she or he is being probed, not who is doing it. Once the spell has been detected, it can be dispelled with the remove magic skill, or with a successful roll on a difficult Willpower check from the victim.

This spell is outlawed in civilized nations. It can be learned from vampires, members of the Incan secret police, and some gamblers.
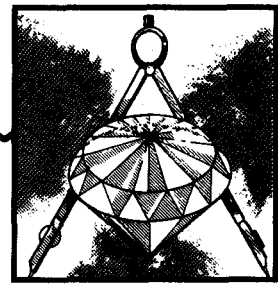
Molecular Motion

Difficulty: 90   Duration: Wil/10 rds.
Related Skills: Alchemy

This spell changes the state of matter without changing its temperature. It can change the state only one step, as from solid to liquid or liquid to gas, even if this puts the matter into a state which is not natural for it. The caster must concentrate to hold the matter in its new state, making a successful Willpower check each round, or the spell expires immediately. While the caster is concentrating, she or he cannot cast other spells, but can perform physical actions. The caster can affect a number of kilograms equal to or less than the tens digit of his or her Willpower.

The most common use of this spell is to change a solid to a liquid and mold it into a new shape; it can also change water into water vapor to create fog. This spell cannot affect anti-magic elements, nor can it affect living tissue.

Net

Difficulty: 70   Duration: Wil/10 rds.
Related Skills: Hunting, COMBAT

This spell causes a net of magical force (composed of glowing, bluish bands) to wrap around the target of the spell. If the targeting roll is successful, the net holds the target immobile, but not damaged, for the duration of the spell. Anti-magic elements can pass through the bands, as can anything encased in such elements. This spell is taught to police in many modern cities.

Paralyze

Difficulty: 100   Duration: Wil/10 min.
Related Skills: Basic Medicine

With this spell, the caster blocks motor nerve impulses in the target creature, making all but its autonomic functions fail. Thus, the target can still breathe, and its heart will still beat, but the target will be unable to move.

After each minute (six rounds) spent paralyzed, the target is allowed a difficult Fitness check to throw off the spell's effects.

If the caster is successful on an extremely difficult Learning check (in addition to the targeting roll required to hit the victim), she or he can also paralyze the victim's autonomic functions. Each round, the victim is allowed a difficult Fitness check to restore autonomic functions; if these checks fail for a full minute (six checks), the victim is reduced immediately to zero Body points. A victim paralyzed like this can be saved only by the application of *restore* or *stabilize wound* spell, an injection of adrenalin, or immediate CPR, within a minute after reaching zero Body points. CPR or an injection will restore 1 Body point to the victim.

Phase

Difficulty: 100   Duration: Wil min.
Related Skills: CRAFTS, Subatomics

This spell allows the caster to cause up to a kilogram of solid, non-living matter to become insubstantial. The item must be touched to be affected. The skill is often used by crafters to make an item insubstantial, move it into another item, and then release the spell to create an unbreakable bond. One modern use of the spell is to make minotaur horns insubstantial for football and other sports, to protect other players; this spell can also be learned by athletes and athletic trainers (it is usually cast at the beginning of each quarter or other time period used in the game).

If the caster places a phased item into a living being and releases the spell, the phased item causes damage of ld6/5, twice that if the item is pulled out.

Photograph

Difficulty: 70   Duration: 1 sec.
Related Skills: Photography, Photonics

The caster can transfer the image of what she or he sees to a piece of paper. The paper can be of any weight, and must be held in the caster's hand. This spell requires a targeting roll; if successful, the picture comes out. If the roll is critically successful (SO), the photograph is exceptionally sharp and clear. If the roll fails, the photograph is blurry, but can still be made out; on a critical failure (FO), the picture is totally obscured.

Photo Opportunity

Difficulty: 60   Duration: 1 sec.
Related Skills: Photography

The caster can immediately recognize something out of the ordinary in the area, something worth photographing. This can be as mundane as a heart-tugging scene of a little boy playing with a puppy, or as dramatic as a hidden gunman in a second story window, or as strange as the tracks of an invisible being. The most newsworthy scene (GM's discretion, given what is in the area) is brought to the caster's attention.

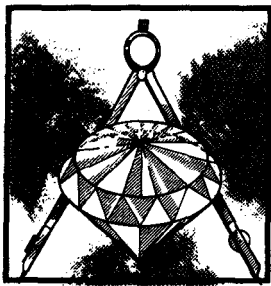**Predict Weather**

Difficulty: 80   Duration: 1 sec.
Related Skills: NATURE, Earth Sciences

With this spell, the caster can accurately predict the weather for the coming day, but only in terms of general happenings, not precise times.

Pressurization

Difficulty: 60   Duration: Wil hrs.
Related Skills: Spacecraft, Boating

The caster can maintain the pressure within an area,

despite the surrounding pressure, from space vacuum to deep sea. The area affected is a sphere with a maximum radius of a number of meters equal to the tens digit of the caster's Willpower. It is possible to maintain pressure in a shape other than *a* sphere, provided the whole shape fits within the caster's area of effect.

Project Mood

Difficulty: 100   Duration: Wil/10 min.
Related Skills: Acting, PERSONALITY

The caster can affect the mood of every living being within a number of meters equal to the tens digit of the caster's Willpower. This requires no targeting roll, but choosing to affect some people in that area while leaving others, unaffected requires a difficult targeting roll.

The mood can be anything from happiness and calmness to murderous rage. If people in the area of effect wish to resist, they may do so with a successful roll on a difficult Willpower check. Those affected by *project mood* will act accordingly, depending on the exact mood and their personality. Thus, someone who does not normally react overtly when angry still would not; however, it is possible to make a person angrier than she or he has ever been before. Changing emotions so radically requires the caster to make a difficult Willpower check.

This spell is legal in some cases, such as when an actor uses it to help create a mood in the audience. However, using the spell to incite riot or promote violence is illegal in all civilized nations.

Psychometry

Difficulty: 110   Duration: 1 sec.
Related Skills: INVESTIGATION

The caster can do one of three things: by being in an area, the caster can mentally see what happened in the area at a specific time; by holding an item, the caster can mentally see who held it previously (this provides enough information to use a *find* spell); or, by touching a person, the caster can mentally see what that person did at a specific time in the past.

No targeting roll is required for this spell, but an Intuition check is needed. If the check fails, the caster can see into the past a number of minutes equal to his or her Willpower. If the check succeeds, this is extended to a number of days equal to the caster's Willpower; if the check is a critical success (SI), the time is extended to a number of years equal to the caster's Willpower.

A living target of this spell can resist its effects with a successful roll on a difficult Willpower check; the check is allowed only if the target realizes what is happening and tries to prevent it. Recognizing what is happening requires a difficult Perception check.

Psychometry is very useful with Spell Analysis and other Investigation skills, which can be used through the spell.

Punch

Difficulty: 50   Duration: 1 sec.
Related Skills: Unarmed Combat

The caster can translate his or her next Unarmed Combat move into a magical distance attack against anyone in sight. Damage is the same as for a regular Unarmed Combat attack, and the targeting roll is based on that skill as well.

The attack is in the form of magical force, so cannot directly affect anti-magic substances.

Pyrokinesis

Difficulty: 70   Duration: Wil/10 rds.
Related Skills: MILITARY, Kinetics

This is a form of applied *telekinesis* that can affect only fire. The caster can shape and move an existing fire according to his or her will. A targeting roll is required when the caster tries to make the fire assume a specific shape or move towards a particular place. The fire will ignite any combustibles it touches.

Recall

Difficulty: 40   Duration: 1 sec.
Related Skills: all

This spell performs a data search on the caster's mind, enabling the caster to remember a crucial fact. This can be almost anything, according to the caster's will, from a fact learned in a college course, to a seldom used spell, to the correct procedure for doing something. If the character has had some access to a Learning-based skill, but has not taken a skill slot for it, the character can use this spell to get a skill check for that skill. A character cannot recall something she or he has never seen or heard.

Record

Difficulty: 100   Duration: Wil/10 min.
Related Skills: Energy Sciences, INVESTIGATION

Using this spell, the caster can record the sights and sounds in an area. The caster chooses a recording point within visual range; from that point, the recording radius is up to a number of meters equal to the tens digit of the caster's Willpower. All sights and sounds within the chosen radius are recorded.

Any time within the next 24 hours, the caster can replay all or part of the recording. The replay is treated like an illusion. If the caster has access to a recording device, all or part of the recording can be played back for permanent recording.
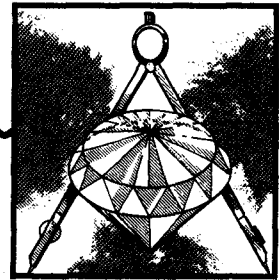
Reduce Weight

Difficulty: 70   Duration: Wil/10 hrs.

Related Skills: Kinetics, TRANSPORTATION

This is a long-term partial *levitation.* Using it, the caster can reduce the weight of a given mass by half for the duration of the spell (thus, this spell will not allow something to float like *levitation).* The maximum amount of mass affected with a single casting is a number of kilograms equal to the caster's Willpower. Multiple castings do not reduce weight more, but can be used to affect more mass.

Reflect Spell

Difficulty: 80   Duration: 1 rd.

Related Skills: none (see below)

When this spell is cast, an invisible, reflective barrier is created around the caster. The first spell to strike it brings down the shield; if the caster makes a successful Willpower check when the spell strikes the barrier, the spell is reflected away from the caster. If the check fails, the spell strikes normally. If the spell is reflected, the caster of *reflect spell* can make a Reflexes check; if successful, the reflected spell is aimed back at its caster, returning there the round after it hit the barrier. If the spell is not reflected to the original caster, it is reflected somewhere, in a direction determined randomly by the GM.

This spell must be cast in a timely fashion, so that the barrier goes up before an opposing spell strikes. It is possible for two skilled casters to use multiple castings *of reflect spell* to reflect a given spell indefinitely.

Only professional wizards can teach this spell, and they will usually teach it only to other professionals.

Repel Insect

Difficulty: 60   Duration: Wil min.

Related Skills: NATURE

This spell must be placed on an object; the object can be movable. The center of the spell radiates a subsonic sound that is unpleasant for insects. No insect can come within five meters of the center of the spell, unless it makes a successful Willpower check (this option is available only to exceptionally large and intelligent insects).

Reshape Organic Matter

Difficulty: 140   Duration: until dispelled

Related Skills: none

The caster can cause a living being of any size to change shape; the being's mass must remain the same. The shaping of the spell recipient is done mentally by the caster. The resulting shape is up to the caster, but must be fully functional, with essentially the same bodily systems as the original shape; genetics are unaffected. Thus, a human
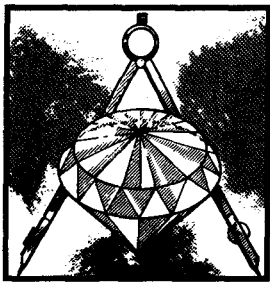
spells

could be changed into a very large frog; the frog might look like an amphibian, but it would have the bodily systems of a mammal, being warm-blooded, not needing to keep its skin moist, and eventually growing hair. Note that plants can be affected by this spell, but dead organic matter cannot be.

This spell is sometimes used by casters for disguise purposes. A general disguise (such as a wolf) requires no skill roll. A specific disguise, such as a specific person or animal, requires a successful Art skill roll.

The target of the spell can make a resistance roll (a difficult Fitness check) if desired, to avoid the spell's effects. This spell lasts until it is dispelled; the creature affected continues to radiate an aura of magic until this occurs. The spell can be dispelled willingly by the caster, or with a successful roll on the Remove Magic skill; even the spell's recipient can attempt the latter, up to once a day.

This spell is illegal in most nations, the notable exception being Mali (and even there, it is illegal to reshape another sentient being). The spell can be learned from a study of therianthropes (these beings, including werewolves, cannot cast the spell, but use it naturally). *Reshape organic matter* is also known to certain secret societies of wizards, and to a few artistic gardeners and botanists.

Restore
Difficulty: 100 Duration: 1 sec.
Related Skills: Basic Medicine, Emergency Medicine
Using this spell, the caster restores 1 Body point to the spell recipient. This takes concentration, however, and causes the caster to suffer some of the trauma of the loss of the body point; the caster loses Stamina each time she or he casts the spell successfully.

The caster much touch the spell's recipient, and must make a successful Learning check for the spell to be effective. If the roll fails, nothing happens; if the roll succeeds, the recipient gains 1 Body point while the caster loses 2d4 Stamina points. If the roll is a critical success (SO), the recipient gains 1 Body point and the caster loses 1 Stamina point.

The casting time for the spell is one round, in addition to the time required to focus Psyche.

Reveal
Difficulty: 50 Duration: 1 sec.
Related Skills: Photonics
This spell scans for radiotelegraphy waves in the vicinity (within a number of meters equal to the tens digit of the caster's Willpower). The spell is used by certain esoteric photonic engineers to analyze their equipment, but its only practical use is to reveal the presence of an active invisibility spell. *Reveal* notes the presence of any such effects and gives the caster knowledge of the distance and direction to them.

Revivify
Difficulty: 170 Duration: 1 sec.
Related Skills: Advanced Medicine
Using this spell, a caster or group of casters can restore life to a being who has been reduced to zero or fewer Body points. It is usually necessary to use *cooperate* to learn and cast this spell.

Sometimes, too much of the subject's body has been damaged for a *revivify* to be useful (the subject still has most of the same wounds, so might die again immediately after being revived). If the spell's subject has lost more than twice his or her normal total of body points, being reduced to a negative total greater than his or her original positive total, it is necessary to cast *restore* to make the subject viable for revivification. For example, Ko Hung has a normal total of 14 Body points; a series of attacks reduces him to -16 Body points. He is dead; he has lost 30 Body points altogether (more than twice his total), and has a negative total greater than his normal positive total (-16 compared to 14). *Revivify* will not be successful on him unless *restore* is used to give him back 2 Body points.

Revivify must be completely cast within 24 hours of the subject's death. The casting time is eight hours. After the spell is cast, the recipient must make a Fitness check. If the roll is a critical success (S2), the recipient has 2d4 Body points and 2d8 Stamina points. If the roll is a simple success the recipient has 1 Body point and 1 Stamina point, and is weak until she or he receives more healing. If the roll fails, the recipient remains dead. If the roll fails critically (F9), the recipient is irrevocably dead. After being revivified, the character loses 5 from his or her Fitness; this can be restored only through expenditure of experience points.

Each caster involved in casting the spell must also make a Fitness check; on a critical success (S2), the caster os fine; on a simple success or failure, the caster loses 3d4 Stamina points; on a critical failure (F9), the caster loses 3d4 Stamina and 1d4 Body points.

The caster of this spell must be licensed in all civilized nations. *Revivify* is illegal in Tawantinsuyu, except to the divine Inca himself; other people who use it within the borders of that nation are subject to the death penalty. The spell is also illegal in India, and most Hindus object to its use because it interferes with reincarnation.

Very large cities in several major nations (the United States, Juyup Takaj, Texas, Zimbabwe, China, and the Commonwealth on Hanahpu) have a trauma team who can cast *revivify* at some major hospital. There is one trauma team in Cadiz, Spain.
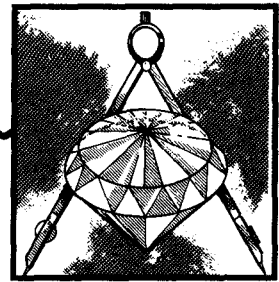
Scare
Difficulty: 70   Duration: Wil/10 rds.
Related Skills: Sound, Biology/Necrology

Using sonics and affecting brain centers, this spell causes its target to experience fright; the target will run away if possible, or will operate at half efficiency if not, for the duration of the spell. The character can resist the desire to run away with a successful roll on a difficult Willpower check, but still suffers a -10 penalty to all attributes for the duration of the spell.

Sensory Input
Difficulty: 110   Duration: Wil/10 rds.
Related Skills: Anatomy, Golem Studies

This spell allows the caster the cause nerve impulses in the target, for the purpose of simulating sensory input in the target. Any or all of the basic five serises (sight, hearing, taste, smell, and touch) can be simulated in one target per casting; these can override or augment normal sensory input. Thus, this spell can be used to effectively blind someone, restore hearing to a deaf person, or cause a being to smell something that is not present. The exact effects must be determined by the GM, depending on the use of the spell; certain hearing effects can upset the inner ear and cause balance problems; a strong odor might cause nausea; hallucinations might prompt an individual to react in a given way.

The caster must concentrate each round, performing no other spells and only basic physical motions, to keep the spell going to its maximum duration. The target can avoid the effects of this spell with a successful roll on an extremely difficult Fitness check; the check must be made each round while the spell is in effect.

Shield
Difficulty: 70   Duration: Wil/10 rds.
Related Skills: COMBAT, MILITARY, ATHLETICS

Shield erects a visible protective barrier around the caster or another character, shielding him or her from a particular danger. The barrier is usually like full body armor, about one centimeter from the body, but may be changed into various shapes (cones, hemispheres, or cylinders). The maximum volume contained within the shield is a number of cubic meters equal to the tens digit of the caster's Willpower. A single creature of approximately human size is considered a volume of two cubic meters; greater precision is not possible when using the spell to protect multiple living beings.

When casting the spell, the caster must specify what threat the shield is to combat. Examples include fire; cold; normal weather; physical objects; and magical force. A spell creating the specified effect will not go through the *shield*. The *shield* will not protect against anti-magic elements or against effects not specified by the caster. The *shield* prevents the specified effect from passing through the shield in either direction.

A *shield* can be dispelled by use of the Remove Magic skill. If a *shield* is constructed to block a specific spell, dispelling the *shield* is a difficult task.

Silence
Difficulty: 80   Duration: Wil/10 rds.
Related Skills: Sound, COVERT ACTIONS

This spell can be cast on any living creature, and prevents Sound waves from leaving the area within one decimeter of the recipient's body. Thus, the recipient will move silently, but if she or he knocks a vase off a table, and it falls a meter away from the recipient, the noise is heard.

Sleep
Difficulty: 90   Duration: 1 sec.
Related Skills: Anatomy, Golem Studies

This spell attacks the sleep centers of the brain, causing its single target to fall asleep, if the target fails an extremely difficult Willpower check. This is also useful for turning off crystallized brains.

After the target has fallen asleep, she or he can be awakened by any normal means. For a crystallized brain, this usually requires feeding it sensory input, either with the appropriate spell or through one of its subsystems.
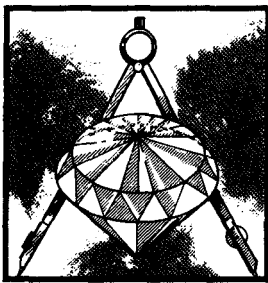
Solid Light
Difficulty: 120   Duration: Wil/10 rds.
Related Skills: Photonics, Acting

Using this spell, the caster can cause existing light to solidify for the duration of the spell. The *solid light* can be bright or dim, but radiates at least a little light (enough to be clearly visible in the dark). The solidified light can be of any color or combination (caster's choice).

The caster can create any object out of light, up to the equivalent of a mass in kilograms equal to the tens digit of the caster's Willpower. The spell is generally used to create a weapon, cage, costume, or disguise. The item created is the same temperature as its surroundings; frictionless unless the caster decides otherwise; and hard enough to resist physical damage. If a weapon is created, it causes damage as a normal weapon of its type; a frictionless surface will cause those trying to walk on it to slip and slide; a disguise can be recognized for what it is with a simple Perception check.

Purely physical damage cannot destroy or harm solid light, though some of the force might be passed through an object made from solid light. This depends partly on how hard the caster makes the *solid light* (cloth consistency versus that of a brick, for example). In general, if

solid light is used as a shield, it reduces damage by -4 and lethality by -3. Some circumstances may change these penalties. For instance, if a wall of solid light is placed in front of someone, and it blocks the person's entire body, the individual would take no damage from missile weapons from that direction. The spells *invisibility* and *adjust light* can be used to destroy a solid *light* construct, if cast for that purpose. Anti-magic elements pass through solid light, but do not disrupt it.

Sound
Difficulty: 80   Duration: Wil/10 rds.
Related Skills: Sound, Music
This spell creates actual sounds by using magical energy to create sound waves. The caster can create any sound she or he can imagine, emanating from anywhere within visual range. The sound created cannot be loud enough to deafen someone, but it can be used to confuse an individual or group.

This spell is sometimes stored in crystals, or by some other means, to raise an alarm when triggered.

Speed
Difficulty: 100   Duration: Wil/10 rds.
Related Skills: ATHLETICS, COMBAT
A recipient of this spell can perform twice as many actions as normal in one round. The recipient can attack twice, move his or her normal movement rate twice, etc. A Willpower check is required each round to keep the spell going until its maximum duration.

Stabilize Wound
Difficulty: 70   Duration: Wil/10 hrs.
Related Skills: Emergency Medicine
If a living being has suffered a loss of body points, this spell keeps the effects of that loss from becoming greater. If the recipient is bleeding, the spell stops bleeding; if the recipient has been burnt, the spell keeps the burn cool and moist to prevent further damage. The spell prevents infection, though it will not remove infection already present, nor prevent it from spreading. The spell can hold someone in effective stasis if they have been wounded to zero or fewer Body points; this can extend the time allowed for a *revivify* spell or emergency medical procedures to be effective.

Suspend Storage
Difficulty: 50   Duration: Wil/10 hrs.
Related Skills: Advanced Spell Storage (only)
This very specialized spell allows a caster to suspend the storage process when creating any form of spell storage, so the caster can rest and come back to it without losing what she or he has already built.

This spell can also be used like the Interrupt Magic skill, but only for delaying a single stored spell's trigger for up to one minute; no skill check is necessary, and a targeting check is needed only if the caster wishes to disable a specific trigger among many.

Target
Difficulty: 60   Duration: Wil/10 rds.
Related Skills: MILITARY
This spell is something like the reverse of aim; it allows the caster to mark a target magically so that all beings attempting to hit that target (melee, missile, or spell) have a +10 bonus to their chances.

Telekinesis
Difficulty: 80   Duration: Wil/10 rds.
Related Skills: all
The caster uses magical force to move a solid object or objects for the duration of the spell; concentration is required each round to keep the spell functioning, so no other spells can be cast, and only basic physical actions are possible. This spell works against and in concert with existing forces, rather than suspending them like related spells do. The caster must see the object to be affected.

Anti-magic elements cannot be directly affected by *telekinesis;* using telekinesis against liquids or gasses provides no more spectacular effects than if the caster used his or her own hands. Blocking wind or rain is possible with telekinesis; it is also possible to use the spell to splash a small amount of water, or to fan the air. However, making telekinetic force carry water requires success on a difficult Willpower check, for each round of carrying, to make the telekinetic force watertight. Telekinesis cannot
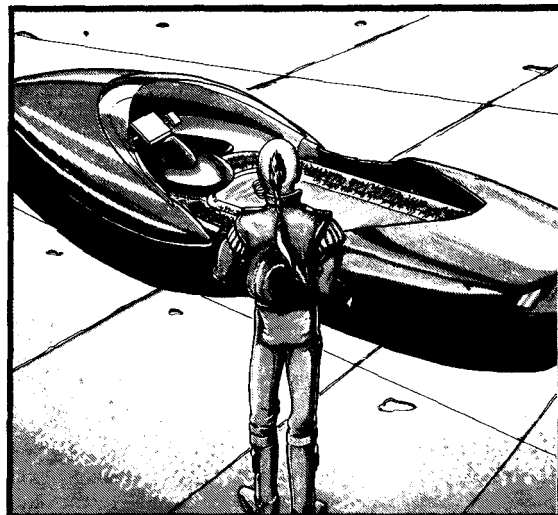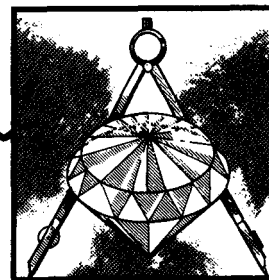
be used to "grab" an amount of air. Normally, *telekinesis* is used against solid matter, because it is easier to touch and manipulate than either liquid or gas.

The caster's *telekinesis* ability with solid matter is related to momentum and Willpower; the momentum generated can be up to the tens digit of the caster's Willpower in kilograms times meters per second. For instance, a character with a Willpower of 57 could move five kilograms at one meter per second, one kilogram at five meters per second, 500 kilograms at one centimeter per second, or five grams at 1,000 meters per second. The mass in kilograms times the velocity in meters per second must be less than or equal to the tens digit of the caster's Willpower ($kg \times m/sec. <= Wil/10$). Changes in weight do not affect the efficiency of this spell, only changes in mass. Note that *telekinesis* will cause a target creature to feel the sensation of touch.

The character can use this ability for many things, some requiring multiple castings: bringing a glass across the room; firing a silver 9mm round (about five grams) at bullet speed (375 to 1000 meters per second); pitching a major league fastball; collapsing a wall; wielding a melee weapon from across a room; picking a lock from a few feet away; or carrying a friend up a hillside. Note that picking a lock or performing another task that requires such precision might require an appropriate skill, and is at least a difficult task; normal tasks become difficult, difficult tasks become extremely difficult. If *telekinesis* is used as a weapon, it causes damage as the nearest equivalent; for instance, the caster could shape telekinetic force like a sword and use it to strike someone from across the room, causing damage as a normal sword. Assume that a melee or missile weapon does the same damage, regardless of how fast the caster can cause it to move.

Note: Anti-magic elements cannot be directly affected, but can be moved if the caster affects something supporting that element. For instance, the character could not lift a steel hammerhead with *telekinesis,* but if the hammerhead were attached to a wooden handle, the caster could move the handle, and thus move the hammerhead. The total mass of the object to be moved is the determining factor for how fast the object can be moved, so a caster moving a steel and wood hammer must be able to move the total mass, not just that which can be affected directly (the wood in this case).

Telepathy
Difficulty: 100   Duration: Wil/10 min.
Related Skills: Anatomy, Golem Studies
Casting this spell allows a character to mentally converse with another. The spell does not affect an unwilling recipient, nor will it read any thoughts that the two char-

acters do not wish to share. Multiple castings of the spell can link several creatures into a telepathic net, so each can converse with every other member of the net. For instance, if Luis establishes telekinesis with Running Deer and Wulf, Running Deer and Wulf could converse, without any link established directly between them. Every member of the net can mentally hear what all other net-members are mentally saying.

Language is not a barrier to the use of telepathy. Note that this spell can be used to communicate with animals and crystallized brains (in a basic fashion).

Teleport
Difficulty: 160   Duration: 1 sec.
Related Skills: Energy Sciences, Subatomics
This spell transforms a solid item into magical energy, transports it across a distance up to 12,800 kilometers, *then converts the energy back to the original item —* almost. The caster can *teleport* a single item that has a mass of up to a number of kilograms equal to the tens digit of the caster's Willpower. If the spell cannot affect an entire item, it cannot affect part of the item; the item to be affected can consist of several parts, as long as those parts are all in contact when the spell is cast (as in a clock or bag of marbles). Note that kilograms are a measure of mass, not weight; reducing a large item's weight without changing its mass will not allow teleportation.

Teleport cannot affect anti-magic elements and tends to homogenize and simplify matter that it transports. Rubber becomes plastic; silk becomes nylon; rough paper becomes smooth and regular; and so forth. Teleported gems can be recognized by jewelers, but teleported gold is still gold. Teleported matter is usually sturdy and not susceptible to biodegradation. Items that store spells cannot be teleported. If *teleport* is cast on a living plant or animal (which requires a targeting roll) that being can make a Willpower check to avoid teleportation. If the check fails, the being is teleported, Since the anti-magic elements in the being's body cannot be teleported, the being is slain, and a mannequin of magically created matter appears at the destination. Though such mannequins can be animated with motion, or even turned into golems with crystallized brains, they cannot be given true life.

The place where the item is to be teleported must be known by the caster, or described in terms of direction and distance. The *mark* spell can also provide a useful location.

This spell can also be learned by characters serving in the postal services of many nations; it is usually taught to a group that uses *cooperate* to *teleport* mail to a location with a coded mark.
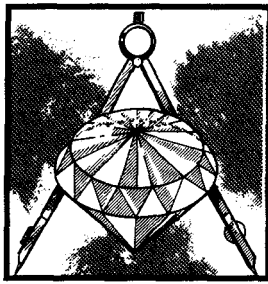
spells

Thermal Vision
Difficulty: 70   Duration: Wil/10 min.
Related Skills: Energy Sciences, COVERT ACTIONS
This extends the recipient's visual range into the infrared spectrum, allowing the character to see heat emanations. This provides shapes of varied colors to the recipient's eyes; it cannot be used to read, but it can show a character where another living being is, and how large that being is. If used immediately, the spell can also spot warm or cold tracks. It is useful for locating *clairvoyance, clairaudience,* and astral *travel,* receivers. This spell is useful only in darkness or near-darkness.

Track
Difficulty: 60   Duration: Wil/10 min.
Related Skills! Tracking, MILITARY
For the duration of this spell, it gives the caster constant knowledge of the distance and direction to a specific *mark;* the *mark* must have been cast by the same caster, or the user of *track* must know the code of the *mark.*

If location of a receiver for *clairaudience, clairvoyance,* or astro! *travel is* known, track can be used to locate the source of the spell.

Translate
Difficulty: 110   Duration: Wil/10 min.
Related Skills: HUMANITIES, COVERT ACTIONS
This spell uses a complicated algorithm, plus sound and sight generation, to translate spoken or written words of an unknown language. The effects of this spell are one-way: the recipient can be understood, but cannot understand without having translate cast a second time on the other speaker(s).

Transmit Sound
Difficulty: 90   Duration: 1 min.
Related Skills: MILITARY, Sound
By using this spell, a character can transmit his or her voice, or another sound, to a specified spot within 12,800 kilometers. The spot must be known (as in "my kitchen") or specified (as in "30 meters to the north). The spot can be mobile, or attached to a specific known person, as with "the flying carpet" or "near Bob."

The character can target a number of places equal to the tens digit of his or her Willpower. This spell is the basis of telaudio devices.

If the character is unsure about where to put the spell, estimating correctly requires a Reflexes check. The character's voice is still heard at normal volume near the person.

Transmute
Difficulty: 120   Duration: 1 sec.
Related Skills: Subatomics
This spell converts one element, compound, or mixture to another of the same mass, by rearranging subatomic particles, without the release of harmful radiation. The caster could change copper to oxygen or straw to gold. The spell cannot affect anti-magic elements. The caster can *transmute* a maximum number of grams equal to his or her Willpower score.

Trick
Difficulty: 60   Duration: 1 min.
Related Skills: all
This spell uses minor light and solid *light* effects to create small objects and allow the caster to perform small tricks with them, such as making them appear, disappear, and change shape. The spell can cause no harmful effects, though it can be used to confuse or awe.

Virtual Intelligence
Difficulty: 300   Duration: Wil/10 hrs.
Related Skills: none
In the MAGITECH™ game, spirits and similar things are never summoned. When ancient people thought they were doing something like this, they were actually creating an artificial intelligence. Virtual *intelligence* is a modern version of those ancient spells; note that it can be cast only with the link skill or the *cooperate* spell, and can be learned only with the *cooperate* spell. Casting virtual *intelligence* requires one hour, in addition to any time needed to link casters or boost Psyche.

This spell combines several other spells, including solid light and *telekinesis* to create an artificial intelligence with a solid body. The intelligence can take any shape the casters desire. It knows most things from the minds of the casters, often including subconscious thoughts and items long-forgotten. So far, the precise knowledge of a *virtual intelligence* (or V.I.) is uncontrollable. To determine the attributes of a new virtual *intelligence,* roll percentile dice for each attribute, and determine derived attributes (Stamina, Body, running speed, etc. as normal). If the same group of casters casts the>spell a second time, they will conjure the same virtual *intelligence* unless they make an effort to create a new one.

A virtual *intelligence* can be teleported safely. It knows many of the spells of the casters who created it, and can cast them if its Psyche is high enough (or can be boosted high enough). Note that a V.I. automatically knows *telekinesis* and solid light and can cast them whether its Psyche is high enough or not; for these spells, the virtual *intelligence* can boost its Psyche above twice normal if necessary.
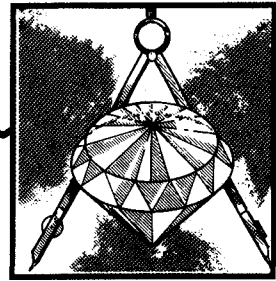
A *virtual intelligence* cannot be harmed by normal means. Only direct magical force (such as the *bolt* spell) can harm it. Adjust *light* and *invisibility* can each cause Id4 points of damage (no lethality) to the V.I. if used for that purpose. A *telekinesis* can be used to keep it from moving. The surest way to get rid of one is to use the Remove Magic skill (a difficult task).

A V.I. can be stored in a pattern, glyph, or crystalglyph, despite normal limitations of those storage methods; skill checks are handled as normal for those storage methods. When evoked it must stay within 100 meters of the storage item. With the recent introduction of the microglyph, it is now possible for the V.I. to carry its glyph with it and become free-roaming; a few have already escaped high-level government research facilities. A stored V.I. can be destroyed by destroying the item that contains it; see the section on dispelling magic in Chapter 3: Magic.

Some *virtual intelligences* are stored in ancient patterns or glyphs, placed there by a group of casters and waiting to be evoked. This can serve as a trap if it releases a malevolent *virtual intelligence.* This spell can be learned only by studying one of those items, or an old tome that describes the method, or from someone who knows the spell (these people are rare).

Weaken
Difficulty: 60   Duration: Wil/10 rds.
Related Skills: Biology/Necrology, Unarmed Combat
The caster use this spell to lower a target's Fitness by 20. The target is allowed a difficult Willpower check to avoid the spell's effects.

Wind
Difficulty: 90   Duration: Wil/10 rds.
Related Skills: Kinetics, Meteorology
Using this spell, the character can cause wind to blow. The wind's velocity can be as low as a breeze, or as high as a tornado; though it will not cause damage itself, it can push a single target into danger or cause small objects to fly about and cause damage (the amount is up to the GM, and should be based on the amount and hardness of material that can be blown around).

This spell can also be used to create a shield around the caster or another character, to prevent physical objects from entering or leaving the caster's presence (thus, *wind* can be used to stop lead bullets, for instance).
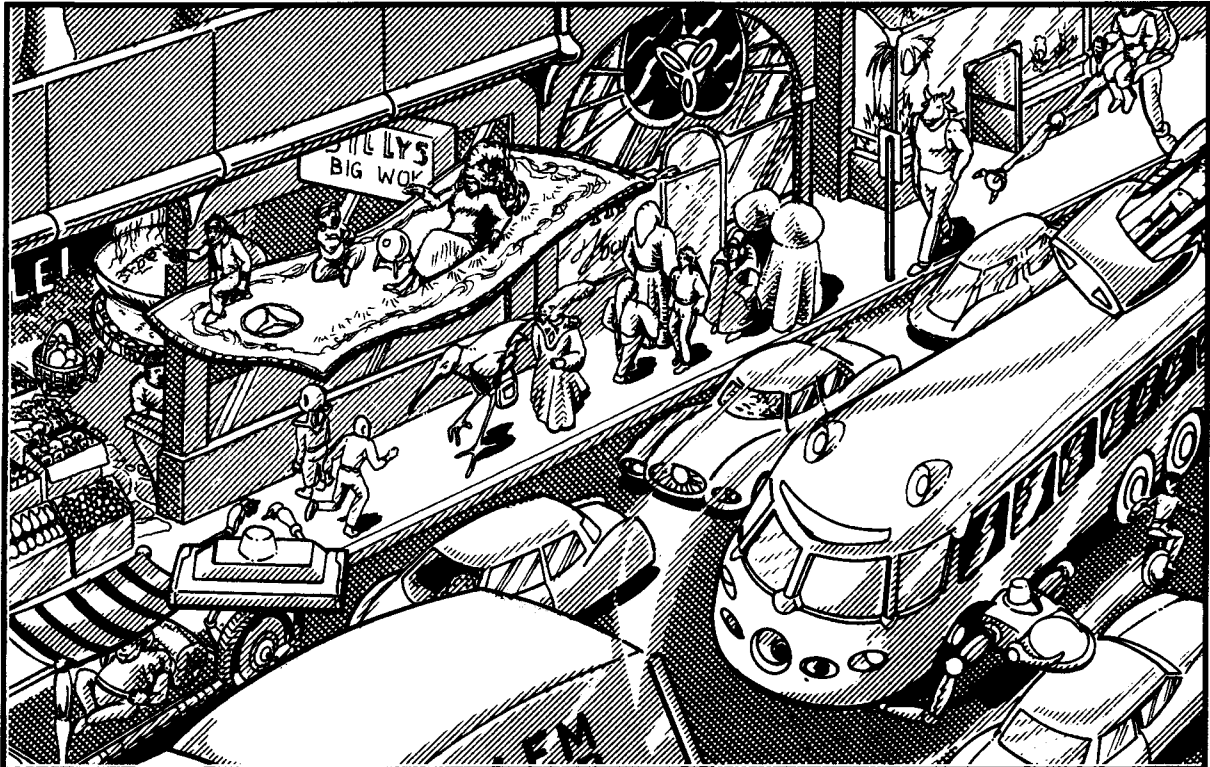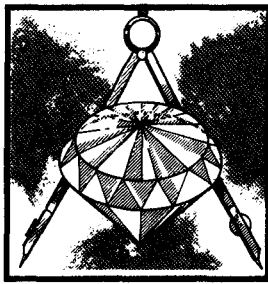
CHAPTER 5:
ITEMS AND EQUIPMENT

This chapter is devoted to the objects found in the MAGITECH™ game. Many of these items are very useful in adventuring; others are listed for atmosphere, and to provide examples to the GM for creating items.

The monetary system of the MAGITECH universe is described first, followed by listings of those things that are most useful to adventurers: armor, weapons, and equipment. Following these things are listings for more mundane items, some useful to the player characters, some dangerous to them. After normal items comes a listing of a few unusual, either illegal or very powerful, items.

The chapter ends with a brief description of how things work, how spells are used in their assembly, how they can be repaired, and so forth. This should help provide a little color for the setting, allowing the GM to be more descriptive. Though many technological items have magical equivalents, the atmosphere of the MAGITECH game would not be served by referring to a "magical photocopier," "magical television," or "magical gun." The GM should take the time to insure that the setting's flavor is preserved through proper description, at least when establishing the campaign.

MONEY

Money in the MAGITECH universe is similar to currencies in the real world; other than the Incans, all nations are based on cash economies. Unlike the real world, MAGITECH game nations are still on a gold standard, so their currencies are more stable and prices are lower. Generally speaking, items cost about 5% what they would cost in the real world.

The most common unit of currency is the United States dollar, first instituted in the 18th century and redeemable anywhere for 1/100th of an ounce of gold. It has been adopted by the Mayan elves of Juyup Takaj, in place of their former system of base 20 currency based on shell wampum; the combined economic might of the U.S. and Juyup Takaj has spread the dollar throughout the world. The dollar even made inroads in Europe years ago, and dollar coins can sometimes be found in underground Swiss vaults, alongside francs and other coins. The dollar is the official monetary unit of the U.S.A., Juyup Takaj, Ayelih, Tollan, Texas, and Cuba; it is usually accepted as valid currency in most other civilized nations.

All coins are still made with precious metals (gold, silver, and copper), and all paper currency is enchanted to prevent counterfeiting by copying magic. Dollars, half-dollars, quarters, dimes, nickels, and pennies depict Liberty, the Serpent and national motto (Don't Tread on Me), Washington, Franklin Roosevelt, Jefferson, and Lincoln. Five dollar bills and higher denominations of paper currency are commonly printed. On elven coins, the figures on the dollar, quarter, dime, and nickel are heavenly bodies: the sun, the moon, Hanahpu, Earth. The Mayan penny depicts the central pyramid at Copan. In Ayelih (the Ani confederation), the coins depict Crazy Horse, Pontiac, Tecumseh, Black Hawk, and Sekwoyah.

Tawantinsuyu currency is intricately tied up with Tawantinsuyu accounting, religion, and the census. All goods and wealth belong to the divine Inca himself; no Incan actually owns private property. Also, the Incans believe that gold and silver are both sacred and magical, so they are never used for currency. Their accounts are based on the *kipu,* a sort of credit and tally simultaneously, used to determine how much a citizen has done for the divine Inca. Each *kipu* is worth one-tenth of a llama, one bushel of corn, a pinch of gold, or a week's labor. When entering Tawantinsuyu, visitors must give tribute to the Inca in the form of gold so that they may join the *allyu* of foreigners; in exchange, they are granted status according to the amount of their tribute. All kipu are recorded and monitored by the Incan accountants, powerful men called the *kipucamayoc.*

Chinese currency is based on multiples of five; the *fen* (4 cents), *yuan* (20 cents), *tael* (1 dollar), and *chi'en,* worth about 5 dollars. All Chinese coins are pierced for easy stringing on money strings. Kampuchea uses the Chinese monetary system.

The dwarven *franc* was the primary coin in Europe (though the Swedish *mark,* the Russian *ruble,* and the British *pound* were also in circulation). Millions of dwarven francs remain in vaults and treasure troves throughout Europe. The franc is still used in Canada and in the Commonwealth.

Currency in Mali (officially, the Federated Tribes of Mali, Ghana, and the Gambia) is based on the ivory trade. The standard denomination is the *dalasi,* which is further divided into 100 *cedi.*

The currency of Zimbabwe is backed primarily by the diamonds of Zululand. All Zimbabwean currency is minted in provincial capitals; the most common coins include the *kwanza* (province of Angola), the *kwacha* (Zambia), the *dinar* (Nubia), the *maloti* (Zululand), the *birr* (Ethiopia) and the *pula* (Botswana). All of these coins are the same size, though they depict different provincial emblems; each is worth $5.

Table 5.1: Exchange Rates

Currency	Symbol	Value (U.S.$)
Dalasi	MD	1.25
Dollar	$	1
Franc	f	2
Kipu	*i*	Barter
Yuan	¥	.20
Zimbabwean Base	Y	5

ITEMS AND EQUIPMENT
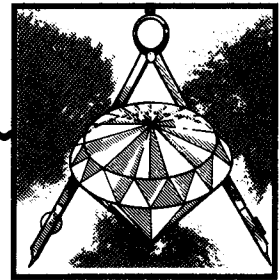
EQUIPMENT TABLES

The following charts list equipment available in the MAGITECH™ game. Mass is listed in kilograms, cost in dollars, range in meters. Damage includes both the die range and the lethality rating. Some items have an "ROF" heading; this is "rate of fire," how many shots can be fired or thrown in a single round. Under melee weapons, a "type" is listed; "B" indicates "bludgeoning," while "S" means "slashing" and "P" means "piercing"; a weapon's type determines the skill used to wield it.

Table 5.2: Armor

Type	Mass	Cost
Alumascale	5	120
Alumaplate	10	150
Aluminum Breast Plate	1	30
Skullcap	—	2
Shield	5	5
Foil Armor	7	40
Steel Plate	20	130
Steel Breast Plate	3	20
Helmet	2	4
Coat of Glyphs	30	3,500
Ghost Dancer's Shirt	3	25
Leathers	7	20

Table 5.3: Melee Weapons

Weapon	Mass	Type	Damage	Cost
Club	1.5	B	1d6/2	0.5
Warclub	3	B	1d8/2	6
Warhammer	3	B	1d8/3	9
Axe	3	S	1d8/4	5
Greatsword	6	S	1dlO/5	45
Knife	0.5	S	1d4/2	3
Long Sword	2	S	1d8/4	15
Sabre	2	S	1d8/4	18
Hornblades	0.5	P	2d4/2	4
Rapier	1.5	P	1d6/3	10
Short Sword	1.5	P	1d6/3	8
Stiletto	0.5	P	1d4/3	5
Spear	2.5	P	1d6/3	3

Table 5.4: Thrown Weapons

Weapon	Mass	ROF	Damage	Cost
Axe	1	1	1d4/2	5
Club	1.5	1	1d6/l	0.5
Knife	0.5	2	1d4/l	3
Rock	1	2	1d4/l	—
Shuriken	0.1	3	1d4/0	1
Spear	2.5	1	1d6/4	3

Table 5.5: Missile Weapons

Weapon	Mass	ROF	Range	Cost
Long Bow	2	2	200	10
Short Bow	1.5	2	160	5
Slingshot	1	2	100	3
Sling	— 0.5	1	150	
Pistol	1.5	3	100	30
Shot Pistol	1.5	2	20	30
Rifle	3	2	500	50
Shot Rifle	3	1	60	50
Crossbow	2	1	120	10
Rep. Crossbow	2	3	100	30
Blowgun	1	2	30	5
Gun-blade	0.5	—	—	5
Gun-shield	—	—	—	140
Wand	1	1	500	50
Three-barrel Gun	2.5	3	*	70
Grenade Launch.	10	1	500	500
Lightning Launch.	10	1	1,000	400
Cannon	150	1	1,000	800
Firestorm	150	1	2,000	1,000
Thunderstrike	150	1	2,000	1,000

* A three-barrel gun has a range of 50 meters for *net,* 100 meters for *airburst* bullets, and 500 meters for *bolt.*

Table 5.6: Ammunition

Type	Damage	Cost
Arrow	1d6/2	0.05
Slingshot Bullet	1d4/l	0.05
Sling Stone	1d4/l	0.02
Airburst Bullet	1d8/3	25
Airburst Shot	2d6/2	25
Telekinesis Bullet	1d12/6	40
Telekinesis Shot	2d8/4	40
Quarrel	1d6/2	0.05
Blowgun Dart	Id3/0	0.05
Spell Crystal	as spell	0.5 x spell difficulty
Launcher Rock	2d6/3	0.05
Cannonball	4d6/5	0.5
Grenade	3d8/3	25

Table 5.7: Spell Storage

Type	Cost*
Scroll	0.1 x spell difficulty
Potion	0.1 x spell difficulty
Pattern	4 x spell difficulty
Glyph	2 x spell difficulty
Microglyph	3 x spell difficulty
Crystal	0.5 x spell difficulty
Crystalglyph	5 x spell difficulty

* This is the average cost. Specific costs vary, depending
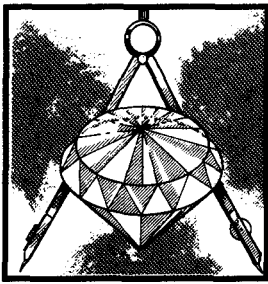
ITEMS AND EQUIPMENT

on how many people can use the storage method, and how many people want the item.

Table 5.8: Equipment

Item	Cost
Alarm	2
Bandolier	1
Backpack, Feather	3
Camera	5
Camouflage Gear	2
Canteen	2
Cape	1
Clairscope	10
Climbing Boots	3
Climbing Gloves	3
Computer, Apprentice	250
Computer, IBF	200
Dr. Brenner's	0.25
Enchantment Dowser	5
Ether Net	35
Familiar	50
Fire Extinguisher	2
Grappling Hook	12
Guardian Angel	1
Healing Leech	3
Illusory Clothing	10
Ladder	30
Lighter	1
Lantern	2
Lock	1
Mirror, Silver	1
Monocle, Enchanted	30
Music Box/Shell	0.5
Portable Shell Amp	5
Power-Tome	30
Quiver	2
Raincoat	2
Recorder	10
Reflector	1
Rope	3
Seven Wonder Soap	3
Talisman	20
Talkie-ball	*5*
Tent	5
Texas Hat	1
Thousand-League Boots	20
Time in a Bottle	20
Tracker	2
Translation Earrings	20
Translation Plug	20
Umbrella	1
Umbrella, Flying	10
Watch	1

Table 5.9: Transportation and Golems

Model	Cost
Balam	1,500
Daimler	3,000
Edsel	450
Hudson	300
Pinto	350
Straightly	1,000
Tucker	500
Volksgolem	300
Baghdad Flyer	900
Jerusalem Zephyr	700
Sharif/Shiekh/Emir	300/400/500
Eagle Wings	600
Goose Wings	330
Quetzal Wings	200
Sparrow Wings	100
Luggage Golem	50
Sogwili	300

Table 5.10: Wards and Traps

Type	Cost
Gold Cocktail	120
Harvard Alarm	40
Janus Doorkeeper	60
Kiss of Death	50
Spy Stopper	150

Table 5.11: Normal Items

Item	Cost
Autoscribe	5
Cleaner	3
Copier	30
Crystal Ball	10
Light	50
Light, Subscription	1/week
Mailbox	100
Mirror	25

Table 5.12: Unusual Items

Item	Lowest Cost
Ring of Power	500
Rune Staff	1,000
Carved Mask	500
Red Pipe	800
Totem	700
Disposable Charm	400
Cone of Darkness	75
Dragon Marks	150
Love Potion	30
Soul Drinker	300
Thought Leech	200

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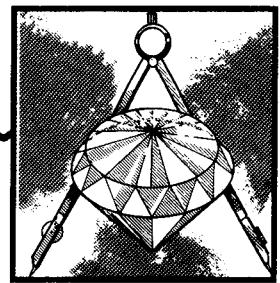
Wilter	40
Genie Bottle	4,000
Genie's Heart	5,000

ARMOR

This section lists several examples of physical armor. Other types are possible, using the *shield* spell; see Chapter 4 for a description *of shield.* Since spells are in common usage, armor is fairly common as well, especially among police and military forces—and among adventurers. Anti-magic elements are often used for armor, to protect the wearer from magic.

The following physical spells can be blocked by anti-magic armor: *age, airburst, allergy, bolt, change size, detect brain activity, disintegrate, enhance physically, extinguish, find, fumble, genetic modification, know age, mark, paralyze, psychometry, punch, reshape organic matter, speed, target, telekinesis, teleport, transmute,* and *weaken.* The precise amount of protection provided is listed with the descriptions of the armors. Helms and skullcaps do not provide protection from the above spells, but will help block the following mental spells: *body snatching, charm, dumbfound, empathy, enhance mentally, enhance senses, mental bolt, mesmerize,* mind reading, *project mood, scare, sensory input, sleep,* and *telepathy.* Note that some of the spells listed are beneficial; if a caster tries to cast them on a person wearing anti-magic armor, the chances of the spell taking effect are reduced.

Most armor reduces physical damage and lethality. The listed damage reduction applies to all attacks that hit the wearer. Damage can be reduced to zero, but not below.

ALUMINUM ARMOR

Since a cost-effective method for smelting, aluminum was discovered about a decade ago, aluminum has become the most popular substance for armorers.

Alumascale is popular aluminum armor constructed of light, overlapping scales attached to leather; it covers more than 50% of the body (torso, front of legs and arms). It provides protection against the physical spells listed at the beginning of this section, plus some protection against ordinary weapons. Alumascale absorbs 3 points of damage per attack, and reduces lethality by 1. The listed physical spells cannot penetrate alumascale; any attempt to harm the wearer with those spells is more difficult (extremely difficult shots become impossible, difficult shots become extremely difficult, and normal shots become difficult). Damage from electricity is halved (round down). Against fire and other special effects, alumaplate reduces damage and lethality as above. Alumascale weighs about five kilograms; it is used by mobile police units in many civilized nations. Alumascale is very noticeable, and wearing it is considered gauche, unless the wearer is obviously performing some important job.

Alumaplate is a full suit of aluminum plate armor, including gauntlets, helmet, and the other trappings. It absorbs 3 points of damage per attack and reduces lethality by 1; this includes damage from fire and other special effects. The wearer of alumaplate takes only one-quarter damage (rounded down) from electrical attacks. It is very difficult for the listed physical spells to get past alumaplate; difficult or extremely difficult shots become impossible, while normal shots become extremely difficult. Note that since alumaplate includes a helmet, protection is also provided against the listed mental spells.

Alumaplate weighs about 10 kilograms, and is used only for special police or military units, when protection is needed more than speed or mobility. Wearing alumaplate reduces a character's effective Reflexes by 10. As with alumascale, alumaplate is not worn in polite company.

An aluminum breast plate provides the wearer limited protection from the listed physical spells, providing the wearer an additional -10 defensive adjustment when targeted for those spells. An aluminum breast plate reduces damage by 1 point per hit, but does not affect lethality. The breast plate weighs one kilogram; it can be easily concealed and is often worn by undercover operatives in dangerous situations.

Skullcaps are made of aluminum foil and are often worn with other headgear. A skullcap provides the wearer with an additional -10 defensive adjustment against listed physical spells. Against the listed mental spells, a skullcap provides either an additional -20 defensive adjustment, or a +20 bonus to resistance, whichever one is appropriate for the spell used.

The weight of a skullcap is negligible; it can be easily concealed, but is also easily damaged.

Foil armor is aluminum foil sandwiched between layers of leather or fiber. As with alumascale, the wearer is more difficult to target for the listed physical spells: extremely difficult shots become impossible, difficult shots become extremely difficult, and normal rolls become difficult. This armor reduces damage by 2 points and lethality by 1.

Foil armor is quickly becoming the armor of choice for modern police departments, and is already in wide use in the major cities of Texas, Juyup Takaj, and the United States. Foil armor weighs about seven kilograms. It is difficult to repair properly.

Shields are rarely seen in cities, but are still in common use in many regions. A typical modern shield is composed of aluminum, leather, and wood. It weighs about five kilograms, and provides the user an additional -10 defensive adjustment; this applies to physical weapons and the listed physical spells.
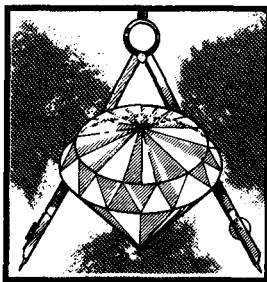
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STEEL ARMOR

Steel armor is seldom used in modern nations, because of the lightness and convenience of aluminum. However, steel does provide protection that is generally better than from aluminum.

Steel plate reduces damage by 4 points and lethality by 2. It weighs about 20 kilograms. In all other ways, it is the same as alumaplate. Steel plate is considered an anachronism, and is never socially acceptable unless worn by an official on duty.

A steel breast plate provides the same protection from magic that an aluminum breast plate does. It reduces damage by 2 points and lethality by 1. A modern steel breast plate weighs about three kilograms. Steel breast plates are still used in many areas on Hanahpu, notably New America and the Commonwealth, where aluminum refining has not yet become widely available. In the wilds of Hanahpu, it is not unusual to see a person wearing such a breast plate.

Helmets can be made in many shapes and sizes; modern versions have a leather or cloth web to secure the helmet on the head. A steel helmet provides the same protection from magic that a skullcap does. It also reduces damage by 1 point and lethality by 1. Helmets are common among military forces of most nations; they are worn only when a particular duty demands it. A typical helmet weighs two kilograms.

OTHER ARMORS

It is possible to enchant armor, and some especially heavy clothing is considered armor. Examples follow.

A coat of glyphs is metal armor commonly made of silver, worked with thousands of interlocking magical formulae and warding glyphs. It includes a shirt, coif, leggings, and gauntlets, making the whole quite heavy (about 30 kilograms). The wearer is immune to fire, cold, drowning, most weapons, and electricity. The wearer is also resistant to magical effects, gaining either an additional -20 defensive adjustment, or a +20 bonus to resistance rolls, whichever is more appropriate to the situation. All weapons made of anti-magic elements can strike as normal, but the coat of glyphs reduces all damage by 3 and lethality by 1.

A ghost dancer's shirt is soft deerskin embroidered with a set of porcupine quills on the front and decorated with painted magical designs. It protects the wearer from missiles of all kinds except those of anti-magic elements, reducing lethality by 4. A ghost dancer's shirt absorbs 2 points of damage from any attack. It weighs about three kilograms.

Leathers are popular as protection for the sogwili riders of the Ayelih plains (see the sogwili in the transportation section of this chapter). Leathers offer some protection against scrapes, cuts, and bruises. Damage from any attack is reduced by 2 points, and lethality is reduced by 1. A full set of leathers (coat, pants, gloves, boots) weighs about seven kilograms.

WEAPONS

As with armors, the weapons listed here are a mere sampling of all those available in the MAGITECH™ game. GMs should feel free to create new weapons, basing statistics on the examples provided here.

Many nations have stringent laws regarding weapons. In the United States, carrying a licensed weapon is legal, as long as it is not concealed; few people actually carry weapons every day. In Texas and Juyup Takaj, it is legal to carry weapons, and many people carry at least a decorative weapon; a license is required for any magical weapon. In Tawantinsuyu, it is illegal for anyone except the military (and the secret police) to carry weapons in public; hunting is allowed if the individual is a licensed hunter. Similarly, China restricts normal people from carrying weapons, except for hunting. Zimbabwe has few laws concerning who can carry weapons, but using them to harm another sentient is illegal; few people of Zimbabwe carry weapons every day. Weapons are not regulated much on Hanahpu; only the Commonwealth requires a license for carrying weapons, and the law is only loosely enforced.

The type of material that composes a weapon or piece of ammunition matters little in determining the damage it inflicts, because soft or brittle substances (like wood, silver, or stone) can be enchanted for hardness if necessary. Steel or lead costs about the same as copper; these costs are listed on the price tables. Silver costs twice as much, gold costs five times as much. For stone or wood, divide the cost by 10.

MELEE WEAPONS

Melee weapons are divided into three categories for purposes of determining the skill necessary to wield them properly: piercing, slashing, or bludgeoning. Some weapons can be used in more than one fashion; when creating new weapons, place them in the most appropriate category.

Bludgeoning weapons include the club, warclub, and warhammer. Clubs are common weapons, as readily available as the nearest stout stick or policeman's baton. The warhammer is the traditional dwarven weapon of choice, a weapon as heavy and as blunt as the dwarves themselves. Warhammers are often enchanted with effects ranging from *telekinesis* to *detect motion*. The warclub is
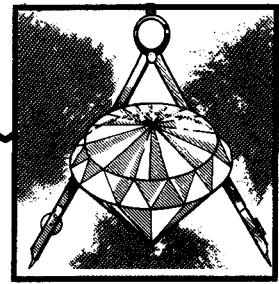
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largely a ceremonial weapon among the Ani and the Mayans, but a few martial artists still train with it. The most common forms vary from place to place: the flanged mace of the Turks, the *pakamagon* (ball-head club) of the Dakota and Chippewa, the shillelagh of old Eire, and the obsidian-studded clubs of the Centecs all fall into this category.

Slashing weapons include the battle axe, knife, sabre, and greatsword. Axes of various kinds are most common in Ayelih, Canada, Russia, and other lumber industry centers; knives are found everywhere. Sabres include scimitars and other curved blades; they are often worn by military officers, especially in the United States and other countries with strong European roots. The long sword is a straight blade with two edges; it causes the same damage as a sabre, and is typically used only by adventurers. Also called a flamberge, the greatsword was a favorite in Scotland, Switzerland, Germany, Italy, and Turkey during the World Wars; the weapon is heavy and has fallen from favor since the destruction of Europe, but enchanted greatswords are still found in European ruins.

Piercing weapons include hornblade, rapier, short sword, stiletto (or dagger), and spear (or javelin). Hornblades are sharpened metal tips for minotaur horns. Spears are still common militia weapons in the Incan empire, and some Zimbabwean troops use enchanted versions capable of launching fireballs or light patterns. The rapier has fans among the elves of Juyup Takaj, who have largely abandoned their historic spears, war clubs, and slings for rapiers and pistols. The stiletto is a long, pointed knife without an edge; it is common in Juyup Takaj and in the Commonwealth. The short sword is the favored weapon of modern police forces in the United States.

THROWN WEAPONS

These weapons include anything that can be hurled to cause damage, from rocks to shuriken, spears, knives, clubs, and axes. While shuriken can be used only as hurled weapons, and the spear is intended for use as either a melee weapon or a hurled weapon, knives, clubs, and axes are usually constructed for one or the other, but not both. For instance, a throwing knife is balanced differently than a melee fighting knife; it is not easy to use a throwing knife in hand-to-hand combat, nor is it easy to properly throw a fighting knife. A wielder who uses a weapon for the wrong purpose suffers a -10 penalty to chances to hit with the weapon. The range for any normal hurled weapon is a number of meters equal to the thrower's Fitness score. Weapons that are too large (as determined by the GM) cannot be thrown as far, covering perhaps a half or a tenth normal distance.

MISSILE WEAPONS

This category of weapons includes all ranged weapons other than those hurled using only muscle. Examples include bows and related weapons, slings, and modern guns and wands of various types.

Bows include long bows and short bows, as well as slingshots: any weapon that operates using a string or band as a launch device. Slingshots fire small bullets or spell crystals, while long bows and short bows fire arrows. Arrows can be enchanted, while most slingshot bullets are too small to be enchanted. Modern versions of these weapons are made of a variety of materials, often magically strengthened to prevent breakage. Slingshots are constructed to be wrist-mounted and easily concealed; they are used primarily in Tawantinsuyu, both legally by the secret police and illegally by criminals and spies. Bows are used mostly by Ani, usually for hunting or adventuring. Bows are also used by many of the less industrialized peoples of Earth.

Slings are bands of leather or cloth, into which a stone or other object is placed. The sling is whirled, then one end released to launch the object. Typical ammunition includes stones (about the size of a large chicken's egg) and larger spell crystals. Slings are not in common use on Earth, but are fairly widespread among the less industrialized tribes of Hanahpu.

Guns are the most common modern missile weapons. They include pistols and rifles that use spells to launch aerodynamic bullets at a target. Pistols use *airburst* bullets, while rifles use *telekinesis* bullets. See the following section on ammunition for a description of bullets. Pistols recoil somewhat but can be fired one-handed; no bonus applies if they are used two-handed. Rifles have no recoil, but require longer barrels to handle their ammunition; they must be fired with two hands.

A typical modern gun is a rifled tube attached to a stock; a clip is attached to the gun, and a simple mechanism moves bullets from the clip to the barrel. Most guns are constructed using silver, wood, and ivory; the gun's barrel is usually steel or copper (the latter enchanted for hardness). Though a steel barrel does not interfere with the operation of a pistol's spells, it cannot be enchanted with *aim* or other spells, and the presence of steel in a gun makes many traditional mages superstitiously nervous; thus copper is a much more common barrel material. Pistols and rifles are used by police and military in civilized nations.

Most pistols and guns leave nothing in the chamber when the bullet is fired. However, guns built to fire shot also have a mechanism that ejects the remnants of the shell after it is fired.

Crossbows are considered guns rather than bows, in regards to skills, since crossbows use a mechanism for
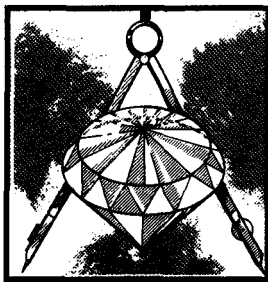
power rather than muscle-stretched strings or bands. Modern crossbows are built like pistols, with handgrip and a spell to aid in pulling back the launch band. Most can fire one shot per round before reloading, though a repeating crossbow can fire more, and is reloaded with a clip, like a gun's but larger. A crossbow launches either a quarrel or a quarrel tipped with a small spell crystal. Crossbows are used in less advanced nations, including the nations of Hanahpu.

Blowguns are also used and constructed with the same skills as guns. These fire small, usually poisoned, darts. They are used by less industrial peoples on Hanahpu, as well as in the wilds of Africa and the Amazon Protectorate.

Special guns can be made, incorporating blades or shields in their designs. Shield-guns are made using the *shield* spell; the *shield* can be any type, as specified by the spell, and protects only the single person who is holding the gun. A gun-blade is often made of copper enchanted for hardness. A pistol with a gun-blade usually has a straight grip, to allow the blade to be wielded properly; a bladed pistol is treated like a stiletto in hand-to-hand combat. A rifle with a gun-blade is treated like a spear in hand-to-hand combat (but cannot be thrown as a spear). Blades and shields can be added to other weapons besides guns.

Note: It is possible to design an autofire weapon. However, since ammunition is costly and time-consuming to make (it must be made one piece at a time), autofire weapons have never caught on. There have also been experiments with crystalglyph guns (which use *telekinesis* or *airburst* crystalglyphs to power bullets), but so far these have proved too big, unwieldy, and costly for public acceptance.

Wands are weapons from which spells are launched directly. Typical examples include wands that fire *bolt, paralyze, net,* or *bioelectricity;* an atypical and rare example is an *allergy* wand. Most wands are ranged weapons, but some (like *bioelectricity)* require the wielder to touch the target with the wand, because the spell operates by touch. Wands used to be constructed using the Pattern method of spell storage, and fired by exerting Psyche; examples of these wands are still found in ruins, and a few old mages still create wands using the Pattern method. Modern wands usually operate using a clip, much like guns: the clip delivers a spell crystal to a chamber, where it is triggered, and the spell travels from the barrel to its target. Note the size of spell crystals (diameter in millimeters equal to half the spell's difficulty); this determines the size of the clip and the chamber (but not the barrel), and restricts a specific wand to using only one size of spell crystal as ammunition. The most popular type of wand is the "bolt pistol," which carries a clip of *bolt* crystals.

A crystalglyph, which stores a spell permanently and allows the user to trigger it any time and by a variety of methods, can be used as a wand. Crystalglyphs are usually very expensive to purchase, and somewhat unwieldy to carry. For instance, a *fireball* crystalglyph needs 90 square inches of surface area, and is usually more or less spherical in shape; making it in another shape requires success on a difficult roll using the Crystalglyph Spell Storage skill.

Three **barrel** pistols are special combinations of gun and wand. They have gained much popularity and are used by police in many modern cities. A three-barrel has one barrel for *net* spells, one for *airburst* bullets, and one for *bolt* spells. The three-barrel is a large pistol, usually with a forward handgrip for additional balance (firing it one-handed gives the user a -10 penalty to chances to hit). Spell clips attach parallel to the barrels, to the right and left. The bullet clip goes in the handgrip.

Heavy weapons fire large objects or spell crystals. Some heavy weapons can be carried, and are often mounted on tripods for firing. Typical examples include *lightning* launchers, which fire a single *lightning* spell from a clip of crystals, and grenade launchers, which normally use *telekinesis* crystalglyphs to fire one large rock, *a* single *fireball* crystal, or a grenade.

Larger heavy weapons are stationary or mounted on vehicles; these usually fire a very large rock or a cluster of four grenades (a cannon), a cluster of four *fireball* crystals (a firestorm), or a group of four lightning spells (a thunderstrike). The launchers that fire physical objects use *telekinesis* crystalglyphs, while spell throwers use individually loaded crystal clusters. It is possible to make heavy weapons that fire other spells or items.

These weapons have range finders and motion detectors that allow them to fire with better range. Note that *lightning* launchers must fire in line of sight, and must be properly grounded, since the launcher serves as one end of the spell. Other spell launchers might have special requirements as well.

Heavy weapons can be obtained through official government channels, or through the black market. The government requires a history of good military or police service, plus an expensive license (around $500); black market heavy weapons cost about twice the listed price.

AMMUNITION

There are a variety of ammunition types available for the different missile weapons of the MAGITECH game. Materials used range from silver to steel to stone and wood. Steel and lead have the advantage of being able to penetrate magical shields. Silver, copper, stone, and wood can be enchanted.

The weight of most ammunition is negligible, if carried in small amounts. Automatic weapons (guns, wands, repeating crossbows, and many heavy weapons) are built
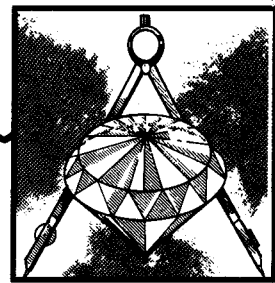
to accept clips of ammunition; a clip usually holds six bullets (or crystals, or quarrels, or whatever), though some manufacturers and individual crafters create clips of up to 12. The cost of a clip is the cost of the ammunition it contains, plus $1. Several types of ammunition are described in the following text.

Arrows are wooden shafts with a head of stone or metal, and fletching to make the arrow fly better. A quarrel is like an arrow, but shorter. A sling stone (though not necessarily made of stone) is about the size of a large chicken's egg, while a slingshot bullet is half that size or slightly smaller. A blowgun dart is between five and 10 centimeters long, and is often fletched for better accuracy; darts are often dipped in poison for use.

Bullets for guns are special constructions, combining a launching spell crystal (either *airburst* or *telekinesis)* with a piece of solid matter, such as a shaped piece of metal or a spell crystal. Bullets are usually steel attached to the launching crystal; lead is fairly common as well.

An *airburst* cartridge is fairly small, with a mass of about 25 grams (20 for the crystal and five for the bullet). The crystal is about a centimeter in diameter. The force of the *airburst* is sufficient to drive the bullet at damaging speeds, when focused through a barrel. These cartridges are fairly easy to make; factories with many magicians can produce thousands each day.

A *telekinesis* cartridge has a mass of nearly 100 grams, including the *telekinesis* crystal and the actual bullet. Since the force of *telekinesis* is greater than that of an *airburst,* these cartridges require a longer barrel for proper aiming.

A cartridge can also be constructed with shot and a crystal instead of a bullet and crystal. As with bullets, shot is usually made of lead or steel, but can also be gravel. Shot is contained in a small shell, usually cardboard, and attached to the spell crystal; the shell splits open when the crystal goes off. It is possible to fire shotgun shells from either pistols or rifles, but guns not built for shells must be cleaned physically between shots, or they will jam. Shells are placed in clips, just as bullets.

Grenades are typically used with a grenade launcher. A grenade contains an *airburst* crystal surrounded by shrapnel and a light shell; the *airburst* crystal is generally set to go off upon the first impact after being launched. A cluster of four grenades can be launched from a firestorm. A grenade or cluster has a blast radius of five meters, and affects every unprotected person or item in that area. Grenades are not available to the general public; they must be obtained from military or black market sources.

A grenade weighs about half a kilogram. It can be thrown with the throwing skill. However, since most grenades are intended for launchers, their crystals have multiple triggers set to respond to touch by *telekinesis* and then impact with any object. Throwing grenades have different triggers; for example, a touch in a certain place and then a 10-second delay, or touch with gold and then any impact.

ENCHANTED WEAPONS

Cold steel and other anti-magic elements can pass through magical shields, brushing them aside as if they were not there. Aluminum and lead do not hold an edge well, but are often used for shielding homes or people against magic. By contrast, silver or gold weapons can be enchanted with any kind of spell, including spells that improve the wielder's skill or increase the weapon's damage or lethality.

As a result of these two approaches to weaponry, two divergent schools of military armament and manufacture have developed. All weapons fall into one of two camps: the magically-enhanced weapons that sometimes fail because they can be blocked by magic, and the nonmagical anti-magic weapon that gives its wielder nothing but unstoppable edge. For example: a silver sword can be enchanted to be harder and provide the user a +10 bonus to the attack roll, but the silver sword can be blocked altogether; a steel sword cannot be enchanted, so must rely on the user's natural capabilities, but the steel sword cannot be blocked. Likewise, aluminum armor cannot be enchanted for special protection, but cannot be penetrated by direct magic.

Until the 20th century, weapons were usually enchanted using the Pattern method of spell storage; the user had to exert his or her Psyche to make the weapon respond properly (as explained under the pattern storage method in Chapter 3: Magic). Now, the microglyph is the most common method for enchanting weapons. Note that the entire microglyph need not fit on the surface of the weapon; a careful weaponmaker can inscribe the microglyph on an interior surface, and fold more of the weapon's substance over it. A weapon's microglyph enchantment is generally permanently active, rather than repeating, so that it works whenever the weapon is used.

A few modern melee weapons are constructed using clips of spell crystals. For instance, a clip of aim crystals might be set with voice or touch triggers; the clip is placed in the hilt of a sword, and the user evokes the crystals as needed while fighting. While less expensive in the short-term, crystal-clip melee weapons are not as easy to use, and will eventually cost as much as a microglyph weapon.

Some substances hold glyph enchantments better than others. Copper can be enchanted with aim to a bonus of + 10 to hit; silver can be enchanted to +20, and gold to +30. Likewise, a copper weapon can have its lethality
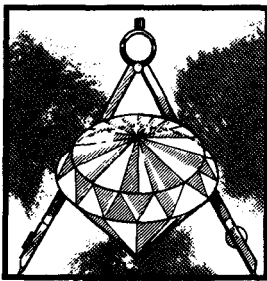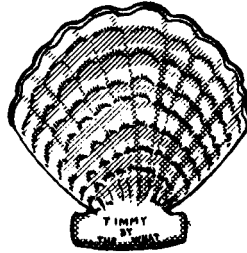
Music box
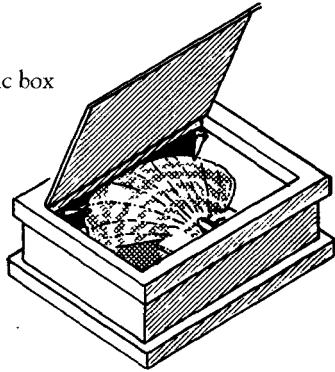
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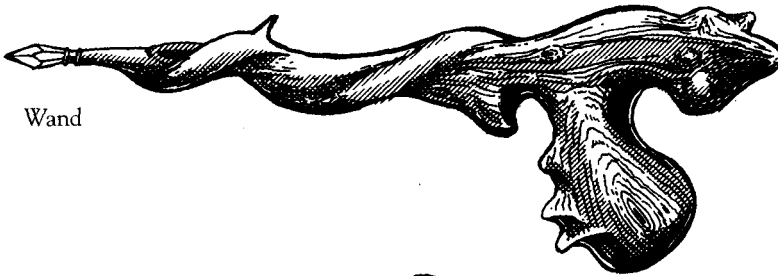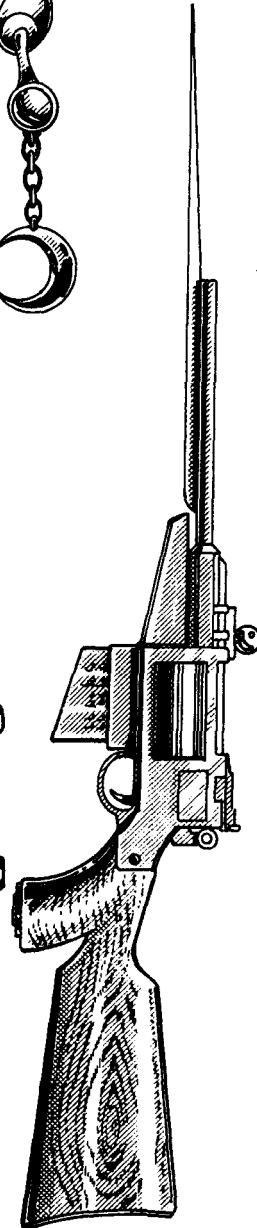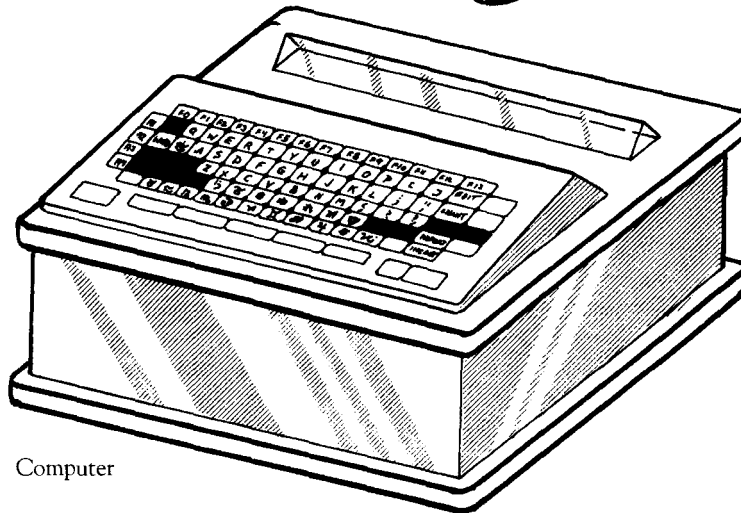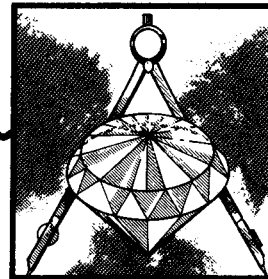
TIMMY BY THE SHORE

Translator

Wand

Computer

Rifle with blade

ITEMS AND EQUIPMENT

increased (using *lethality*) by 1, silver by 2, and gold by 3. Other spells can be cast on weapons, the only restriction being that the weapon must be appropriate to the method of spell storage used.

Enchanted copper, silver, and gold are called orichalcum, mithril, and aurum, respectively. For the cost of enchanting weapons, see the enchantment cost table at the beginning of this chapter.

MISCELLANEOUS EQUIPMENT

There are many items of normal equipment available for characters in the MAGITECH™ Game. Some of the items are enchanted in various ways, but are considered normal because they are very common. As with other items, this listing is only a sampling, and the GM is encouraged to create more items as the need arises.

Alarm: This small device is placed on any object; if anyone touches the object, the alarm releases a high-pitched wailing to alert the item's owner. Many city dwellers place an alarm on their autocarriages.

Bandolier: These straps cross the wearer's chest and provide extra carrying space for pistols, daggers, or other weapons.

Backpack, Feather: Most backpacks are normal devices for carrying food, books, treasures, or supplies, but these are embroidered with magical runes that make whatever is placed in them weightless. They are twice as large as a normal backpack, since the size of a load has no effect on the wearer's ability to carry it. Note, however, that the increased size might affect the wearer's ability to move through narrow spaces.

Camera: This device holds several crystals with *photograph* stored, as well as a number of papers onto which a photograph can be placed. The crystals are touch activated, and the picture must be removed manually from the camera box, or the next image will be placed on the same paper.

Camouflage Gear: This is a set of clothing enchanted with blend. As with the spell, the clothing blends in with the background.

Canteen: A canteen is usually enchanted to keep water pure.

Cape: This is waterproofed and often woven with a heating spell for cold climates.

Clairscope: This is a set of enchanted glasses, something like binoculars, enchanted with *clairvoyance*. They are adjustable, allowing the wearer to see up to a kilometer away, and to see through walls and other obstacles that are in the way. Because the *clairvoyance* enchantment must be preset somewhat, the clairscope can see only in a straight line-of-sight, and cannot penetrate

anti-magical elements that block the view.

Climbing Boots: These boots are enchanted to stick to most surfaces. They are awkward and tiring for normal walking, but ideal for climbing rock faces, mountains, or even walls. Inclines of up to 90 degrees are climbable in these boots; the wearer's Climbing skill score is boosted by +20.

Climbing Gloves: These gloves allow the wearer to adhere to surfaces. They add +10 to the wearer's climbing ability. The gloves' effects are cumulative with the effects of climbing boots.

Doctor Bronner's Peppermint Packet: A cheap way to keep breath fresh constantly, this is a silver talisman worn by many young people.

Enchantment Dowser: This item is a Y-shaped stick, sometimes artificially constructed, and enchanted to detect magic. When the stick is near active or stored magic, it bobs in the user's hands.

Ether Net: This magical net allows the user to catch opponents as with a *net* spell. Attacks are resolved using the Reflexes of its owner.

Fire Extinguisher: This small box contains 20 *extinguish* spells stored in crystals. The crystals are normally evoked by touch.

Grappling Hook: This item can adhere to solid, unprotected surfaces.

Guardian Angel: This copper charm wards off magical influence and adds 10 to all spell resistance rolls, whether made using Willpower or Fitness.

Healing Leech: Once made using actual leeches, these specially woven bandages instantly restore 1d4 Stamina points to any wounded character.

Illusory Clothing: Simply put, illusory clothing does not really exist, but it looks just marvelous. The spell creating the clothing is projected from a belt or necklace. The clothing takes on whatever appearance the owner wants, from formal wear to safari gear to a skimpy bathing suit. However, illusory clothing provides no protection from sun, cold, or rain, so its use is limited to proper climates and seasons.

Ladder: This telescoping ladder varies from 5 to 50 feet in length, according to the user's command.

Lighter: Able to produce a flame in a downpour, this small device uses a *burn* crystalglyph, with a very small area of effect, to light flammable material; it can be used indefinitely so long as the wick is replenished periodically.

Lantern: This is a carrier and directional reflector with a light spell inserted. It provides light in about a 20 meter radius. A lantern typically comes with 12 touch activated crystals, enough to last about three months; a shutter is closed when the lantern's light is not needed.

Lock: Locks can be equipped with crystals to require spoken passwords, a minor cantrip, or a specific person's
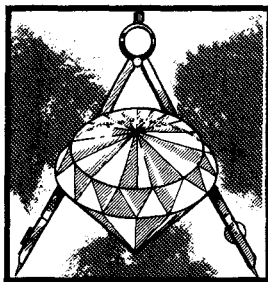
presence to open; the ones listed on the price chart are simple mechanical locks.

Mirror, Silver: Silver mirrors are considered lucky, though they do little more than plated glass or chrome steel.

Monocle: Favored by dwarves, this vision aid is sometimes enchanted to act as a telescope, microscope, or clairscope.

Music Box (or Shell): Once created using seashells and Pattern storage, these are simply small containers for sound recordings. Modern versions use microglyphs to record music in carved wooden boxes or natural shells. Standard versions are activated by *evoke glyph.*

Portable Shell Amp: This device operates with a microglyph of *amplify.* These come in three shapes: home, travel, and personal. The home version is a small box with tubes leading to megaphone-like cones; a music box is placed in the amp box, and its sound is amplified through the speakers. The travel version is essentially the same, but the speakers are attached to the amp box, and the whole is basically rectangular for easier carrying and packing; this version is sometimes called a "boom box." The personal version of the shell amp has a small amp box that attaches to a belt; from the amp box, a tube leads to a headset with one lead to each ear. All portable shell amps have adjustable volumes.

Power-Tome: This specialized recording device looks like a pair of eyeglasses. A Power-Tome is used to store written text, and at the user's command, play it back across the inside of the device's lenses. A Power-Tome is often used to store spell equations and notes, allowing the user to brush up easily. However, a Power-Tome could just as easily be used as an address book or a recipe file.

Rumors state that the Power-Tome company is working on a set of crystals that could be implanted in a person's temples and feed text directly to the brain.

Quiver: Quivers are waterproofed to protect fletchings and keep wood from warping in damp weather.

Raincoat: This lightweight coat is waterproofed and provided with an warming spell for chilly days.

Recorder: This device allows the user to direct reflector recordings, using stored *clairvoyance* for recording in a specific direction or area.

Reflector: This is a small mirror used to store recorded sights and sounds indefinitely, in the same manner as a music box is used to store sound. A reflector has a microglyph of the *record* spell ready for use; the microglyph can be reused for a new recording. Up to four hours of recording can be placed on a reflector. A reflector is played by placing it on a flat surface and evoking it.

Rope: Most ropes are enchanted at both ends with seeking and knotting spells that allow them to find a suitable anchor spots and tie themselves to it.

Severi Wonder Soap: By washing with this charm each morning, the user strengthens and toughens his or her skin against abrasion, nicks and cuts. One magically-engraved and distilled bar lasts for only a month.

Talisman: These protective charms are made of gold and gems, engraved with circular patterns of equations, glyphs, and geometric forms. They add +10 to the user's chance to resist any spell, and they can be used as Symbol Psyche Foci. They are often worn on necklaces or on armbands.

Talkie-ball: A talkie-ball is enchanted with *transmit sound.* These devices are generally made in sets, with every member of the set having a *mark* with the same code. If a user speaks into a talkie-ball, his or her voice is transmitted to everyone else holding a talkie-ball from the same set. More talkie-balls can be added to the set later; the price listed is for one talkie-ball.

Tent: Tents can set themselves up and strike camp upon command. Made of waterproofed silk, the finest tents weigh only four pounds.

Texas Hat: This is a hat popular in Texas and in New America; it has a round crown, often with a dent on top, and a wide brim. In the real world, it would be called a cowboy hat.

Thousand-League Boots: These boots allow the wearer to glide over the earth, skating along seven times faster than normal. They leave no footprints but are too fast for safe travel in many urban areas.

Time in a Bottle: This is a special potion created with a *psychometry* spell. A person who imbibes Time in a Bottle mentally experiences the events experienced previously by a specific person. This is a booming entertainment; professional actors have begun to make Time in a Bottle stage plays, allowing a person to live the part of one of the actors in the production. The experience is complete for all senses.

Only one company makes Time in a Bottle, and it jealously guards its trademark rights.

Tracker: Not always a helpful charm, this silver pendant is enchanted with a coded *mark* microglyph to ensure that the wearer can always by found by those who are looking for him, no matter whether he is caught hiking in a blizzard or trying to lose pursuit in a wretched ghetto. This is sometimes considered a cursed gift, and is often given as a gift by a suspicious spouse.

Translation Earrings: These large, golden earrings are covered with Mayan glyphs that allow them to translate any spoken language used within the wearer's hearing. The plugs then whisper a translation to the owner. An Incan version exists that amplifies sound, allowing the owner to overhear distant conversations.

Translation Plug: This large, golden lip-plug is engraved with magical Mayan writing that provides a
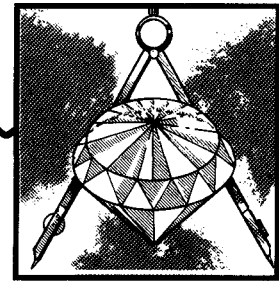
simultaneous translation of what the user says to whatever creatures are listening. It can only translate into one language at a time.

Umbrella: Most umbrellas simply shield the user from wind and rain, but a few are equipped with silver sprues that bear a *levitation* spell. These umbrellas act as small sails, taking advantage of the gusts of a rainy day to carry the owner off through the sky to their destination. The *levitation* enchantment is not controllable other than by the wind and similar forces.

Watch: Modern watches can be worn on the wrist or carried on a small chain; they are linked to the Great Greenwich Clock (Greenwich, England), an infallible timekeeper, so are always accurate in regards to time of day. Watches can be set for a particular time zone. Most watches are also linked to the Calendar Stone in Copan (not to be confused with Motecuhzoma's Calendar Stone); this allows them to display month, day, and year, using whatever calendar the wearer prefers.

FAMILIARS AND COMPUTERS

All magical traditions have familiars, either "spirit guides" or animals that help mages cast their spells. In the past, serious enchanters would summon their own familiars from the wild or create them in familiar forms using magic. These thinking helpers could help a wizard boost his or her Psyche, and could sometimes remember spells or aid in developing formulae. In modern times, familiars have taken three forms: the famulus, the computer, and the virtual intelligence. A familiar is utilized by the link Psyche focus skill.

A famulus is an animal familiar that helps its master in all areas of magic, from the most mundane to the most arcane. They have been bred for high Psyche since the days of Bast, the goddess of the first familiars. A famulus is relatively intelligent and independent, and is capable of evoking spell crystals, scrolls, and potions. A famulus is usually a cat, but dogs, white rats, and some lizards are also good choices. Any living animal that can be trained can be used as a famulus, and every nation holds several breeding farms for the various animals. A typical famulus has a Psyche score of about 20; this number cannot be boosted, and a famulus cannot cast spells directly.

A virtual intelligence, or V.I., is created by the spell of the same name. These artificial beings were once thought to be summoned spirits, until it was determined that the spells simply created something from the casters' imaginations and subconsciouses. V.I.s can be used as familiars, without training, since they are closely linked to their casters anyway. A V.I. familiar is a status symbol among very powerful wizards, and one is often shared by the casters who created it. A virtual intelligence can cast spells.

See the *virtual intelligence* spell for more information.

Computers evolved from the earliest calculating machines (the abacus, the slide rule, and the Babbage engines), which were very useful to wizards once the relationship of mathematics to magic was established. Efforts were made to create a thinking adding machine, which eventually led to the development of artificial familiars, or computers.

A modern computer combines the spells and mechanisms for calculation with the idea of familiars, by using golem theory. A modern computer uses an animal brain (usually that of a cat) as a central processing unit, taking input, sending it through other units for certain functions, and releasing output.

Computers are manufactured by two competing companies: Apprentice and International Business Familiars. Though there are a few other small computer companies, Apprentice and IBF control more than 90% of the world market. The two types are quite similar; both are wooden boxes with silver screws holding on their lids. The top of the lid has silver inlaid symbols that serve as touch pads. Inside the box, crystalglyphs handling mathematical processing, input, output, and storage are all wired to the central brain. The primary difference between the IBF and the Apprentice is in their interfaces: the IBF depends on an alphanumeric touchpad for input and returns output on a three-dimensional virtual display, projected from a crystalglyph embedded in the lid of the computer box. The Apprentice has a symbolic touchpad and responds to spoken commands; it also responds by virtual display.
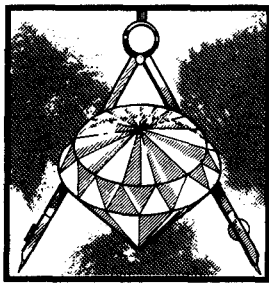
An older computer would have Psyche 10, while a state-of-the-art device would have Psyche 20. Both Apprentice and IBF are working on developing a P30 microglyph to use on the computer's brain, giving it an effective Psyche of 30.

A computer can be used as a method for improving effective Psyche, allowing a combination of the Focus skills of Form, Symbol, Color, Link, Rhythm, and Tone.

TRANSPORTATION

There are three primary forms of modern, personal transportation: wings, carpets, and autocarriages.

The earliest of these three to be developed were wings, first built using Pattern storage by Daedalus, a prisoner of the Minoans (elves). Unfortunately, Daedalus' son Icarus died while testing a pair of wings; it was believed for many centuries that Icarus flew too close to the sun, and his wings melted. The truth was that Icarus flew too high, and the cold of ratified atmosphere made his wings brittle, and they broke, destroying the Pattern storage matrix. This misunderstanding set back wing development for centuries. Still, when the Minoan people left their home-

land and eventually became the Mayans (see Appendix III: Campaign Background), they carried the formulae of Daedalus with them. Wings were later tested and developed by the Mayans (elves), the Aztecs (hobgoblins), and the Hopi (Ani humans).

Carpets were also developed thousands of years ago, in Persia. They were constructed with carpets woven with Motion symbols, and then sprinkled with magical dust (petracrystals). It was not until centuries later, with the development of the autocarriage, that the true role of petracrystals was uncovered.

The autocarriage is a direct outgrowth of the horse-and-carriage popularized in Europe. With the necromancy and animation boom of the early 1800s, researchers began experimenting with horse zombies, to get a beast of burden that needed no food and little care. Early experiments were conducted with horse flesh, but the wooden horse zombie was quickly developed (about 1839), for a more pleasing appearance. Then someone had an idea: since both horse and carriage could be made of wood, why not link the two? From this idea developed three models: the equicarriage, the autohippus, and the wheelhorse (all described in the following text). The wheelhorse, a wheeled carriage with a horse's head, eventually evolved into the first of the modern autocarriages (in about 1888).

Experiments were done with Pattern and repeating Glyph storage until 1859. In that year, European wizards analyzed flying carpets. It was discovered that magic dust (now known as petracrystals) was composed of minute crystals that responded to mental command and activated portions of Motion glyphs. With this knowledge, wizards revolutionized transportation magic—and eventually sparked a boom in the Arabian lands that held large deposits of petracrystals.

Note the difference between zombies and golems (as explained in the glossary). Some zombie vehicles have *animate* crystalglyphs that are triggered to perform various functions; these have set speeds. Petracrystals can adjust the speed attained by various motion glyphs, such as *animate, levitation,* and *flight.* Since petracrystals are activated by mental command, the driver or pilot of a vehicle can use petracrystals to make motion glyphs respond in the desired manner. Golem vehicles have crystallized brains in them; these will respond to commands, and can activate petracrystals and guide the craft.

AUTOCARRIAGES

The primary mode of transportation in many major cities is the autocarriage (or car), an animated and often intelligent form of transportation. In the 20th century, developments in golem enchantment and brain crystallization have led to autocarriages controlled by crystallized horse brains.

Autohippus: These four-legged models of British luxury were all built by master craftsmen in the mid-1800s, using only the finest hardwoods exterior and leather interiors. They are only seen as antiques. An autohippus is a four-legged zombie carriage with seats for two passengers and one driver.

Balam: This Mayan sportsgolem is a sleek runner equipped with a crystallized cat brain and based on feline forms: the jaguar or the smaller ocelot. The Balam is known for its tight cornering and agile handling, but is considered temperamental by some.

Daimler: No longer made, this dwarven golem is prized for reliability and luxury, a marvel of both power and comfort. Although as quick to accelerate as a Balam, the Daimler is also appointed with directional spells, superior chauffeur-like autodrive functions, climate controls, owner recognition and password features, and a steel-lined frame and leaded-glass around the cabin, to protect the passengers against magical assaults. No longer manufactured, they are collector's items, much sought after by the wealthy.

Edsel: The Edsel is a large, comfortable autocarriage manufactured in the United States. It is a golem known for its good homing instincts and smooth ride.

Equicarriage: Now found only in a few museums, the equicarriage is a zombie with the front half of a wooden horse attached to a small, covered, two-wheeled carriage. The driver sat on front of the carriage, and there was room for four passengers inside.

Hudson: A solid U.S. model, the Hudson is a solid, dependable autocarriage with plenty of space for a large family. The Hudson is one of the few zombie autocarriages still on the market.

Pinto: The most common car in Ayelih, this golem is known for durability and speed, though not luxury.

Straightly: A model of British luxury, the Straightly is now made in Texas and in the United States. The roomy Straightly golem is appointed with wood and leather, and the ride is smooth and steady. It is favored by government leaders and the extremely rich.

Tucker: The most common golem car in the United States, the Tucker golem is a recent addition to the market.

Volksgolem: Now made only in the Incan empire, the Volksgolem was the smallest of the European golems, developed around the time of World War II. Its rounded exterior and good mileage both served to gain the Volksgolem a devoted following, and many of them remain in service even today. Newer models are equipped with the brains of guinea pigs, but older models used rat brains.

Wheelhorse: This vehicle is a wheeled carriage with a horse's head on front. It was the first model to be equipped with a crystallized horse brain, and both zombie and
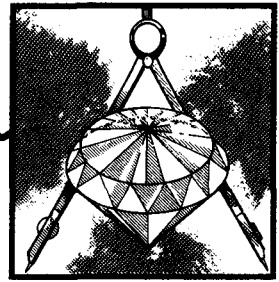
Incan walker
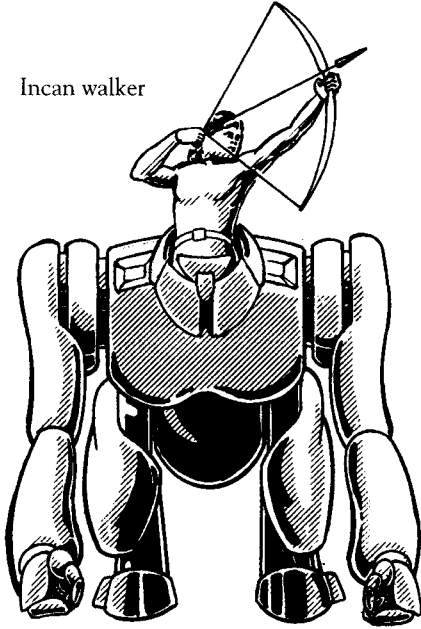
Damascus air carrier

Autocarriage

Unicycle with
gerbil brain

golem models are sometimes found in museums or private collections.

CARPETS

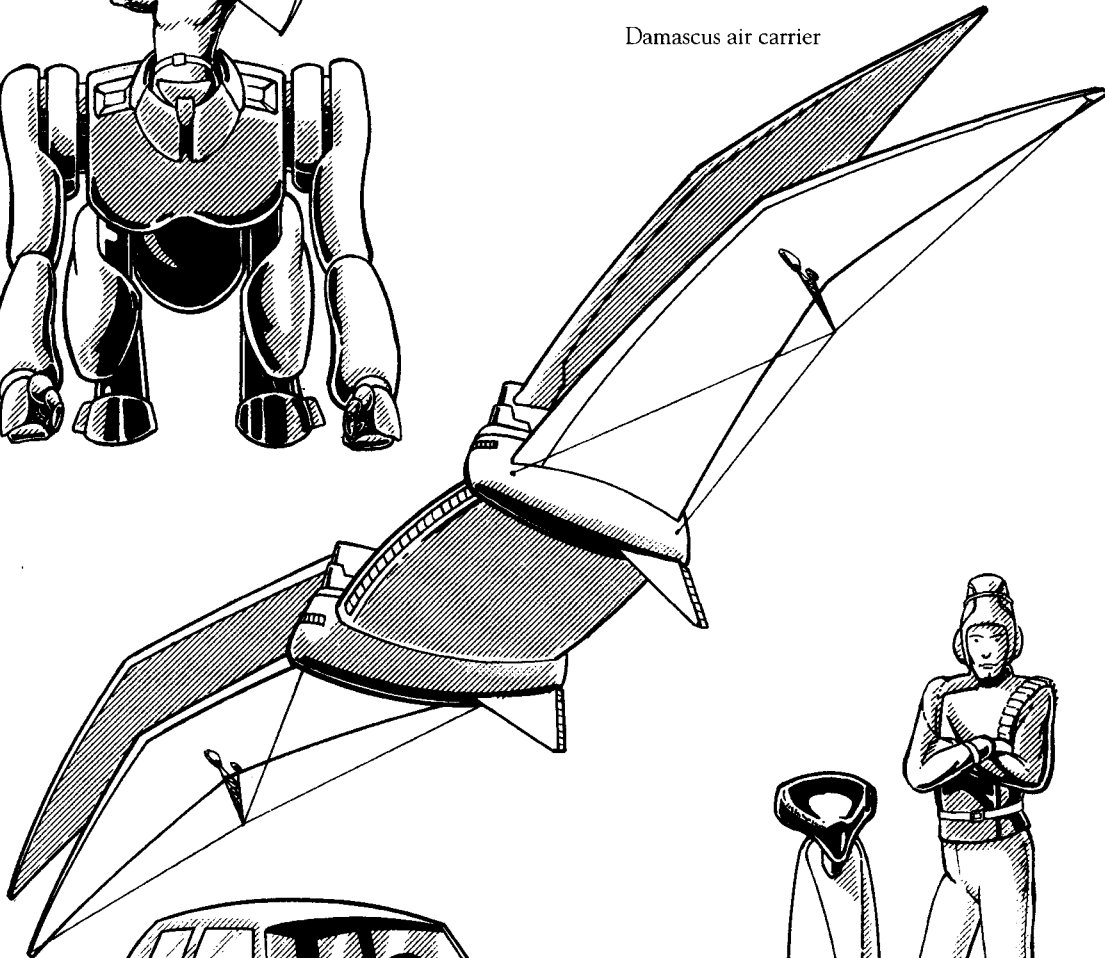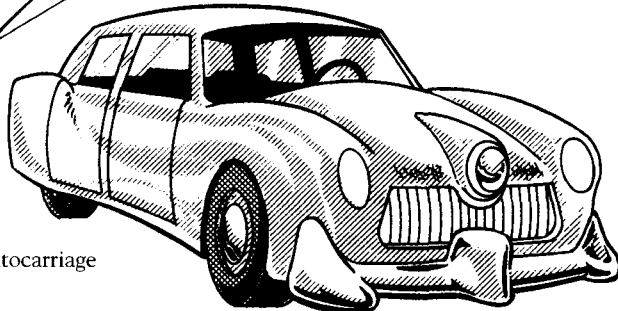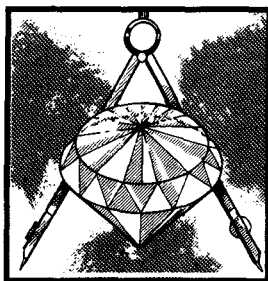Some modern carpets are still sort, flexible, and portable, but many models have a stiff base for better durability. A flexible carpet allows tighter control, but requires more attention from the driver. No one has yet been successful in making a golem carpet; the brains of landbound animals are inappropriate, while bird brains are not well-developed enough for proper enchantment. There have been a few experiments with crystallized bat brains, but these have produced only skittish nocturnal carpets.

Baghdad Flyer: The Baghdad Weavers and Pilots pioneered the stiff, laminated-fabric carpets now used for most freight and many passenger carpets. They have added soft, removable tops to some models within the past 50 years, usually those exported to harsher climates. Baghdad Family Flyers seat six, while larger Baghdad Cargo Flyers seat two and can carry up to two tons of material.

Jerusalem Zephyr: Recently, the kabbalists of Jerusalem have either rediscovered or stolen the secret of magical flight. Regardless, the Holy City Carpetworks has begun production of small, fast, extremely maneuverable carpets. These stiff-based models seat only two, but they are durable and relatively inexpensive. They are often adapted for use as racers or "police specials," and are nicknamed "slippers" because of their construction with shielded front and open back.

The Sharif, the Sheikh, and the Emir: The Afgani Carpetworks is the original production site for all flying carpets, but its open, simple cloth designs are seldom desired in the world's capitals. These models have no tops and no stiff surfaces. The Sharif is a single-passenger model, the Sheikh is made for four, and the Emir is a five-seater. Despite these models' lack of general popularity, they are highly portable and often used by adventurers or military personnel.

Damascus Air Carrier: Not proper one-person carpets at all, the premier intercontinental flying device was invented only 30 years ago by the Ottoman Carpetworks of Damascus. A Damascus Air Carrier is wing-shaped, covered, and made entirely of enchanted woven carpet, reinforced with laminates and guided by magical compasses through even difficult weather. They fly at heights of up to a mile, though a model shaped like a goose wing is currently undergoing test flights and may achieve altitudes of up to three or four miles safely. Only a few dozen are in service, crossing the Atlantic in about 24 hours, the Pacific in three days with refuelings. They seat up to 90 passengers.

WINGS

The simple wings of Daedalus have been refined and tested in new patterns over the years, but the basic design is unchanged. Feathers are glued to a magically-strengthened frame, and the user simply flaps his or her arms to fly. Early versions were built with pattern storage, but modern versions generally use *levitation* crystalglyphs, and the user's flapping causes movement.

Eagle Wings: These are fast, strong wings, expensive and also hard to maintain and quick to tire the user. Among the Inca, these wings are permitted only to the noble and military allyus.

Goose Wings: These are wings meant only for high-altitude, long-distance flying. They are large, powerful wings with terrible maneuverability and slow take-offs and landings.

Quetzal Wings: Bright and showy, Quetzal Wings are used for parades and religious ceremonies. Their excellent maneuverability and silent flight are offset by their inability to fly for any long distance. Quetzal Wings are also sometimes seen in the courtship of elven nobles. There are persistent rumors of a Dark Quetzal burglar, who uses black Quetzal Wings to travel stealthily into rich homes to rob them.

Sparrow Wings: Fast, durable, and agile, these are commonly used for transportation in and around cities.

WATERCRAFT

Cargo Tramp: These are sail ships, with breezes summoned magically when Nature doesn't oblige.

Iron-clad: These warships are armed with powerful magical engines of destruction. They are driven by jets of water forced from the bow by enslaved, unintelligent elementals. Only the military can afford such extravagant magical expenditures.

Liner: More comfortable than air carriers, these cruise ships are propelled either by charmed and tethered whales or by elementals.

Submersible: These are boats enchanted with motion and atmosphere preservation spells to allow the boat to travel safely beneath the water. Submersibles are shaped something like cigars; they usually have cabin space for about 10 crewmembers and support personnel. These are generally available only through the military.

MILITARY VEHICLES

This listing includes military vehicles that do not fit into another category. There are military versions of carpets, autocarriages, and wings.

Autobulette: This is a modern, animated artificial
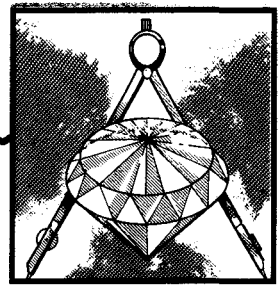
Autodont
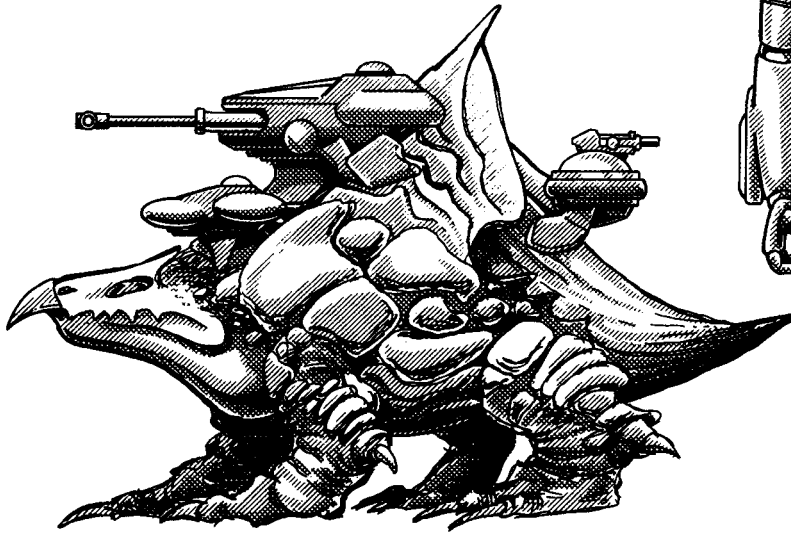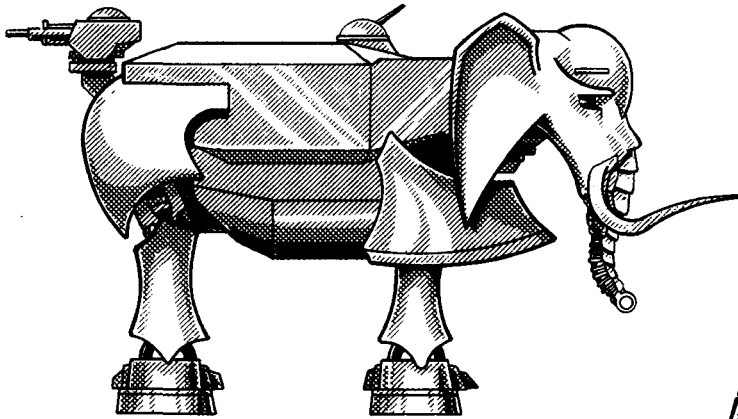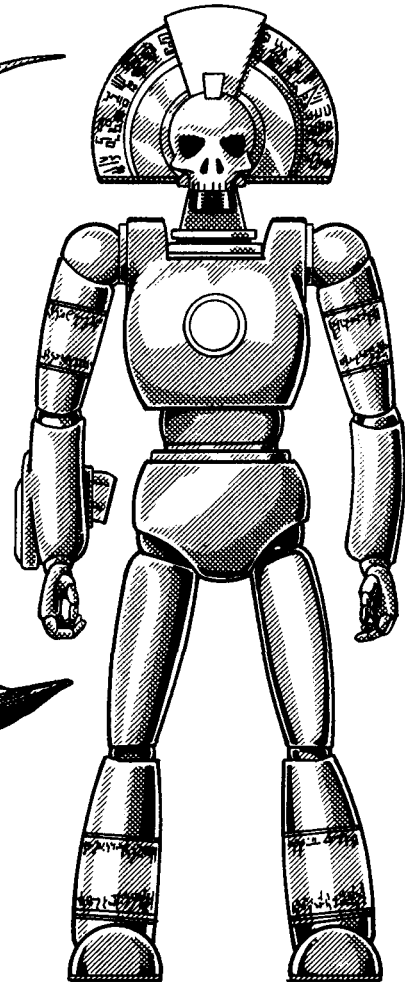
Bulette

Incan automaton
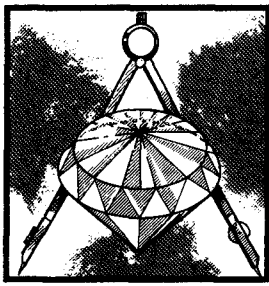
bulette. The bulette is a huge, four-legged, bullet-shaped creature with four legs and a crest on its back. Bulettes were created in medieval Europe by powerful wizards using early forms of magical genetic manipulation on snapping turtles. They were designed as war machines; the early versions were guided by a driver, while a bow-man or crossbowman sat beneath the crest. The beasts were used more extensively in later wars, particularly World War I, when an armored driver sat on the bulette, and a gunner sat under the crest. Autobulettes, or bulette golems, were first developed and used in World War II.

These war machines have tracks instead of legs, a for-ward cockpit for a driver/gunner, and a rear niche for a gunner. Autobulettes are heavy and heavily armored, able to resist damage and crush almost anything in their paths. Autobulettes are zombie vehicles, though researchers are working on a version with a crystallized bulette brain.

Autobulettes are used mainly by Texas, the U.S., Tol-lan, and the Commonwealth.

Autodont: This is a zombie vehicle based on an ele-phant. It is used as a troop carrier and assault vehicle. An autodont can carry up to 20 people, plus a two-person vehicle crew. The autodont uses a *chemistry* crystalglyph to produce something equivalent to napalm, which it spreads with its trunk. Autodonts are used mostly by African and Asian nations.

Walker: This Incan war machine is a zombie driven by a single rider in times of war. It is a headless, wooden humanoid standing about 15 feet tall. At the top, where the neck would sprout from the torso, is a cockpit where a human or humanoid pilot can sit. The pilot's upper body sticks out above the vehicle's torso, so appears to be a head of sorts. The pilot operates the Walker's movement controls with his or her feet, the weapons with his or her hands.

The wooden frame is typically warded against fire through the use of inlaid golden glyphs; Walkers designed for special missions are warded against other threats as well (including heat, cold, fire, and liquid nitrogen). There are rumors that Stealth Walkers, equipped with *blend* glyphs, exist, and are used to oversee Walker squads to prevent desertions.

A Walker is usually armed with launchers for rocks and *fireball* crystals. It can stomp with its feet, and most have articulated hands that can be used for grasping various objects.

Walkers are used exclusively by Tawantinsuyu. They are preferred over wheeled vehicles, because Walkers can climb in the mountainous terrain of Tawantinsuyu.

Warrior: This is another Incan war machine, a golem created to look like a fierce human about 20 feet tall. Like the walker, the Warrior is inlaid with many protective glyphs. Warriors are seldom used, serving mainly to pro-tect the Inca himself. Though it has never been proven, it is generally believed that a warrior contains a crystal-lized human brain from one of the Incas's personal guards.

MISCELLANEOUS TRANSPORTATION AND GOLEMS

There are many types of golems and zombies in the MAGITECH™ universe; most, but not all, are used for transportation.

Bus Golem: Many large cities have large passenger vehicles, each equipped with a crystallized brain (usually a horse's, but sometimes a rat's). These vehicles can hold 50 people in relative comfort. They are taught routes and schedules, and they travel about the city, taking people from place to place.

Factory Zombie or Golem: Many machines are not used for transportation at all, but are used to perform repetitive tasks in factories, such as weaving flying car-pets, building autocarriages, or making processed foods. Building and servicing these golems has become an industry in its own right.

Luggage Golem: Luggage golems have always had two basic models, one of which has passed into oblivion. Walking luggage used humanoid feet to walk the luggage from place to place, and was popular for many years because of its ability to cross the most rugged terrain. The more common model now is the wheeled luggage, which scoots from place to place at the owner's command. It varies in size from hat case to steamer trunk. Luggage golems generally contain crystallized dog brains.

Looking Glass: These lost items were first manufac-tured by Carroll, a British elf, who gave them to his allies as early as the days of Cromwell. They allow the user to step through and instantly travel to a known mirror up to 12,800 kilometers away. Most are enchanted to show the location seen by other mirrors, though this information may not be useful. The secret of Looking Glass manufac-ture has been lost, and most known examples were destroyed by their owners or inadvertently by occupying forces in the Great War.

Sogwili: These two-wheeled vehicles have a single seat, large enough for perhaps two riders but intended for one. They are built for speed, not combat and rarely have a canopy or covering of any kind. They are constructed for maximum acceleration and handling. Most Sogwilis are zombies, but a few are equipped with horse brains; these respond to minute movements by their riders (such as the pressure of a knee) and can usually find their way to certain locations, or might be trained for combat maneuvers. Gangs of Sogwili-riders roam the Great Plains in Ayelih.

ITEMS AND EQUIPMENT
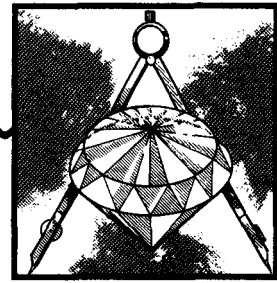
IMPLANTS AND PROSTHETICS

It is possible to replace or augment body parts with enchanted materials. One of the earliest examples of this is shown in the Celtic legend of Nuada, whose arm was replaced with an enchanted prosthetic. Modern wizards have not been able to satisfactorily duplicate the stuff of legends, but there have been some successes. It is suspected that early versions of prosthetics and implants were created using pattern storage with such spells as *animate* and *enhance physically* or *enhance mentally.*

Modern prosthetics are usually composed of wood or precious metal, though artificial matter (such as that created by using *duplicate* on rubber or flesh) can be used as well. As with golems and zombies, several *animate* microglyphs are inscribed on the prosthetic; these are activated by petracrystals (which respond to mental command).

Implants are created using glyphs or crystalglyphs, and can grant the user many spell "powers." They are usually set to enhance the user in some manner, either permanently or upon command.

No specific examples of prosthetics and implants are given here. A GM who wishes to use them in a campaign is encouraged to create them, but should be careful. These items can upset game balance; if some PCs can have them, all PCs should have the option, and several NPCs should have them as well. Using these items can give the campaign a "dweomerpunk" feel (see Appendix II: Alternate Campaigns).

WARDS AND TRAPS

Following are examples of specific security measures. There are many more possible, and a reading of the spell storage section of Chapter 3 should provide several more ideas.

Gold Cocktail: This Incan warding has no immediate affect on those who break its seal; its effects are almost more like a curse than a warding. When the victim touches a specific warded object, she or he is affected by magical forces, and must make a successful roll on a difficult Psyche check, to control the magical forces, or fall victim to them. If the victim fails, she or he is beset by difficulty: all extremely difficult tasks are impossible for the character, all difficult tasks become extremely difficult, and all normal tasks become difficult. Each 24 hours thereafter, the victim is allowed a normal Psyche check to throw off the effects. The remove magic skill cannot be used by a victim to remove the curse; it can be used by someone else, as normal for the skill (the curse is considered to have a difficulty of 60).

Harvard Alarm: These wards are commonly set on warehouses, vaults, and other long-term storage areas.

Once set, the ward can be opened only by a single gatekeeper. When triggered, a Harvard Alarm transmits a coded sound alarm to the nearest law enforcement agency and emits a piercing wail that can be heard for half a kilometer.

Janus Doorkeeper: This ward allows only a limited number of people to pass through; those the warding recognizes are unharmed, but all others must resist its effects with a successful Willpower check or be knocked unconscious for the next 12 hours.

Kiss of Death: Originally a Mediterranean invention, this deadly warding uses proximity-triggered crystals to trigger several *bolt* glyphs. Anyone who touches the protected item is attacked by 20 *bolt* spells, each with a 70%, chance to hit the target. If a victim is killed, the body begins to rot almost immediately, disappearing entirely within 24 hours. The alarm works up to 12 times without having its crystals replenished.

Spy Stopper: This ward discharges whenever a surveillance spell is attempted on the protected area. In addition to foiling the spell, a spy stopper sends a powerful pulse of magic back to the origin of the attempted surveillance, which acts as a beacon for police and can knock some people unconscious. Each mage at the receiving end of this pulse must make a successful roll on a difficult Willpower check, or lose all stamina points.

NORMAL ITEMS

In addition to the many pieces of adventuring equipment available, there are a number of normal, everyday items that the player characters may wish to use. Several samples follow.

Autoscribe: Invented by Remington, the autoscribe is a magical pen that writes down whatever its owner speaks. It can also render scenes from life with some shading and perspective, and can draw maps as instructed.

Cleaner: This small box is loaded with *clean* crystals. The user speaks the command word, and dirt is gathered into the box.

Copier: This device is created using a *duplicate* crystalglyph, and it follows the restrictions listed under that spell's description. Almost anything can be copied, from a sheaf of papers to a child's toy. The item to be copied is placed in one silver box; a short time after the device is activated, the duplicate appears in a second silver box. A typical copy machine can copy up to five kilograms of matter at a time.

Some copy machines use both *duplicate* and *teleport,* making a copy of the material as it sends the original to any other place on the globe. These are similar to fax machines in the real world, but are not limited to sending only paper and text.
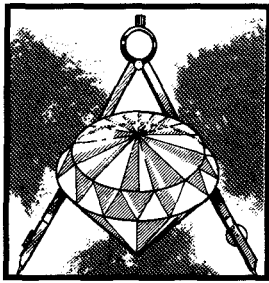
ITEMS AND EQUIPMENT

Crystal **Ball:** This common item transmits sight and sound to and from another crystal ball. The item makes use of *find, mark, clairaudience,* and *clairvoyance.* A user can cause a crystal ball to home in on a *mark* coded for another crystal ball; the other crystal ball usually flashes and produces a tone when triggered in this way. A person at the other end receives the code for the *mark* of the crystal ball of the caller, and can activate his or her own crystal ball to respond, creating a two-way audiovisual link between the two devices.

Light: This is a crystalglyph with a *light* spell. Since they are permanent, easy to use, and much in demand, light crystalglyphs have inflated prices (and are often mentioned in wills so they are passed onto heirs). Most common people subscribe to light: a person comes by about once a week and casts light in all the desired places. The cost is very reasonable.

Mailbox: This device makes use of a *teleport* spell to send mail to a similar coded mailbox somewhere else in the world. These are found only in post offices and are not available to the general public.

Mirror: Similar in some ways to crystal balls, mirrors are used to look at specific places. They are much like televisions in the real world, but work in reverse; rather than having a station broadcast and the television receive, the station simply offers a performance and publishes its coordinates, and the mirror looks in on those coordinates. Mirrors are programmed by a specialized person to look at specific places (mirror stations) upon the user's command. These devices use *clairaudience* and *clairvoyance* to pick up images from the station and show them on the user's mirror.

UNUSUAL ITEMS

Some items are difficult to find or illegal, or both. These items are generally not for sale; the artifacts listed in this section are either unique or very, very rare. The GM should be careful about letting these items fall into the hands of player characters.

SPECIAL PSYCHE FOCI

A Psyche focus is an item used by a spellcaster to boost his or her effective Psyche. Generally speaking, a spellcaster must know the appropriate skill for taking advantage of a particular focus. However, there are certain items that will increase the Psyche of anyone who uses them. These are items that were created using the pattern storage method for a spell that raised Psyche. Unfortunately, the secret for making a pattern-stored generic focus is lost, though ancient specimens still exist, including rings, staves, and various totems. These items are seldom sold, but are found occasionally by an adventurer; they are coveted by the wealthy and powerful. A spellcaster fortunate enough to possess more than one of these items can use them together without penalty. Pattern foci cannot do more than double effective Psyche, even when used with Psyche focus skills. Since these items were made with the pattern storage method, the user must make a successful Psyche check to use each one; using a pattern focus takes one second. There is no danger in using these items, but see the genie's heart described under unusual items later in this chapter.

A Ring of Power is one of the oldest pattern foci. Some of these rings of engraved gold date from the days of the Roman Empire, though the secret of their manufacture was known until the political revolution of the 18th century, when kings took the secret of making the rings to their graves. Rings of Power typically give the wearer 10 additional points of Psyche for spellcasting purposes; rings with bonuses as high as 20 have been reported as well.

The rune staff is an ancient Norse form of pattern focus, a wooden (or sometimes precious metal) staff carved with runes. A rune staff concentrates and channels ambient magic through the symbols of the staff; such a device typically stores 100 points of Psyche. The user can "borrow" as much as 20 points of Psyche in a single round, and use it for spellcasting; the bonus dissipates a round later, whether the user successfully casts a spell or not. The Psyche points regenerate in the staff at a rate of 10 points each day.

Carved masks are ancient African pattern foci. Ordinary varieties of these teak or mahogany masks give a 10 Psyche boost; those hand-decorated with glyphs provide +20. Most masks are found in Zimbabwe, though some are found in Mali, and some have already been taken to the United States or to the Commonwealth.

Red pipes are powerful foci made of the red stone found only at Red Pipe in southwestern Minnesota in Ayelih. The site is the destination of yearly pilgrimages, and is watched over by the Sisseton tribe. The pipes are often carved to represent monsters, heroes, or symbols of the sun and spirit world, and the pipe stems can be as much as a meter long, with pierced or spiral designs and hair or feather ornaments. Pipes add +20 to the smoker's Psyche; the pipes must be smoked for about 10 minutes before becoming effective, and their effects last one hour. Red pipes can be used once per day.

Totems vary from large and immobile totem poles used for ritual nature magics (such as helping crops and fisheries prosper) to individual animals carved and threaded like beads on a necklace. Though the largest are the most effective (+30 to Psyche to anyone casting within five meters), even the smaller totems add +5 to the user's effective Psyche. Smaller totems must be touched to be used.
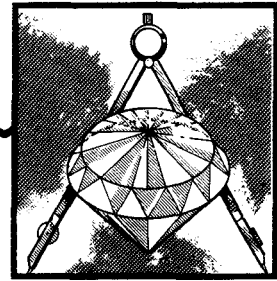
Disposable charms are sometimes found as well. These African charms allow a single burst of power when needed, boosting the caster's Psyche by +50 for one spell (which must be cast within one minute after the charm is evoked). The charm falls into dust after one use, so can be used only once.

BLACK MARKET MAGICS

Just as all other areas of life are subject to the legal system, so are magical researches bound by the civil code of justice. Many abuses are possible, including those of charms, invasion of privacy, and necromancy. Following are a few examples of items outlawed in most places, and available only through illegal means.

Cone of Darkness: These enchanted cones of incense can be burned to block daylight; they create an aura of darkness around a single person. They are very much in demand among vampires, who can use them to operate freely by day. Vampires may pay ten times the listed price for them.

Dragon Marks: These are tattoos drawn on the hand to provide special effects. They are Asian in origin, but are used mostly by Asians living in North American countries. When the owner of a hand tattoo touches someone, the sigil releases its power on the victim, paralyzing, poisoning, controlling, or even killing the victim. Dragon Marks are often combined with martial arts for maximum effectiveness. Masters are said to be able to write them spontaneously using blood or saliva, though these are good for only a single use. The more elaborate, permanent hand tattoos are dawn and rendered by rogue sensei or the Seven Dragon Tong, an organized criminal organization. Dragon Marks are outlawed almost everywhere.

Love Potion: These illegal charms are fairly commonly peddled in major cities. Anyone who imbibes a love potion must make a successful Willpower check, or fall in love with the nearest attractive partner. The effects last for up to a day. Use of a love potion incurs severe penalties in civilized countries, including incarceration or worse.

Soul Drinker: These weapons sap the victim's will to live, turning him or her into a mindless servant that obeys whatever commands it is given. The Soul Drinker enchantment can be applied to any type of melee weapon; each time a victim is struck by such a weapon, she or he must make a successful Willpower check or fall under the weapon's enchantment. The victim can be saved by someone using the remove magic skill (and being successful on a difficult skill roll); the victim is also allowed a new resistance roll each week. These weapons are illegal in all civilized nations, but rumor has it that they are used in the Incan prison system.

Thought Leech: This item taps into a victim's conscious thoughts and stores them until they are retrieved. A Thought Leech usually takes the form of a hat, scarf, or coat given to a victim by a spy or other enemy. Later, the item and its information are retrieved. Use of such an item is illegal in most nations, and information obtained in this manner is inadmissible as evidence in a court of law.

Wilter: This is a magical powder that sterilizes those who come into contact with it; Wilters are also fatal to any plants they touch. There is no known counterspell, and possession of a Wilter is illegal in most countries. They are the products of an outlaw band of alchemists who call themselves the Cooks, and their travelling labs Kitchens. There they brew up potions, poisons, and illegal brews.

Artifacts
Enchantments have to be very strong to be remarkable in the world of the MAGITECH™' game. The items listed below are all unique or very rare, places and items that have impressed the world with their strength, perfection, or powers. Any of these items could be the object of an epic quest by a group of PCs.

Cahokia: The pyramid of Cahokia along the Mississippi River in former Illini territory is one of the largest pyramids on Earth, on par with the pyramids of Egypt, Tollan, Juyup Takaj, and Hanahpu. Cahokia is an active launch site for trips to Hanahpu. The pyramid is a pattern storage area for a *launch* spell, making it very easy to launch spacecraft from the site. It is the only such launch site controlled by the United States. The Ani constructed it many centuries ago; at the end of their war with the United States, the treaty called for Ayelih to give the site to the United States, which they happily did to appease that nation; it seems to have worked. In the 1950s, Cahokia was opened to international traffic.

Cahokia is a unique site, but there are similar pyramids in Egypt (at Giza) and Juyup Takaj (in Tikal). Despite using the pattern storage methods, these sites have never failed; it is believed they were constructed using a more reliable, and now lost, method of pattern storage.

Genie Bottle: It is said that powerful, magical beings once walked the earth. They are known by many names; they are genies to some, spirits to others, gods to a few. The most widely accepted name for them is simply the Ancients. A genie bottle is said to be a sophisticated, miniature suspended animation device for holding one of these beings; there are legendary cases of people (such as Aladdin) finding one of these items, and releasing a powerful being who either rewarded or killed the opener.

If a Genie Bottle were to be found and analyzed, it might allow people to develop a small suspended animation
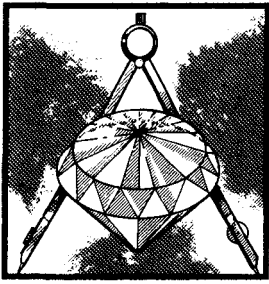
device which would decrease the mass of a spacefaring vehicle, possibly allowing reasonably fast travel to the stars. One or two Genie Bottles have supposedly been found, but it is said they are set for specific beings and will not hold others. Any research on them would require years.

Genie's Heart: This is another item attributed to the mysterious Ancients, such as the Anasazi who once lived in southern Ayelih, or the Garou of France. These fist-sized crystals are said to be the hearts of such beings. Whether this is true is a matter for speculation, but a few things are known. A Genie's Heart glows constantly, and radiates all the colors of the spectrum. A Genie's Heart is also a powerful natural Psyche focus. It will boost a user's Psyche by 100, in addition to any other Psyche foci used; however, each time a Genie's Heart is used, it has a chance to destroy the person who wields it. Subtract the wielder's Psyche from 100; this gives a percentage chance of the wielder being harmed by the item. If the Genie's Heart harms its wielder, that person must immediately make a successful roll on an extremely difficult Willpower check, or lose 50 points of Psyche. These points are subtracted from the character's attribute, not from any boosts; the loss is permanent, though a character can spend experience points to increase Psyche.

La Gioconda: This unique item is Leonardo da Vinci's masterpiece, completed in 1506. The enchanted version of the Mona Lisa uses subtle tricks to ensnare the viewers into its depths, hypnotizing them into staring for hours and inciting crowds to riot if it is removed. It is rumored to hold the eye of men who look on it, and to mock women. Legends claim that the owner of La Gioconda is invariably cursed to lead a tragic but brilliant life.

Motecuhzoma's Calendar Stone: Carved at the end of the Aztec dominion during the rule of Motecuhzoma Shocoyotzin, this unique stone is four meters in diameter, with a representation of Tonatiuh, the sun god, in the center. For those who can read and understand its meaning, the calendar stone allows the user to travel backward or forward in the circle of time, but only to multiples of 20 days, months or years—times that somehow overlap the present on the wheel of time.

Paha Sapa: Also called the Black Hills, the Paha Sapa of South Dakota are sacred ground for the Ani, long the site of pilgrimages and worship. The virgin land releases visions to the faithful, healing to the sick, oracles for those seeking answers. Small sites are mined for gold that is used to make particularly powerful enchanted items.

Spear of the Valkyries: A sacred symbol of Norse, Teutonic, and German worship, the Spear of the Valkyries was made for the Norse gods by the ancient dwarves themselves, who regained the spear after most of Europe was Christianized. The spear is said to bring the owner victory in battle, and to shield the owner from all harm.

The Spear was used by Adolph Hitler at the end of World War II; he intended it to destroy his enemies, but it destroyed almost everything and enclosed ruined Europe in an impenetrable shield for 50 years. It is rumored that the Spear protected Adolph Hitler by changing him into some form of undead being, and that Hitler still remains in the ruins of Berlin, searching for the Spear, which was taken from him and hidden somewhere in the city.

HOW THINGS WORK

The workings of many items are described earlier in this chapter. Of particular note are the descriptions of crystal balls, mirrors, and the various forms of transportation, for these provide good examples of how spells are used to enchant various items, and how the spells are stored for use with different items.

Every item that seems powered is constructed with spells and spell storage skills. Most of the items described can be constructed using the spells described in this book; others cannot, and give the GM a starting point for creating new spells. Likewise, spells can give the GM numerous ideas for creating new items, some useful, some entertaining.

Each item should be logically constructed; thought should be given to the spells involved and the storage method used. Pattern storage needs an exertion of Psyche to function; glyphs are either permanently active or triggered by other spells. A crystalglyph can have almost any trigger, with which it activates its glyph component; crystals have special triggers but activate only once. The different storage methods each have advantages, and each has a different cost; see the chart with prices for spell storage.
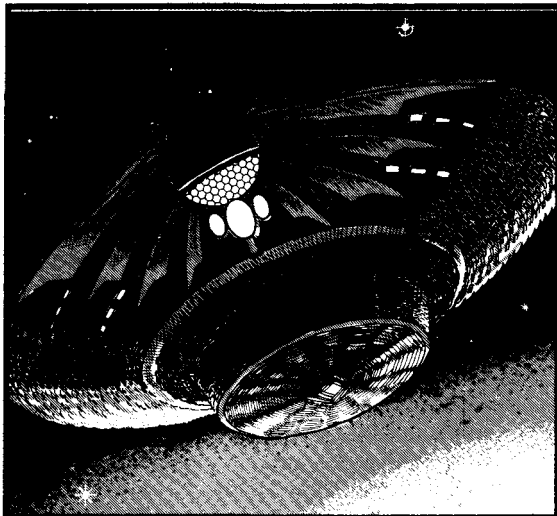
CHAPTER 6:
RUNNING THE MAGITECH™ GAME
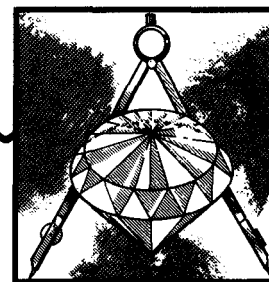
This chapter covers many of the rules that flesh out the AMAZING ENGINE™ system for the MAGITECH™ game, the "nuts and bolts" for running the game. Magic, skills, and equipment have already been covered; this chapter describes rules for combat, healing, travel, experience, and running adventures. A few adventure suggestions are included as well.

COMBAT

Battles in the MAGITECH Game should be run very simply. The action, the story, and allowing the player characters a chance to perform heroically are all more important than the number-crunching. Thus, this universe has little in the way of combat system detail. Some GMs may wish to add details such as specific range modifiers, initiative modifiers for the different weapons, and so forth. This is perfectly acceptable, as long as the GM informs the players of such things. The combat rules in the BUGHUNTERS™ Game are recommended as guidelines, if the GM has access to that supplement for the AMAZING ENGINE System.

INITIATIVE

In the MAGITECH Game, initiative is used to determine when a character takes an action, in relation to when other characters take an action. Initiative is not meant to precisely determine when something happens, just whether it happens before or after another event. Thus, while an initiative roll will not determine that "Louisa's attack happens three seconds after the beginning of the round," it could determine that "Louisa's attack occurs after Blackfeather's and before the monster's."

Initiative does not affect how many actions can be performed in a single round. A character is allowed to perform one or two actions in a single round; the character can do any one of the following in a round:

1. Make one melee attack;
2. Throw missiles, up to the number allowed by the weapon's rate of fire;
3. Fire a missile weapon, up to the number of times allowed by the weapon's rate of fire;
4- Cast one spell with a casting time of 10 seconds or less;
5. Move at full movement rate (walking, sprinting, or running);
6. Make two melee attacks, using one weapon in each hand (with attack penalties);
7. Fire a gun or wand and make one melee attack or throw a single missile;
8. Cast a spell with a one-second casting time and make one melee attack, fire a gun or wand once, or throw a single missile;

9. Move half his or her movement rate and attack once (make one melee attack, throw one missile, fire a missile weapon once, or cast one spell with a one-second casting time);

Note that a spell's casting time is that for the character in question, including Psyche focus time.

A round can be thought of as a series of segments; the number of segments in a round is variable, from three to six. Segments are based on the initiative rolled, the number of actions performed, and the casting times of spells. As explained, initiative is determined by rolling 1d10 and adding an adjustment based on Reflexes; this gives modified initiative rolls a range of 2 to 19, with high numbers going first. The exact modified roll determines when a character takes his or her first action in a round, as follows:

Table 6.1: Initiative Resolution

Modified Roll	First Action
14 to 19	segment 1
8 to 13	segment 2
2 to 7	segment 3

Subsequent actions take place in subsequent segments, as illustrated in Table 6.2, below. For example, suppose Wulfgang decides to swing two clubs in the same round. He has a Reflexes of 34 and rolls a 7 on 1d10; his initiative is 11. Thus, his first swing occurs in segment 2, and his second swing occurs in segment three. Suppose Chay wants to fire her pistol three times in one round; her Reflexes score is 61, and she rolls a 1 on 1d10, so her modified initiative is 7. Thus, she makes her first shot in segment 3, her next shot in segment 4, and her last shot in segment 5.

Spellcasting time also affects resolution of actions, as shown in Table 6.2. If a character's casting time for a spell is one second, the spell goes off in the segment indicated by the caster's modified initiative roll; a spell with casting time four seconds goes off one segment later, one with a seven-second casting time goes off two segments later, and one with a casting time of 10 seconds goes off three segments later. Spells with casting times over 10 seconds do not go off until a subsequent round. Note that spells with casting times over one second are cast starting in the character's first action segment, and casting is not finished until a later segment, as indicated by the modified initiative roll and the spell's casting time.

Table 6.2: Action Modifiers

Action	Modifier
Second action in round	+1 segment
Third action in round	+2 segments
Cast spell, casting time 4 sec.	+1 segment
Cast spell, casting time 7 sec.	+2 segments
Cast spell, casting time 10 sec.	+3 segments
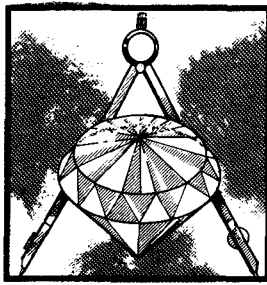
For example, suppose Li wants to cast *excavate;* the spell's difficulty is 50, and Li's Psyche is 65, so the spell's casting time for Li is one second. Li has a Reflexes of 51 and rolls 4 on 1dl0; his modified initiative is 9. Since the spell's casting time is one second, it is cast in Li's action segment, segment 2. Later, Li decides to cast *telekinesis;* because it has a difficulty of 80, Li must boost his Psyche by 15 points, which requires nine seconds, making his casting time for the spell 10 seconds. Li rolls a 2 on IdlO, so his modified initiative roll is 7. Li starts casting the spell in segment 3 (as indicated by his modified initiative); the spell goes off three segments later, in segment 6 (as indicated by the spell's casting time).

While a spell is being cast, it is possible for others to disrupt it. A character who takes Stamina damage while casting a spell must make a successful Willpower check to keep casting; if the check fails, the spell does not go off, although the character can try again in a later round. A character who takes Body damage while spellcasting must make a successful roll on a difficult Willpower check, or the spell is not cast.

Option: For convenience, if a character performs more than one action in a round, all that character's actions can be resolved at the same time; for instance, if a character fires three pistol shots in the same round, all three shots should be resolved when the character's initiative indicates the character should go. However, this could have too much effect on spellcasting, as it injures the time balance between physical actions and spellcasting, allowing more physical characters an advantage over spellcasters (which should not happen in this game).

UNARMED COMBAT

There are four Unarmed Combat skills in this game: Basic Unarmed Combat (Brawling), Pugilism, Martial Arts, and Wrestling. Each is explained partially in Chapter 2: Skills; damage and other considerations are covered here.

Brawling: Using the Basic Unarmed Combat skill, which combines hitting, kicking, and grabbing, the character can make one effective attack per round. The damage caused is Id4/l- A character can attack with this skill in very tight quarters, or even while grappled.

Pugilism: This skill is formal boxing. The character can attack twice per round, with each successful attack causing Id4 damage. Since Pugilism is geared more towards knocking someone out than killing them, the character can adjust the lethality of the blow, making it 0 or 1; the desired lethality must be declared before the blow is struck, or is assumed to be 0. The blow always has some potential for lethality. A grappled character cannot attack with Pugilism.

Martial Arts: A person trained in Martial Arts can increase damage and lethality of a blow, causing damage of ld6/2. If the character takes an enhancement for a particular type of martial arts, the character receives the normal + 10 bonus to chances to hit. In addition, the character can strike twice per round and vary damage and lethality. The character can choose to cause damage of 1, 1d2, 1d3, 1d4, 1d5, or 1d6; the character can choose no lethality, or a lethality rating of up to 3. As with Pugilism, damage range and lethality must be chosen before the blow is struck, or damage is assumed to be ld6/2.

Wrestling: This skill can be used to immobilize another character. As explained under the skill description, it can be used to cause damage of 1d4/0, either by grabbing the opponent or tightening a hold. A character who uses Wrestling is especially vulnerable to attacks from characters other than the one being wrestled. A wrestler loses all defensive adjustments, except in regards to an opposing Wrestling attack.

INCREASED DAMAGE DUE TO FITNESS

As mentioned in the *System Guide,* Fitness affects the amount of damage a character can inflict in hand-to-hand combat (armed or unarmed). In this game, Fitness also influences how much damage the character can cause with a thrown weapon. Normal characters cannot have a Fitness score above 90, but *enhance physically* can raise Fitness as high as 95.

Table 6.3: Fitness Modifiers to Damage

Fitness	Damage Modifier
1–20	-1
21–40	0
41–60	+1
61–80	+2
81–90	+3
91+	+4

COMBAT MODIFIERS

This section covers various modifiers that can be applied to a character's chance to hit a given target. These are more guidelines than minute details, suggestions for the GM that allow some variance in chance without becoming tedious.

There are five types of situations that can modify chances to hit: movement, cover, vision, range, and fighting with two weapons. Situations usually modify combat abilities by one level of difficulty: an extremely difficult task becomes impossible, a difficult one becomes extremely difficult, and a normal task becomes difficult. Modifiers are cumulative. Even under the most difficult circumstances, the GM should allow a hit on an unmodified roll of 1 on
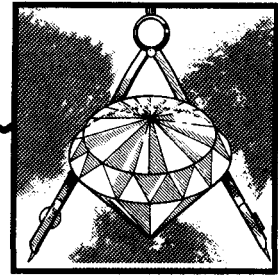
the percentile dice, unless hitting is simply impossible.

Movement modifiers: If a character runs in the same round as she or he uses a missile weapon or thrown weapon, or casts spell with a casting time of one second, the character suffers a penalty of one level of difficulty. If the character sprints in the same round as she or he attempts missile fire, throwing weapons, or casting a one-second spell, the character suffers a penalty of two levels of difficulty. There may be adjustments to these modifiers for certain situations; for instance, if a character is using a simple missile weapon, like a pistol or wand, and sprints directly at a giant while trying to shoot the giant, the character should suffer a penalty of only one level of difficulty, rather than the two normally incurred for sprinting.

Cover modifiers: A character suffers penalties when trying to fire or throw missiles, or cast spells, at a target that is behind cover. There is a difference between "soft cover" and "hard cover"; soft cover obscures vision, but offers little actual protection, while hard cover can stop or deflect the missile or spell aimed at the target. Targeting someone behind partial soft cover is a normal task, provided the person firing knows it is soft cover, so can shoot through it. If a target is completely obscured by soft cover, targeting is penalized by one level of difficulty (see the following text on vision modifiers). If a target is partially hidden by hard cover, targeting is penalized by one difficulty level; if a target is almost completely hidden by hard cover, targeting is penalized by two levels of difficulty. If a target is completely hidden (for instance, hiding behind a tall, thick brick wall), hitting the target is impossible—unless chances are somehow modified by magical means.

Vision modifiers: A character who cannot clearly see the target cannot hit the target as easily. Partial obscurement—because of darkness, spells, or obstacles—causes a penalty of one level of difficulty to a character's chance to hit the target; this applies to missile, melee, and thrown weapons, as well as spells. Almost complete obscurement causes a penalty of two levels of difficulty.

Range modifiers (missile weapons): Each missile weapon listed in Chapter 5: Items and Equipment has a range; these are the *medium* ranges for the weapons. Half the figure is short range, and twice the figure is long range. Shooting something at short range is a normal roll; shooting something at medium range (the one listed) incurs a penalty of one level of difficulty. Shooting something at long range causes a penalty of two levels of difficulty. Note that guns and wands are constructed with sights (simple or telescopic), which give them the ranges listed; if the sights are missing, the ranges should be reduced by about half.

Range modifiers (thrown weapons): A thrown weapon has a range in meters equal to the character's Fitness; this is considered the weapon's medium range. Half that figure is short range, for which the character incurs no penalty.

Throwing something at medium range (equal to the character's Fitness) incurs a penalty of one level of difficulty. Thrown weapons cannot be thrown farther than medium range, so effectively have no long range.

Range modifiers (spells): Spellcasting has a short range of 100 meters and a medium range of 200 meters (penalty of one level of difficulty). A spell can hit anything that can be seen, but precise targeting past 200 meters incurs a penalty of two levels of difficulty.

Modifiers for fighting with two weapons: It is possible for a character to use a different weapon in each hand, and use both of them in the same round, so long as each can be used with one hand. For instance, a character can swing a sword and fire a gun, or stab with a rapier and a stiletto. When a character attacks with two weapons in the same round, the second attack suffers a penalty of one level of difficulty (which attack is the second one is up to the player, as long as it fits the situation). Some GMs might allow a character to spend a skill slot to learn how to use a weapon as a second weapon; this would cost one slot, and could apply to almost any weapon that can be wielded with one hand, giving the character the ability to wield two weapons without penalty.

Other modifiers: GMs may want to add other modifiers. This is fine, but the GM should remember that combat modifiers should not slow down the game. Generally speaking, modifiers should increase the difficulty of hitting something. It is also possible to modify a roll with a simple penalty of -10 or -20. However, the GM should be careful when mixing the different types of modifiers, to avoid confusion. If both types of modifiers are used, the penalty should be subtracted before difficulty adjustments are made.

VEHICLES AND STRUCTURAL DAMAGE

Player characters may be tempted to use vehicles of various sorts in combat. Some are equipped with weapons, which cause damage as normal varieties. If a vehicle is used to ram or run over an opponent, the GM must make an estimate of the damage, using the following guidelines.

Vehicles must have hard surfaces to cause damage; a soft carpet cannot harm someone it runs into (though it can cause a collision between its passengers and a victim). When used to ram or run over, small vehicles (sogwilis, small cars, stiff carpets) cause 2d6/2 damage; medium vehicles (most cars, walkers) cause 3d6/3 damage; and large vehicles (bus golems, autobulettes, autodonts, Warriors) cause 4d6/4 damage. The vehicle also suffers this damage when used to ram. Damage should be adjusted to reflect precise conditions (hardness of the road, whether the vehicle has been damaged, speed, etc.); see the following section.
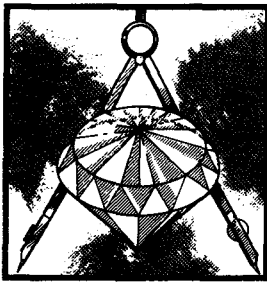
Vehicles and buildings can also be damaged. In general, when a character tries to damage an object, treat Stamina damage as negligible—nicks, scratches, small dents, perhaps enough to be seen, but not enough to really cause harm. Body damage, however, causes problems; when applied to a vehicle, it should impair the vehicle's operation in some way, by damaging a tire (or leg) or interfering with the control systems. When Body damage is inflicted on a building, real damage occurs: a hole appears in a wall, a support cracks causing the ceiling to buckle, etc. As with other damage, the results should be reasonable. Weapons might not have their normal lethality ratings against some materials; an axe used against a stone pillar might have a lethality of 1, instead of 4; a knife would cause little damage to a steel door or a castle wall. The GM should modify damage according to the situation.

FALLING DAMAGE AND COLLISIONS

Falls, collisions, and falling objects will cause damage to a character. Collisions are covered mostly in the previous section; falling damage is similar. A very short fall (up to three meters), or being hit by a small falling object (up to three kilograms), causes 1d6/1 damage. A short fall (up to 5 meters), a collision with a slow or small vehicle, or being hit by a medium-sized object (up to five kilograms) causes 2d6/2 damage. A longer fall (up to 10 meters), a collision with a medium vehicle (or faster small vehicle), or a large falling object (up to 20 kilograms) can cause 3d6/3 damage. A fall of up to 30 meters, a collision with a large vehicle (or a fast medium vehicle, or a very fast small vehicle), or being hit by a large falling object (up to 100 kilograms) causes 4d6/4 damage. For increased speed, very long falls, and very heavy objects, increase the damage, following the progression indicated. Lethality should never be total (more than 8) for falls or collisions; there is always some chance.

Again, the GM should judge individual situations separately. A short fall onto a pile of swords will cause more than 2d6/2 damage; a very long fall might be affected by wind currents, slowing the character; a medium fall could end in water, so cause less damage.

WOUNDS AND HEALING

As mentioned in other places, a character can take Stamina damage or Body damage. Stamina damage includes small cuts, bruises, bumps, and general tiredness. Body damage, on the other hand, is more lethal; it includes broken bones, burns, internal injuries, and other wounds that do not heal quickly.

When a character takes a body wound, it can be interesting for the GM to describe what has happened, and perhaps to add some game effect for it. For instance, if a character takes 2 points of Body damage from a fall, the GM could rule that the character sprained an ankle, so walks at half speed and cannot run. Likewise, if a character takes 3 points of Body damage from a bullet, the GM could rule that the bullet has lodged in the character's shoulder and has to be removed; in the meantime, anything the character tries to do with that arm is penalized by one level of difficulty. Body damage caused by burns might require special treatment, to keep the character safe from further damage to exposed flesh. Someone who takes a lot of Body damage might feel weak. Broken bones require magic or a doctor to heal at all.

Stamina damage can be described as well. Characters who take a lot of Stamina damage should feel tired, and might be mildly impaired in some way. For instance, a character reduced to 1 or 2 Stamina points might be unable to run or perform other demanding physical tasks, unless the character makes a successful Willpower check first; even the simplest tasks might require skill or attribute checks.

There are three general rules that should be followed if the GM chooses to add special effects for damage. First, the effects should be added for storytelling purposes, and should not become an excuse for graphic or disgusting descriptions; if the effects add no excitement or atmosphere, or if the storytelling gets in the way of the story, the effects should not be used. Second, the effects should not be completely disabling; small penalties can add fun and excitement in a role-playing adventure, but it is not fun to play a character who cannot affect the outcome of a given situation. Third, severe body damage should usually leave a scar; this can add to role-playing later, but should not turn into a contest over who has the best scars, or knows where they all came from.

SPECIAL DAMAGE

Some types of damage, such as poison and disease, do not fit conveniently under Stamina and Body damage. For purposes of game play, however, they must sometimes be dealt with in terms of Stamina and Body, possibly with other effects.

Generally, poison fits into one of two categories: nerve poison and blood poison. Blood poison breaks down blood cells, causing physical damage. Nerve poison can paralyze various bodily functions, with more powerful types even impairing the victim's ability to breathe, or causing the heart to stop.

Blood poisons are given a damage rating (range and lethality). Not all the damage from such a poison occurs at
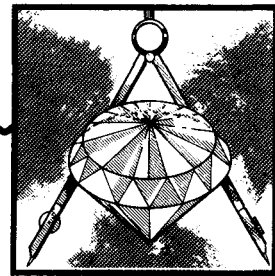
the same time, so a poison is often given a duration as well. For instance, a bite from a rattlesnake causes 1 Stamina point of damage each round for six rounds, then 1d4/0 damage, each minute for 10 minutes. Since the poison has already been injected, it is necessary to roll 1d10 each minute to determine lethality, with a 0 on the roll indicating that the damage applies to Body points. Other blood poisons can be created and managed by the CM.

Nerve poisons should have a range of damage, and a duration, but not lethality. Instead, these have special effects. For instance, the bite of a giant spider causes 1d4 points of Stamina damage each minute for 10 minutes. In addition, the victim must make a Fitness check each minute; success indicates that the character is basically fine except for the Stamina damage. Failure on the Fitness roll indicates that the victim suffers impairment, with effects accumulating with each failure, in the order given: mild numbness with no game effect; numbness, with all Reflexes-based tasks penalized by one level of difficulty; weakness, with all Fitness-based tasks penalized by one level of difficulty; partial paralyzation, with all physical tasks penalized by two levels of difficulty; complete paralyzation with no physical actions allowed; and death. Except for death, which is basically permanent, the effects of the poison last until an antitoxin is applied, or for 1d4 hours. As with blood poisons, other varieties can be created by the GM; some might cause death quicker, or end with paralyzation, while others might cause more Stamina damage as they course through the body.

Disease is similar to a nerve poison. A minor disease, like a cold, could cause a loss of 1d4 Stamina each day, and halve Stamina recovery rates. A major disease could cause greater losses, and possibly cause lethal damage in later stages. As with poisons, disease effects are left mostly to the GM. Contracting a disease is possible through many means; some disease germs must enter the bloodstream, while others need only be breathed. See the notes on vampirism and therianthropy in Appendix I for information on those special afflictions.

HEALING

Base healing rates are the same in the MAGITECH™ game as in the *System Guide* (1 body point per week, 1 Stamina point in 10-60 minutes and the rest at a rate of 1d10 per eight hours, 2d10 per eight hours of rest). Healing can be accomplished or aided with spells *(heal, antibiotic, chirurgery, stabilize wound, restore* and *increase healing rate).* Special care and hospitalization can aid healing as well.

Short-term effects of the medical skills are covered in Chapter 2: Skills. First Aid, Emergency Medicine, and Paramedic are useful for getting a patient to better care, such as that provided by someone with at least the Basic

Medicine skill. In general, a doctor (or a stay in a hospital) can provide a character with the equivalent of an *increase healing rate* spell for the duration of treatment, plus the equivalent of one *heal* and one *restore* spell per day, and the equivalent *of antibiotic* as needed. It is possible for medical practitioners to actually use these spells, but most learn special methods, including therapy with medicine, that duplicate these effects. Note that the effects of chemical antibiotics take longer than the spell *antibiotic,* as much as one month of prescriptions for some ailments.

TRAVEL

Specific travel times should be estimated by the GM, if such things are important to the adventure. In most cases, it is more important to determine what the characters do in a certain place, rather than how long it took them to get there. The time required for long-distance travel should not interfere with the game—but it is sometimes interesting to know how long it takes to get from place to place.

Space travel times are discussed under the *launch* spell; space travel takes about one day per five million kilometers. Since planetary bodies revolve at different rates, the time required to visit another planet varies. For example, when both the Earth and Hanahpu are at their average distance from the sun, it takes about five days to travel between them; it can take more than a month at certain times of the year. The time factor should not play a major role in an adventure, however, so a GM's best estimate should be good enough.

Travel times are more important on planetary bodies. There are road networks in most industrialized areas of the Earth; the notable exception is the country of Avelih, which has only a few roads to allow goods to be shipped more easily. Roads allow travel by autocarriage at a rate of 100 kilometers per hour in most places. Flying carpets can travel at about the same speed, though some versions of autocarriages and carpets are capable of going as fast as 250 kilometers per hour, at least over short distances.

On foot, an unencumbered person can travel approximately 40 kilometers in a single day. A mount can travel further, about 50 to 70 kilometers per Jay, depending on the creature's speed and endurance.

Again, travel time should not be allowed to hold up a game. If timekeeping is truly important to a campaign, the GM should pay more attention to travel times. Generally, travel times are the same as they are in the real world, with air travel occurring at a slightly slower pace (perhaps half as fast), because of the lack of jets and rockets. The cost of long-distance travel, as with the costs of other items, is about 5% what it would be in the real world. Space travel costs about $250 per person, but there are often cheaper deals.
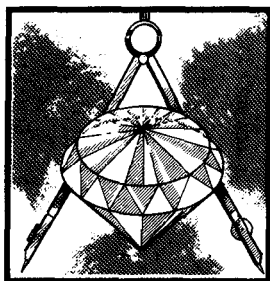
EXPERIENCE AND IMPROVEMENT

As a character goes on adventures and performs other tasks, she or he accumulates experience points. These can be spent to improve a character's attribute scores, to buy new skills, or to add a die to a player core dice pool. In addition, it is possible to gain a short-term benefit from spending experience to tax an ability score. When experience is earned, it should be noted in the appropriate box on the character sheet; when experience is spent, it should be subtracted from this total. A player should inform the GM whenever experience is spent, and how it is spent. The number in the box should be a character's current total. Some players or GMs might wish to keep a record of all earning and expenditure of experience points; this should be done on a separate sheet.

EARNING EXPERIENCE

Experience is usually earned for accomplishing *a* given task, attaining a certain goal, or completing an adventure. Exactly when this happens is up to the GM, as influenced by the players. An adventure should be kept relatively short, though short is certainly a subjective term. A short adventure might be clearing a 50-room European museum of monsters; solving a mystery by playing through a half-dozen encounters; travelling from one end of the United States to the other, facing criminals along the way; or traveling to Hanahpu, spending a week finding a ruined temple, fighting off the guards, braving inclement weather, and then returning to Earth, thwarting plans to steal the artifacts recovered, and presenting the treasures to a university.

Experience should be awarded at the end of an adventure, or during a break in the action of a long adventure. It is also acceptable to award an individual for something spectacular, and to give the award during play. Spending experience, discussed in the following section, should take place between adventures, except for expenditures for taxing.

In the MAGITECH™ game, experience awards are based on five factors: risk, success, role-playing, cooperation, and special occurrences. Each is described in the following text; risk and success are group awards, while the others are individual awards. Generally speaking, a character should earn between 20 and 30 experience points per adventure.

Risk: The GM should estimate, on a scale of 1 to 5, the risk to the player characters, based on their abilities and the abilities of their enemies for that session of play. A 1 indicates low risk, while a 5 indicates extreme risk; each player character involved is awarded that number of experience points at the end of the adventure. If an adventure is the climax of a series of adventures, its awards can be doubled.

Success: As with risk, rate the PC group's level of success on a scale of 1 to 5, with a 1 indicating little or no success, a 3 signifying average success, and a 5 indicating great success. Again, each PC involved receives this number of experience points, and for a particularly climactic adventure, experience awards can be doubled. If the PCs failed miserably, they should not receive any points for success.

Role-playing: The GM should give each player character an individual award, based on how well the character played the role. Some GMs might prefer to keep a tally during play, making a mark every time the player does something that is especially in character; other GMs could just create a rating based on the general impression at the end of the adventure. This rating should range from 1 to 5 for overall performance, with an additional bonus of 1 to 5 for special performances.

Anybody who tries at all to role-play a character should receive 1 point; those who gave an average performance would receive about 3 points; an exceptional role-player, who truly captures the flavor of the world, should receive 5 points. Up to 5 bonus points can be awarded for particular events that are very much in character. For example, if a player gives up some game advantage because the character would not perform that way, it is worth a bonus point; if a player illustrates some special facet of the character, it could be worth a bonus point. Note, however, that role-playing is not a good excuse for poor game decisions; a character should not jump off a thousand-foot cliff because he is a thrill-seeker. A clever role-player will find a way to use a character flaw to an advantage, like the player of the stupid ogre who has her character do something right, but for the wrong reason, making a "dumb mistake" with beneficial results, and then going on to have the character apologize as if she had done something wrong.

Cooperation: This is a judgement, again rated on a scale of 1 to 5, of how well the player cooperated with the other players and the GM. If the player did not pay attention, or argued constantly with game decisions (not with other characters in a role-playing situation), she or he gets 1 experience point. An attentive player who worked with the other players should get 3 or 4 points, while a cooperative and attentive player who helped lead the group in the right direction might get 5 points. The GM can even extend this to award players who help set up the game, or bring snacks, but should beware of abuse and not fall into the habit of taking "bribes."

Special Occurrences: This category is for special awards, generally given during play to someone who does something especially clever or appropriate. A character who does something heroic might get 1 experience point;
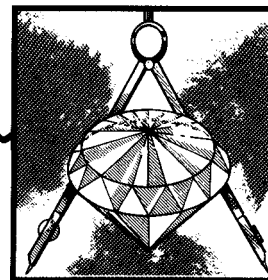
so might the character of a player who gets the group laughing without taking away from the adventure too much. These awards can be given for cleverness, entertainment, heroism, problem-solving, or doing something weird and appropriate. Be careful not to double up with other categories; a good bit of role-playing should receive a bonus from that category, not from both that category and the special occurrences category.

SPENDING EXPERIENCE

Earned experience should be spent between adventures. It can be used to increase an attribute score, to purchase a new skill or enhancement, or to add a die to the player core. Some of these things take time: learning a skill can take several weeks of game time, while adding to the Position attribute might require time for media exposure. If game time between adventures is a concern, this should be taken into account. Otherwise, time required should be used simply to prevent a player from abusing the game system, such as to keep a character from running into a hitch in an investigation, spend experience to learn a needed skill, and return to the investigation with no loss of time. See the notes on learning skills and spells for more information.

Adding a die to a pool in the Player Core costs 100 experience points. Purchasing a new skill costs 50 points, 25 points for a half-skill. A specialty of a skill costs 30 points, as does an enhancement. Psyche Focus skills are treated differently; these cost 20 points each, whether the slot is spent on a new Psyche Focus skill, or is spent to improve an existing one. Attributes can be increased at a rate of 1 attribute point for 5 experience points.

Option: Some GMs may prefer to increase skill scores, rather than attribute scores. This will increase the bookkeeping needed, but is a bit more realistic. If the GM wishes to do this, adding to an attribute still adds to the scores of skills based on the attribute. Adding 1 point to a skill score costs 1 experience point, and should be allowed only if the character practiced with that skill. If the players and GM are keeping track of expended experience points, the player should keep track of how much experience has been spent on each skill score.

TAXING ABILITIES

As explained in the *System Guide,* a player character can spend experience to tax an attribute, providing a temporary increase in ability. For each point of increase, the character must spend 1 experience point. In general, taxing attributes is not worth it, when at least 5 experience points must be spent, and those points could be saved for a permanent increase in an attribute. However, taxing an attribute might save a character's life.

Any attribute can be taxed for most tasks, though spell learning usually cannot be increased by taxing. Taxing Psyche for spellcasting does not add to a spell's casting time.

Note: there may be some confusion because of a small error in the *System Guide* under the description of Willpower; it is not necessary to make a Willpower check, or any other check, to be able to tax an ability.

ᴍᴀɢɪᴛᴇᴄh™ ADVENTURES

The MAGITECH™ universe is a special one, similar to other fantasy worlds, similar to the real world, yet different in many ways from all other worlds. A campaign, and its component adventures, should have a special feel to them, one of magic, excitement, and wonder. The MAGITECH universe is not futuristic, punk, or gritty; it is not a "pulp action" universe, though some of the feel is there; and the game is not about facing threats from other dimensions. This game can have an atmosphere all its own. However, it is possible to duplicate those other themes, essentially running another game with MAGITECH game rules. GMs interested in playing with other themes should read Appendix II: Alternate Campaigns.

CHOOSING A CAMPAIGN DIRECTION

There are several campaign directions available in a standard MAGITECH game campaign in which player characters explore ruins, seek to reclaim the past, and try to make a better life for themselves. The campaign can center around exploring in Europe, on Hanahpu, in other places on Earth, or even on Mars. Each campaign has specific advantages.

The biggest advantage to a European campaign is the available background material. For an adventure, the GM simply finds a map of a place in Europe, adjusts it to reflect Europe's ruined state, and puts something there for the characters to find. For example, the GM might find a map of the Louvre, in France, and send the PCs on a trip to reclaim several priceless masterpieces. PCs in a European campaign would compete with other explorers, the mutated remnants of former inhabitants, and groups trying to recolonize.

Instead of reclaiming the ruins of Europe, the PCs could explore the jungles and lost temples of Hanahpu. The biggest advantage to this campaign is the freedom available to the GM. There is a map of Hanahpu, and vague descriptions, in Appendix III: Campaign Background; other than that, there is little information provided about the planet. It is full of jungles, old cities, lost temples, weird creatures, and less industrialized tribes. The GM is
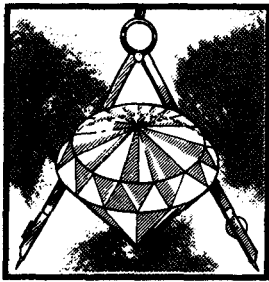
free to build the world as desired.

Hanahpu and Earth are not the only planets that can support life. Mars, though cold, low on free oxygen, and generally inhospitable, is home to a few colonies of people who are exploring and terraforming. These people have created a liveable area along the equator for most of the circumference of Mars. It is a frontier planet, with cold deserts, strange monsters, and tough pioneers.

While there are interesting things on other planets, there are still areas on the Earth that have never been settled, except perhaps by relatively non-industrial tribes. These include the Amazon rainforest, that is home to many natives, and is patrolled by Incan forces, who protect the forest. Antarctica is home to many research stations, and if the GM desires, to the occasional monster. Mountain ranges, especially the Himalayas (since the Andes are mostly settled), have many unexplored peaks that could house any number of odd things. There are still places in Mali and Ayelih that have not been fully explored, and Australia has long been closed to most outsiders; the things that can be found in these places are limited only by the GM's imagination.

Most people will probably end up playing a mixed campaign. A group can make an expedition to Europe for a known artifact, then take a trip to Hanahpu for hunting and exploring, spend a week looking for something in the Amazon Protectorate, and then head off to Mars to help establish a colony. This is fine; the GM should provide enough variety to hold the players' interest, and should be responsive to the players' wishes as well; they may want their characters to go a specific place, or to avoid another one.

Though the location of a campaign is important, its background is influential as well. What are the characters' motivations? Are they independent or sponsored by someone? Sponsorship can provide many interesting adventure hooks. A university could sponsor a group of PCs to go on research expeditions, bringing back all manner of information and artifacts. A government could hire the player characters to search for a specific item, and if they succeed, keep them around as freelance troubleshooters. A rich woman might hire PCs to find her interesting things.

The biggest advantage to using a sponsor is being able to tell the characters what their new adventure is, rather than letting them pick and choose; it is highly recommended. However, an independent group could be fun as well; the GM could drop hints through the newspapers the characters read, or on the mirror broadcasts they hear. Alternately, the group could be sponsored for one adventure, then go off on its own to explore the ruins of England, and the people currently living there. In this case, the GM must have adventures waiting in essentially every direction.

REWARDS

When playing the game, both player and player character should receive rewards. Player character rewards include experience points, money, and items. Experience points are covered earlier in this chapter.

When rewarding player characters with money and items, try not to let things get out of hand. Remember that prices are about 5% what they are in the real world. A good meal at a fancy restaurant can be purchased for one or two dollars per person. An income of $1,000 per year is enough to live on, and someone who makes $5,000 per year is considered wealthy. In contrast to the normal goods and services available, some pieces of equipment are very expensive; a PC who wants them must earn a good deal of money. A good monetary reward for an adventure is about $100 per person; $20 per person is adequate for simple adventures. An important task might earn as much as $1,000 per player character. This money can be found in an adventure, or could be provided by a sponsor for a job well done.

Money should not be too common in the game; if the PCs get too rich, they might lose their motivations for adventuring (unless they continue so they can build a really good "nest egg"). Likewise, player characters should not be given too much stuff. They can buy normal equipment with rewards, but interesting items might have to be found on an adventure. As a general rule, a group should not receive more than one unusual item per adventure. However, if giving away an item provides one character with too much of an advantage in comparison to other PCs, the rest should get unusual items of their own as soon as possible. Try to keep the group balanced, and try to keep it from becoming more economically powerful than a small nation.

Besides money and items, characters can also be rewarded with land. Do any of them want to be rulers? If so, the GM should think about letting them try to run a plot of land in Europe or on Hanahpu, creating their own city-state.

Characters can also be rewarded with intangibles, such as titles, recognition, NPC friends and followers, and other role-playing hooks. These in turn can almost always lead to other adventures, and it makes a player feel good when a character receives some type of recognition.

The players themselves can also be rewarded with intangibles. If a campaign goes for months and the PCs accomplish little except survival, is that enough? It probably is not enough for most players. Players like to feel that their characters have accomplished something. Though no one ever wins a role-playing game, it can be important to give the players a sense of winning, so they stay interested and motivated.

RUNNING The Magitech™ Game
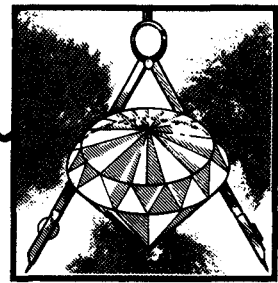
Adventures

As indicated, most adventures in the MAGITECH™ game are intended to be searching, exploration, and reclamation adventures. There are many smaller themes that fit into these larger themes: raids, hunts, bounty hunts, rescues, message deliveries, trips (and guarding them), brawls, feuds, hijackings, and scams. The GM must be creative, and provide a wide variety of adventures. A number of published modules for other game systems can be readily adapted to work in the MAGITECH game; adventures for the AD&D® game can be set on Hanahpu, while modules for the GAMMA WORLD® game could be set in Europe.

Following are a few suggestions for adventures, and one sample adventure.

Excalibur

The characters are asked by a private collector to travel to England and find the magical sword, Excalibur. The collector believes he knows where the sword is. Options: The PCs find the sword, but cannot retrieve it because none of them is heir to the English throne; one of the PCs is King Arthur's heir, and the sword talks to him or her; the collector tries to cheat the PCs or have them killed if they bring back the sword; the PCs find another sword, but not Excalibur; or the PCs find Excalibur—and Merlin.

The Genie's Heart

The characters are asked by a government contact to go to Hanahpu, to reclaim a Genie's Heart. It is rumored that one has been located (approximately) in an old Mayan temple there. The PCs must arrive in New America, rent a boat to get to the Mayan ruins, fight past native delphin tribes, find the correct temple, fight agents from Mali and Tawantinsuyu, make it back to New America in time for their return spaceflight, and avoid notice.

Tex Danforth and The Lost Museum

The characters are asked to help with an expedition of historical significance. Under the auspices of Texas A&M University, they travel to the ruins of England to find an old treatise called *The Preservation of Brain Pathways* by Victor W. von Frankenstein. Frankenstein was an early codifier of the spells used in animation and necromancy.

The tragic story of one of his unfortunate experiments is well-known. Frankenstein was able to somehow preserve the pathways in the brain of his creature, Adam, making Adam more than a simple golem. Somehow, the creature achieved sentience, and became a true thinking and feel-

ing person. Frankenstein spent the rest of his life studying what had happened: why had Adam achieved sentience, when Frankenstein's other experiments had not? What was different?

Professor Frankenstein finally thought he had the key, and he wrote his treatise, *The Preservation of Brain Pathways,* in about 1850, when he delivered it to a small conference of necrologists and other scientists. The equations and assumptions were beyond many other necrologists of the time, and the treatise was never published. Only a few copies of it existed, and over the years they were lost or destroyed. With recent advances in golem sorcery, it has become possible to understand Frankenstein's equations —or so it is thought. Unfortunately, no copies of Frankenstein's manuscript existed any longer.

At least, that is what was believed until very recently. Now, there may be a possibility of finding the treatise. A man named Oswald Peabody was looking through the belongings of a deceased great-uncle, Arthur Peabody. Oswald discovered references to one of Frankenstein's manuscripts. Apparently, it was part of the great-uncle's private collection. The collection, more of a private museum, was maintained in Arthur Peabody's mansion, which was near Axbridge, in Somerset, England.

The characters take a submersible to England. When they arrive, they encounter a giant fish that tries to eat the submersible. This happens as the submersible is surfacing, and land is just a few hundred yards away. The creature can be frightened away easily by flashy magic. It attacks by rushing the boat and bumping it; if someone falls out or enters the water voluntarily, the fish attacks the person. The creature has a Reflexes of 50, with 50 Stamina points and 20 body points. Its bite causes 2d6 points of damage with a lethality of 2.

The submersible takes the characters to land, then moves off to shallow water to effect repairs. They have vague directions to the village of Axbridge, about five miles inland, and a map to the Peabody mansion for when the party reaches town.

After the characters have traveled about halfway to the village, a wild bulette picks up their trail. This creature is much like the one in the AD&D game—large, dangerous, and perpetually hungry. When it gets close enough to be seen, it charges the party. If any PCs are scouting ahead, they hear the bulette before it charges; otherwise, roll for surprise; the bulette cannot be surprised in this situation (see *System Guide,* page 28).

The bulette has the following attributes: Fitness 80; Intuition 50; Psyche 30; Reflexes 70; Willpower 75; Stamina 50; Body 27; Defensive Adjustment -20; Damage 2d6/3 (bite), 2d6/4 (claw).

After the PCs reach the village, ask them what precautions they are taking as they move through town. If they
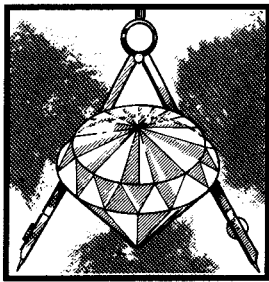
ask about dangers, tell them they have heard rumors of human-sized rats in some of the English ruins; use sightings of the rats to make the players nervous if it seems appropriate. In addition to the wildlife problems, the buildings are crumbling; exploring them is unsafe.

Also, unknown to the PCs, there is a squad of Incan soldiers in town, including three Incan walkers; they are searching for the same book as the PCs. As the PCs move towards the Peabody mansion, they begin hearing very heavy footsteps ahead. When they approach close enough, they see an Incan walker. The pilot is protected from most combat spells; the walker has a rock launcher and a *fireball* wand.

The Incan pilot was using a motion detector to find and kill rats; when he sees the PCs, he realizes his mission is endangered. He calls his compatriots, who are already at the Peabody mansion, to let them know what he is doing, then attacks the PCs. The walker fires its rock launcher and *fireball* charges as necessary to kill the PCs, and the pilot fights to the death.

Once the PCs reach the mansion, they discover the other two Incan walkers in the road in front of it. Both walkers have motion detectors, and unless the PCs dispatched the first Incan with surprise and great speed, these have been warned. The Incans fight to the death.

A group of wild elves has been living in the mansion for about 20 years. They quite naturally saw the Incan soldiers as a threat to their home, and they are prepared to defend themselves. They do not know that the PCs are not here with the Incans. This encounter can be handled with role-playing, since the elves do not really want to fight.

Note that British elves are shorter, less civilized, and more feral than their Mayan cousins; these in particular have mutated somewhat, so they have natural spell powers.

The PCs can handle this in several ways. If the PCs try to explain who they are, the elves are most concerned with whether or not they attacked the mansion, phrasing it like "Why did ye attack us with those great walkin' trees?" After that issue is settled, the elves ask the PCs why they are visiting. If the PCs say they just want to look around, or if they are honest, the elves ask for an admission fee. This is not a set fee; the PCs should "just make a good offer." Anything remotely valuable will do, though the elves are not interested in weapons. An enchanted item or a small pile of money is fine. If the PCs are nice, the elves even guide them around, and show them to the vault.

If the PCs attack, the elves fight back. They are adept at guerilla attacks, and they know the mansion thoroughly. There are 12 of them altogether, and they have the following statistics: Fitness 40; Intuition 70; Psyche 80; Charm 60; Reflexes 70; Learning 50; Willpower 80; Position 30; Stamina 38; Body 10; Defensive Adjustment -20.

Each of the elves knows *bioelectricity, climb, scare,* and *sound;* they can cast one per round, using only the "idea" Psyche Focus skill (this is a natural power for them, so these spells cannot be taught to others).

The elves happily talk to nice PCs, asking what has been happening in the world for the last 50 years (the last time their clan got any news was during World War II). The elves claim "squatter's rights" on the house; they waited 10 years to make sure the owners weren't returning, before moving in. They take care of the place and like reading the old books (which they don't want to part with).

The book is in a trapped vault. The great copper door to the vault is protected with a *burn* spell, stored permanently with the pattern storage method (described in Chapter 3 of the MAGITECH™ game). In addition, there is a crystallized rat brain at the top of door; using Frankenstein's principles, the elder Peabody preserved a brain that exerts Psyche to activate the stored magic whenever anyone touches the door. Basically, anytime a living being touches the closed door (or exerts force against it, like telekinesis), the *burn* spell goes off at them. The door is also locked, with a lock that takes two rounds to open.

The rat brain is in a small blue crystal centered above the vault door, about 15 feet above the floor. If the PCs use the search skill successfully in the area, they can find a small lever behind a bookcase; this releases a latch that allows the door to swing open (it is still well-balanced and workable after all these years).

A Perception check also reveals evidence of burning at the lower edges of the door, and on the floor; these are from past attempts by the elves to enter the room.

Once in the room, the PCs can find the treatise in a small glass case in one corner. A Search takes about 10 minutes, and the PCs discover many other old books and scrolls, as well as antiquities from archaeological sites in Greece.

The elves naturally want payment for the book, with guidelines as for admission to the mansion. Anything the PCs wish to take costs them money, unless they manage to sneak it past the perceptive elves (Perception skill score 70).

When the PCs finally get back to the shore, they do not see the submersible. The boat is submerged a few yards out. Looking underwater (such as with *clairvoyance),* calling the owner on a crystal ball, or doing something flashy to attract the pilot's attention elicits a response. The trip back to Texas is relatively uneventful, Once the characters return, they are invited to meet with the University president, who congratulates them on a job well done. At the school's next award ceremony, they are given whatever honorary degree they wish to have (within reason); for example, the University president would be happy to give them all degrees in adventuring.
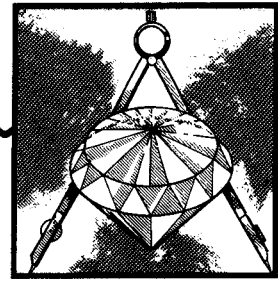
Appendix 1:
NPCs and Monsters

No game is complete without adversaries for the player characters to face, and other characters with whom they can interact. This appendix describes several of each.

Several societies and general ecologies are described below, as are a number of monsters. Because of limited space in this book, not all monsters can be adequately described. For this reason, a conversion system for AD&D® game monsters is included, along with lists of the monsters appropriate to several key locations. The AD&D game Monstrous Manual would be a very useful reference; most of the creatures found there can be readily adapted to the MAGITECH™ setting.

In cases where monsters have new descriptions in this book, they supersede those found in the Monstrous Manual. Notable among these creatures are vampires, lycanthropes, and elementals.

Please note that monsters do not necessarily follow the rules that govern PCs in regard to Stamina and Body points, maximum attribute scores, or Psyche needed to use spells.

USING AD&D® GAME MONSTERS

The system for converting AD&D game monsters into monsters for the MAGITECH game is somewhat complicated. It is a combination of number manipulation and judgement calls, with more attention paid to what a monster does than to how it does it. Note that intelligent beings (humanoids and the like) should be created using the generation system for player characters; a template of sorts for all members of a particular race could be created using the system for creating PCs. This conversion system is primarily for more monstrous beings.

A monster for the MAGITECH game needs at least Fitness, Reflexes, and Learning scores; defensive adjustment and armor; Stamina and Body points; and damage and lethality ratings. Other attributes, powers, and abilities are optional. It is suggested that the GM use a player character record sheet for each type of converted monster. Use the following to convert monsters.

To determine Reflexes, use the creature's adjusted THACO (the listed THACO, plus any adjustments for bonuses to hit; most monsters have no such adjustments). Multiply the adjusted THACO by five, and subtract the results from 120; results of more than 95 are counted as 95.

$$\text{Reflexes} = 120 - (\text{THACO} \times 5)$$

A creature's Fitness is the creature's Strength rating multiplied by five. If the creature does not have a listed Strength rating, make an estimate based on the creature's size and abilities, or roll dice. For small creatures, roll 5dlO for Fitness; for man-sized creatures, roll lOdlO; for larger monsters, roll 5dlO and add 50. As with Reflexes, scores above 95 are counted as 95.

A monster's Learning score is equal to its Intelligence score multiplied by five. Scores above 95 are treated as 95.

For a creature's other ability scores, make an estimate or roll lOdlO (with no scores above 95 allowed). Remember what these scores are used for, and adjust as necessary. For example, Intuition determines a being's Perception and Searching scores; a creature with good senses should have a high Intuition. Likewise, Willpower determines spell resistance and spell duration; a creature's magic resistance (if any) should be added to Willpower, and a good spellcaster should have a high Willpower. Position, for an unintelligent animal, can be translated to pack dominance or territorial rights; a creature with high Position should be a good fighter. Some of these scores can be adjusted if the creature has a special resistance of some sort.

Some monsters may have two effective scores for some attributes. For instance, a pixie might have a very low Fitness, like a 10, to reflect that it cannot carry much or run very fast. However, pixies are resistant to magic; they could be given a +25 to all resistance rolls, or could be considered to have a higher Fitness (like a 70) in regards to spell attacks.

To determine a creature's defensive adjustment and armor, use its Reflexes and Armor Class. First, use Table 1.2 (in Chapter 1) to determine a creature's defensive adjustment based on its Reflexes. Some have a better Armor Class because they are fast; if this is the case, give the creature a bonus to its defensive adjustment as follows: if the creature is AC -1 or better, give it an additional defensive adjustment of -20; if the creature is AC

0 through AC 5, give it an additional defensive adjustment of -10; if the creature is AC 6 or worse, it receives no additional defensive adjustment. Creatures who have good Armor Classes because of speed do not receive damage absorption or lethality reductions.

Other creatures have a better Armor Class because they have some kind of Body armor; this will absorb damage and reduce lethality. To determine damage absorption and lethality reduction, use the following table:

Armor Class	Damage Absorption	Lethality Reduction
8 to 10	0	0
5 to 7	0	-1
2 to 4	-1	-1
-1 to 1	-2	-2
-4 to -2	-3	-2
-7 to -5	-4	-3
-10 to -8	-5	-4

Stamina and Body points can be determined easily. For creatures with fewer than 5 Hit Dice, determine Stamina and Body points using the creature's Fitness, Reflexes, and Willpower attributes, as for a player character. For creatures with 5 Hit Dice or more, roll hit points based on Hit Dice. Use this number as the creature's Stamina point total; divide this total be two to determine Body points. Note that in some cases, creatures will have Stamina and Body points much different than their attributes would reflect; this is fine.

A creature causes damage as given in the AD&D game description for the monster. The lethality of the attack should be approximately equal to that for a similar weapon. For instance, if a creature's claws are like a knife, their lethality would be 2; if the claws are on a par with a battle axe, the lethality would be 4- Lethality and damage ranges can be adjusted higher or lower depending on the situation; a GM who wants to annoy a party of adventurers, but not kill them, might reduce lethality to nothing for a particular encounter.

A creature has the same number of attacks per round as indicated in the AD&D game. These attacks are performed without penalty, since they are the creature's natural attack forms. Since combat in the MAGITECH game is potentially more lethal than that in the AD&D game, a generous GM might spread a monster's attacks throughout the party, rather than concentrating on a single character.

A creature's carrying capacity should be determined by its Fitness. It might then be modified because of certain factors. If the creature is a beast of burden, it can probably carry a lot more than indicated; if it is a small creature, its carrying capacity is probably less than what is indicated.

A creature's movement rate is converted more or less directly. The monster's listed movement rate becomes its walking speed; its running speed is twice that, and its sprinting speed is four times walking speed. This makes some creatures very fast in comparison to player characters.

Convert a creature's other abilities to the closest spell or skill. This is very much a judgement call. Think more in terms of what occurs, rather than the name of the power or the numbers involved. For instance, a creature might have the power of invisibility; the invisibility spell in the MAGITECH game is more powerful than that in the AD&D game, so the GM should probably convert the power of invisibility to the spell *blend* instead.

Once the conversion process is done, evaluate the creature as a whole. It should be challenging the PCs without overwhelming them. The creature should still fit into an ecology; if it is stronger than everything around it, why has it not eaten, killed, or driven off everything else' Judge the creature in this way, then make any final adjustments needed. It is more important to have a challenging and reasonable adversary than a precise conversion.

Note: Creatures from other sources and game systems can be converted as well. Creatures listed in the following text are from the Monstrous Manual, but there are many other monsters that would work very well, especially from the MONSTROUS COMPENDIUM™ Appendices for the FORGOTTEN REALMS® and GREYHAWK[S] Campaigns. In addition, mutants from the GAMMA WORLD® Game would be wonderful additions to ruined Europe; the conversion system is slightly different, because some of the scores are used differently. Likewise, the gennies from the
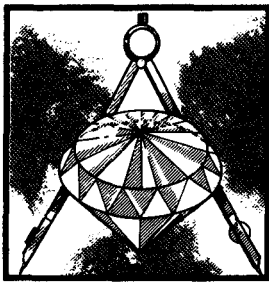
BUCK ROGERS® XXVc™ game can be easily adapted, with the same conversion system as for AD&D® game creatures. It should also be possible to convert monsters from radically different game systems, by using good judgement.

wildlife

Following are first a list of common animals, then a listing of the main geographical areas in the MAGITECH™ setting, explaining which general monster types and specific monsters can be found in each, In some cases, it will be necessary to adjust a creature in some way; for instance, a remorhaz on Mars should be reddish in color, rather than its normal blue, to blend in with the landscape. Habits might also change, as with the thri-kreen on Hanahpu, which is a jungle predator rather than a desert runner. Abilities might be modified as well; any creature from Titan would be highly resistant to cold, and would need to breathe a small amount of methane.

Common Animals

Common animals in the MAGITECH game include many of the animals common to the real world: bears, birds, cats, centipedes, crocodiles, dogs, dolphins, elephants, fish, frogs, horses, lizards, snakes, whales, and wolves. These and other normal animals are described in the AD&D game Monstrous *Manual;* they can be converted, or simple assigned statistics if that reference is unavailable, or if the GM does not prefer to use it.

In addition to the normal animals, the MAGITECH universe is also home to a number of mythical or otherwise fantastic creatures. Griffons are found in Africa; small herds of bulettes roam some parts of Europe; a few unicorns are found on preserves in Ayelih; and there are a few dragons on remote islands or in hidden mountain lairs. These animals may not act as expected: a bulette in the MAGITECH game is not a burrowing animal; griffons cannot be ridden except by small folk, and then only if charmed; unicorns are fierce and territorial; dragons are not very intelligent, are almost extinct, and seldom have huge hoards of treasure, being more content with a good supply of food.

Europe

In 1945, when Adolph Hitler used the Spear of the Valkyries in an attempt to destroy his enemies, he caused a wave of magical energy to sweep Europe. This dispelled all active spells it touched, knocked down buildings, and caused most plant life to wither. The wave killed most animals; those it left alive were almost always changed in some way. Modern Europe is home to mutated versions of the people and animals which once lived there.

Some sample monsters include the ankheg, aurumvorax, giant beetle (all types), carrion crawler, ettercap, giant insect (all types), kirre, morkoth, muckdweller, owlbear, peryton, spider (all), stirge, and troll. There are also mutated versions of elves in Britain, and weird ogres in Western Europe. Any monster that has a European or gothic feel, but slightly twisted, is good for use in Europe. Some of the creatures native to the RAVENLOFT® Campaign setting would be very good here, but most undead should not be used.

A race of mutated dwarves controls the lands that used to be Germany. These twisted and evil creatures serve some powerful master and have strange powers related to Biology/Necrology spells.

Hanahpu

Hanahpu was the same as the Venus of the real universe, up until about 1570 B.C. At about that time, the elves of Crete (the founders of Atlantis and of Minoan civilization) tried to go to Venus; they failed catastrophically, but sent a wave of magical force to that planet, beginning a terraforming process. This wave carried the essence of several Mediterranean Hfeforms, which began to grow and change with their new home. Later, Mayan, Khmer, and Nazca colonists went to the planet now called Hanahpu.

Lifeforms on Hanahpu are mostly jungle and other tropical creatures, some evolved, some mutated, some normal. They include the bat (all types), behir, beholder (overseer), catoblepas, crabman, displacer beast, manscorpion, mold man, plant (dangerous or intelligent, all types), sahuagin, giant slug, winged snake, tako, and thri-kreen (this last is an unintelli-

gent predator that does not use tools). Normal creatures, such as jaguars and armadillos, are common.

Hanahpu is also home to the delphin, an evolved form of dolphin that developed there. Delphins are described later in this chapter.

Mars

Mars is much like the real one: cold and dry, without a breathable atmosphere. However, explorers went to Mars in the late 1800s, and in about 1920, pioneers went there to begin terraforming efforts. There are now colonies on Mars from Zimbabwe, the United States, Tollan, and China, and a band of breathable atmosphere has been established at the planet's equator.

Mars has several native lifeforms. These include cold-dwelling creatures, desert monsters, and silicon-based fauna. Some examples include the cave fisher, sandling (earth kin elemental), galeb duhr, hatori, hook horror, otyugh, piercer, remorhaz, umber hulk, urchin (all), purple worm, and xorn. There are no intelligent native lifeforms.

Titan

This moon of Saturn is something like a frozen version of the Earth before life developed here. However, the Titan of the MAGITECH game is home to nightmarish creatures. Whether these beings are native to Titan or not is a matter for debate; some claim they evolved there, while others say they are enemies of the Ancients (see following text) and followed them from another star system. The creatures of Titan are seldom encountered by Earth beings, since Earth beings have traveled to Titan only once or twice, and these beings rarely leave their home planet. Some government officials know there are strange beings on Titan, but this has not been revealed to the general public, so most player characters should not have a clue.

Examples of Titan lifeforms include the aboleth, argos, beholder (death kiss), cloaker, deepspawn, eyewing, feyr, grell, intellect devourer, lurker (any), mimic, ooze/slime/jelly, pudding (any), and roper. These are amorphous, tentacled, or otherwise disgusting-looking creatures; other such creatures can be adapted as well.

Other Locations

Strange lifeforms can also be found in other places, on Earth and elsewhere. The GM may choose to put lifeforms on the large moons lo and Triton; these could be creatures from the SPELLJAMMER® setting, aliens from movies or television, elemental lifeforms, or anything else the GM can imagine.

On Earth, there are other strange locations. The Amazon jungle is mostly unexplored by industrial powers; it is home to dozens of native tribes, including the frog-like grippli race. Japan was destroyed at the end of World War II, in a manner similar to the way Europe was devastated, but without the shield that prevented travel; at the GM's option, Japan can be home to giant monsters like those seen in movies (the description of the gargantua in the *Monstrous Manual* can be used for these creatures). Bird-like kenku live in the Himalayas, and sometimes interact with humans; locathah live in the oceans. The GM should feel free to add other creatures to exotic places on Earth; strange creatures are seldom found in industrial areas, except perhaps in the sewers of large cities.

unusual societies

Besides the monster races found on Earth, Hanahpu, and elsewhere, there are societies of unusual creatures that live among or next to the normal people (humans, elves, dwarves, etc.). A few of these are described below.

The Ancients

Long ago, a powerful, magical race roamed the Earth. Its members were known by many names; some were called angels, others genies, devils, or spirits. Some societies even worshipped these folks as gods.

The origins of the Ancients are unknown to most, but many suspect that they came from an advanced society on a far planet. On Earth, they wandered, spreading over the whole planet, teaching some of their skills to the natives. Many were heroes, and did what they could to help the primitive people they met; others were villains of the highest order, and demanded worship and sacrifice from the societies they dominated.
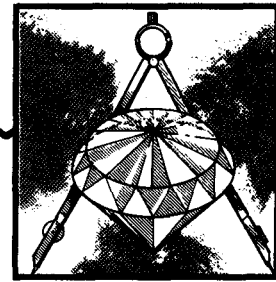
The Ancients were around for many centuries, but disappeared after a while. Most people now believe them to be extinct (if they believe in them at all—not everyone wants to believe in a super-race that may have led their ancestors from barbarism).

The knowledge and theories related to the Ancients can be split into four categories: that which is true, and known to many people; that which is incorrect, but believed by many people; that which is correct, but believed by few; and that information which is secret, and unknown to mortals.

What is known: The Ancients were very powerful, mentally, physically, and magically; they used no external foci for their Psyches, yet could cast spells far beyond the capabilities of normal mortals; they were very long-lived; they acted as gods for many societies, and many of the legends of the Greek, Egyptian, Mayan, Norse, Hindu, and other gods are stories of the Ancients; the Ancients were shapeshifters and used many disguises to interact with mortals; and genies were ancients who used magic based on the classical elements.

What is incorrectly believed by some: the Ancients cannot die; they have been wiped out or have become extinct; they have left this plane of existence; they move through modem society, manipulating events; the Ancients did not exist.

What is true but believed by few: Ancients have been found in "genie bottles"; Santa Claus is a living Ancient; the Ancients are from another star system; they are powerful wizards because their hearts are powerful, natural magical foci. Once removed from the Ancient's body, the heart can be used by a mortal spellcaster, but it is very dangerous.

The secrets of the Ancients: For practical purposes, the Ancients are immortal, being able to magically extend their lives indefinitely, but most have allowed themselves to cease existence; several Ancients still live on Mars, in a secret and well-shrouded base inside Olympus Mons; and an Ancient can be slain, though it is difficult. The very rare genie bottles are sophisticated suspended animation devices into which certain Ancients placed themselves (or were exiled). Each is programmed for a certain individual. If the secret to making genie bottles could be found, it could possibly lead to cheap and fast space travel by reducing the payload size. Petracrystals were artificially created by the Ancients, using advanced quantum magic and miniaturization techniques. The crystals were stockpiled in many areas around the world to serve as large fuel stations. Now, of course, the crystals are mined by mortals and used as fuel for personal conveyances.

Elementals

There are four types of elementals found on Earth; a few have been transported to Hanahpu or Mars. All elementals in the MAGITECH game are unintelligent, basically amorphous animals who are living embodiments of one of the classical elements: fire, water, earth, and air.

Elementals are not summoned from another plane in this game. They are simply odd creatures that evolved through magical means. Earth elementals are found in mines and caves, water elementals in bodies of water, and air elementals in the clouds. Fire elementals are rare, and seldom found outside volcanoes. It is possible to harness these creatures through magical means, and use them to perform various tasks.

The Little Folk

There are several races of small folk, such as brownies, leprechauns, sprites, and similar beings; they are found on all continents of the Earth, and a few savage versions are found on Hanahpu. These folk are rare, and most keep to themselves. However, one race has worked alongside larger sentients for centuries: the brownies.

Brownies used to help with various tasks, in return for food and trinkets. Modern brownies have formed a Union of Little Folk to protect themselves (and other little folk) from abuses. Some well-to-do homes have brownies to perform menial tasks, such as washing dishes and cleaning. These brownies must be provided with "adequate and comfortable" room and board, but receive no other payment. Brownies who help with crafts must be paid. All brownies belong to the union; some other little folk also avail themselves of its protection when dealing with larger people. Anyone who thwarts the union becomes an enemy of little folk everywhere, including many who are not associated directly with the union, because they may

need its help later. The union also helps protect the natural habitats of little folk.

The Theriola

Therianthropes, such as werewolves and weretigers, are victims of an odd disease that loosens cohesion among the cells of a person's body, allowing him or her to assume the shape of another animal form, gaining that animal's attack forms and movement abilities. The virus is carried in the saliva and blood of those infected, and anyone bitten by one stands a chance of infection. Therianthropes, sometimes called lycanthropes (a term that really refers only to werewolves), were hunted by uninfected people for centuries.

In the early part of the 20th century, leaders arose among the therianthropes, uniting the afflicted and demanding better rights and protection under the law. These people chose the name Theriola, the "nation of animals," for themselves. They have won legal battles since the 1950s, and now receive rights and treatment in major cities throughout the world. While their condition is not seen as an excuse for breaking the law, therianthropes are usually sent to treatment rather than put to death, unless they are repeat offenders.

The same virus affects all Theriola; the animal shape is chosen primarily by mental image. If a newly infected person saw his or her assailant, he or she will almost always assume that shape. Some very old therianthropes have learned how to assume many shapes, some of them completely unnatural. Common Theriola forms include werewolves, weretigers, werebats, werebears, werejaguars, and wererats; there are dozens of less common forms.

Knowingly passing on the therianthropy virus is an offense punishable by law in all nations.

The virus causes a therianthrope to become temperamental, and violent when in animal form. It responds to certain external conditions, such as light reflected by the moon, causing the victim to change form whether she or he wants to or not; victims can learn to control the time of their shapeshifting. Therianthropes regenerate damage as if permanently under the effects of *increase healing rate.* However, they have a powerful allergy to silver; they seek to avoid it, and damage from silver weapons heals very slowly, at half the healing rate for normal people (1 Body point in two weeks, Id5 Stamina in eight hours or Id10 per eight houts of bed rest).
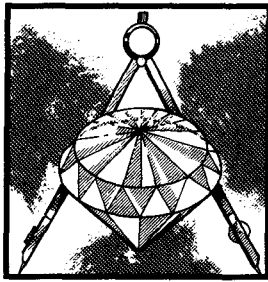
Vampires

Vampirism is also a viral infection. In many ways, it is more serious than therianthropy. A vampire's digestive system atrophies rapidly, so that within a year of being infected, he or she can tolerate no food except blood; a vampire is sensitive to bright light, and allergic to sunlight, breaking out in a violent rash when touched by sunlight (suffering Id4 Stamina damage per round of exposure); the infected person is allergic to garlic; and many vampires enter a torpor when the sun rises. Like a therianthrope, a vampire regenerates damage from allergies (sunlight, or a weapon coated in garlic juice for instance) at half the healing rate for normal humans.

On the beneficial side (more or less), a vampire ages much more slowly than an uninfected person, at a rate of one-tenth normal; the vampire's movement rate doubles, and his or her Fitness and Reflexes are boosted by 25 points each (to a maximum of 95). A vampire regenerates damage (except from allergies) very quickly, 1 Stamina point per round and 1 Body point per minute, even after being reduced to o or fewer points, A vampire can be killed only by being reduced to 0 Body points (or less), and having his or her spine severed, or brain destroyed, or being kept at 0 or fewer Body points for at least a day.

Infected individual are often inducted into clans, which teach them various illegal spells and methods for survival. Vampire clans typically teach at least *charm, invisibility,* and *levitaaon,* plus numerous skills from the Covert Actions pool. Most clan members believe themselves to be superior to uninfected people, and are very secretive about their condition.

Because of the clandestine nature of vampire clans, vampires still face discrimination from most people, hut outreach groups have been created to help vampires deal with mental and emotional problems (such as psychological aversions to mirrors and religious paraphernalia). Vampires who enter outreach programs can get blood through government programs, so do not need to feed on living animals or people. Enlightened vampires

sometimes become political activists; many, especially entertainer vampires, raise funds to fight AIDS, leukemia, and their own affliction.

Note: A vampire cannot assume an animal form, unless she or he is also afflicted with therianthropy. Someone with both diseases suffers all the penalties and reaps all the benefits of both conditions. Vampires affected with therianthropy usually choose to assume wolf or bat form, though they can learn other forms as well. The vampirism virus gives such a person full control over the time of therianthropy changes.

Miscellaneous Races

There are many intelligent races throughout the worlds. Some details about various types are covered here.

Giants are rare, and stand between 20 and 30 feet tall; they are under a permanent, natural, *ease* inertia! stress spell, which can be dispelled with a successful roll on an extremely difficult Remove Magic skill check.

Elves are seldom found in industrial areas, but are sometimes employed in construction, loading, and carrying. Most are reclusive, and some have moved to Hanahpu, or even Mars, to avoid other people. Elves have very plastic genes; they adapt to their environments within a couple of generations, can mate with almost any other sentient race, and occasionally produce minotaurs as offspring. Elves in Britain are light-skinned and almost feral; elves on Hanahpu have a greenish cast to their skins, and are good climbers; normal (Mayan) elves have dark skin and a noble bearing. Hobgoblins are the offspring of humans and elves; the Aztecs and later Centecs are the descendants of a thoroughly intermixed tribe of humans and elves. Elves on Mars are beginning to adapt to conditions there, growing taller and becoming able to breathe a rarified atmosphere without trouble.

The first minotaur in recorded history was the offspring of the elven king of Crete, Minos. Minotaurs were shunned and persecuted by elves for centuries. The Mayans usually killed the rare minotaur born to them, and the more primitive elves of Hanahpu still do at times. When the Mayans returned to Earth in the early 1500s, they began placing minotaurs in special camps, where it was discovered that minotaurs could breed true. In the late 1700s, the Mayans began sending minotaurs to the area that would eventually become Texas; these minotaurs worked with the humans (Ani and those of European descent), and eventually rebelled against the Mayans and formed their own nation.

Centaurs originated in Asia. They made up the Golden Horde of Genghis Khan, and ravaged Asia and Europe. Some had traveled to the Mediterranean as early as the time of classical Greece. Centaurs can learn to change shape, assuming those of humans for short times; shapeshifting is very difficult for centaurs. However, in human form, centaurs can interbreed with humans (but not elves or other near-human races). The offspring of a human and a centaur is a satyr; satyrs can be male or female, and breed true. They are found mostly in Russia and Eastern Europe, and are usually peasant farmers, woodcutters, artd so forth. They make fine scouts.

Kenku are bird-folk from Asian mountain ranges; they can fly, and generally have Asian names. Locathah are fish-people usually found in the Pacific Ocean, especially near Australia and the Hawaiian Islands; their names sound Polynesian in nature. Though natural water-breathers, they can breathe air for extended periods of time, and some locathah can walk on land. Locathah and kenku are approximately the same size as humans, though kenku are lighter.

Grippli are frog-folk native to South American jungles; they can hop great distances. Delphins are intelligent humanoids that evolved from dolphins; they are native to Hanahpu, and can become good swimmers if they care to acquire the skill. Grippli are about dwarf-sized, but not as husky, while delphins are about human-sized and have a small crest along their spines.

normal folks

Besides the monsters and fantastic races that inhabit the planets, there are the normal people who make up the vast bulk of the population. To make a typical person as an NPC, start with all attributes at a score of 40. NPCs should have one or two skills, more if they are going to interact much with the PCs. An NPC should have one or two attributes with scores of 60; this should be appropriate to the character's profession and skills. For example, an NPC mercenary would have a Reflexes of 60 (or more), while a swim-mer would have a Fitness of at least 60, and a professor would have n Learning score above 60. Determine derived attributes normally, provide a few pieces of equipment, and add a personality quirk or two.

monsters

Following are statistics for typical members of various races.

Ancient: Fitness 80; Reflexes 70; Intuition 70; Learning 90; Psyche 150; Willpower 120; Charm 80; Position 100; Defensive Adjustment -20; Stamina 190; Body 80. Spells and Powers: /light, *heal, reshape organic being* (usable on self only), and translate. An Ancient's heart is a natural spell focus, but will not damage an Ancient the way it will a normal sentient.

Computer Virus or Bug: A computer virus is a microscopic creature with unratable attribute scores; it affects only crystallized brains, and removes memory and abilities from them. A virus is passed through information exchange between crystallized brains; it can travel through a non-crystallized brain, but will not harm it. A computer bug is about five millimeters long; it crawls inside a computer (or other golem) and sits on the brain or other component, sucking magical energy out and interfering with performance.

Dragon: Fitness 90; Reflexes 70; Intuition 70; Learning 20; Psyche 80; Willpower 60; Charm 40; Position 60; Defensive Adjustment -20; Stamina 65; Body 45. Powers: Body armor reduces damage by 3 points per hit and lethality by 3; natural flight; fire breath.

Elemental: Fitness 90; Reflexes 40 (60 for attacking); Intuition 20; Learning 10; Psyche 50; Willpower 70; Charm 30; Position 20; Defensive Adjustment -10; Stamina 28; Body 23. Powers: related to their element (free passage through element, manipulation of the element, etc.).

Ghost: A ghost is a free astral presence, as described in the astral *travel* spell. It has powers as defined by that spell, and its attributes have the normal range for an NPC. An individual who has been a ghost for many years can learn Psyche Focus skills appropriate to the form.

Golem: It is possible for a golem to be used as an adversary, except that most modern golems are constructed using motion glyphs and petracrystals, so will eventually be unable to move. However, a golem can be constructed using pattern storage for motion spells; the crystallized brain can exert Psyche to activate the appropriate motion spells. A golem constructed in this manner can be any size and shape, and can have a wide range of physical and spellcasting abilities. Mental abilities are typically 20.

Spirit: For a description of spirits and other "summoned" beings, see the virtual *intelligence* spell. Spirits and similar beings are artificial magical creations.

Undead: There are no true undead in the MAGITECH game, but there are a few corpses or skeletons animated using Pattern or another method of storage. These creatures are never self-willed. However: it may be possible for a powerful wizard, skilled in Golem Engineering, to imbue his or her Body with stored spells, then crystallize his or her own brain before death, gaining macabre immortality; such a creature would be considered a lich. It is rumored that the Spear of the Valkyries, when used by Adolph Hitler, turned him into a lich of sorts.

appendix ll:
alternative campaigns

It might be interesting to base a campaign around a theme other than exploration and reclamation. Several options are offered here, with tips for running them. Note that elements of these campaigns can be used to spice up a standard campaign, perhaps as a break from dungeon-crawling or exploration of archaeological sites. None of the campaigns suggested here should overshadow the magical basis for the world of the MAGITECH™ game.

space campaigns

This type of campaign involves space travel, either by the PCs, their foes, or both. The GM of a space campaign will want to come up with (or borrow) some system for determining space travel times more accurately. The GM might want to create new space vessels, especially self-powered vehicles that are not dependent on a launch spell.
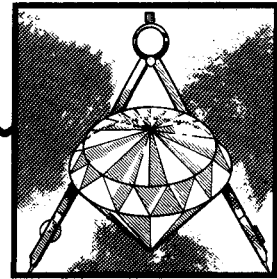
Colonization: In this campaign, the PCs are responsible for setting up and guarding a colony in a new area. They must fight interesting new monsters, as well as master the local conditions, atmosphere, and so forth. The colony can be in another star system, or somewhere on Mars, Hanahpu, Titan, or even the moon or in one of Earth's unsettled areas. The GM creates details for the specific area.

Space **Exploration:** The PCs have a spaceship of some type, powered by magic. With wands and spells, they go off to explore unusual new worlds, either in our star system or another one. The ship can be privately owned, or part of a government program to find exotic goods and living spaces. The PCs encounter spacefaring aliens, odd flora and fauna on new worlds, and ruined civilizations. The GM creates a spaceship, several aliens, and a number of other worlds.

Invasion from **Space:** Monsters from Titan (or possibly elsewhere) have invaded the Earth, or Mars, or Hanahpu, or all three. The PCs must keep the aliens from killing people and destroying earthly life. This campaign requires statistics for the aliens, plus invasion plans. The characters are probably part of a military or paramilitary force. The campaign could start with small, mysterious reports of individual space monsters appearing, with nobody realizing they are from space. Later, the invasion starts full-scale, and the campaign could end with the PCs leading an assault on the alien stronghold on Titan.

SOCIETAL CAMPAIGNS

These are campaigns that deal with the problems of modern society. Sometimes the goal is to make things better; other times, the goal is simply survival. Most of these campaigns are fairly mundane, but can be made interesting with magic and occasional uses of standard adventures (searches, rescues, etc.).

Law Enforcement: The PCs are law enforcement officials, members of anything from a local police force to a federal agency. The PCs' job is to track down criminals, and to prevent crime in general. This can be exciting if an action movie style is used, where powerful crimelords launch plots against the PCs, carpet chases are a daily occurrence, and the PCs have ready access to lots of ammunition. Unless the PC group is very small, and could reasonably travel as partners (or pairs of partners with close operation areas), the PCs should probably make up some special squad, such as a SWAT team, or a special investigations team of plainclothes and undercover detectives. The GM creates various agencies, criminals, and laws for criminals to break, so they can be caught by the PCs.

Crime: This type of campaign calls for a twist in the kind of world the PCs are in. For this campaign, the government or other controlling societal force is corrupt; the PCs are fighting for survival and peace. This could take place in the normal MAGITECH™ universe in Tawantinsuyu or Mali. Otherwise, the GM should corrupt an area of his or her choice. Note that if the whole world is corrupt, or if the PCs are played as criminals against a non-corrupt government, there is little chance to "win," except in small ways, so there is little sense of accomplishment. The GM creates the corrupt government, and helps the PCs with background reasons for turning against law and order. The GM also creates various law enforcement agencies to hunt the PCs.

Espionage: This is a spy campaign. Instead of a high-tech team of spies, the PCs are a high-magic group of agents. They use spells and equipment to steal secrets from other governments, or try to keep other governments from stealing their country's secrets. This campaign could also be played on a smaller scale, more like the law enforcement campaign, where the PCs are private detectives. An espionage campaign is mystery-oriented, so the GM creates mysteries, in addition to an agency for the PCs, and several opposing groups. Special equipment (exploding pens, cars with carpets attached for flight, cigarette wands, etc.) is almost a must for this campaign.

Commando: The characters are part of a special military or paramilitary unit that performs missions in war-torn areas. Adventures include hostage rescues, coups, scouting, and softening an enemy for a larger force. The characters would have to be heavily armed; the GM would probably need to create more weapons and allow autofire weapons. If the GM chooses this campaign, it is highly recommended that he or she acquire a copy of the BUGHUNTERS™ Game, and adapt the weapons and combat procedures found there.

WEIRD IDEAS

The following campaign ideas require a radically different focus for the campaign world. The GM should be prepared to create a number of new details if one of these campaigns is desired.

Big Monsters: In this campaign, the World War II destruction of Japan created several dozen giant monsters that look like people in big rubber suits. Most of these monsters live on or near the Japanese islands, while others are scattered among smaller islands in the Pacific, or in hidden places in mountains, deserts, or arctic fields. Some monsters might have been created in Europe or in the Sahara as well; testing of the *nuclear explosion* spell might have created giant ants in the Mojave Desert, or caused the girlfriend of a PC to grow to about 15 meters in height. The PCs are monster-hunters; about once a week, they fight some monster that is ravaging a coastal city, track down baby monsters sighted in a cave, pilot fighter-carpets to attack a giant bat. or explore an island and try to capture the giant ape that lives there. This one can be a lot of fun, but requires the GM to make up a number of huge creatures (the gargantua, tartasque, and purple worm, in the AD&D® game Monstrous Manual, are good places to start). The GM also needs to schedule outbreaks, fights between monsters, and allies for the monsters. The PCs should have big weapons or monstrous allies of their own.

Extraordinary Powers: In this campaign, the PCs have acquired powers beyond those of normal beings they have become super-powered crime-fighters, stopping evil wizards who want to conquer the world, resisting alien invasions, fighting other powered beings, and generally saving the world every few days. This campaign should be run with a comic book feel. Some PCs might use spells, while others could acquire spells as powers; these might work differently from the normal spells, so will require some work from the GM and players in making powered heroes.

In this campaign, the PCs start with higher attributes, perhaps a base adjustment of +40 instead of +20. Their attribute scores can be increased beyond normal. Though a roll ot 00 always fails, the character could have an attribute of 120 or more. This has the effect of increasing the character's ability to perform difficult and extremely difficult tasks. while still allowing a small chance of failure on mundane tasks. For this campaign, it is highly recommended that skills be increased separately from attributes, and that higher attributes simply give a bonus to a skill.

Dweomerpunk: This is a "dark future" sort of campaign in which stored magic has become cheap enough. and enough to use, that almost everyone has some sort of magical implant or prosthenc. In addition, corporations have grown very large, and have superseded national governments in power. The PCs use their augmented abilities to go on adventures ranging from corporate espionage to small military strikes. This campaign could also hook crystallized brains into a network, and use *empathy* and *telepathy* to communicate with the network. AJventures could take place completely within the brain of a golem, with the PCs using astral *travel* to enter this "crystalspace," and lighting the security spells tound there so they can move on to powerful military brains.

The GM will have to create many items tor prosthetics and implants, as well as adding the crystalspace network and societal differences.

Technology: In this campaign, technology exists alongside magic. Perhaps it always has, perhaps it is a recent addition, brought to Earth by aliens who cannot use spells because they have an exoskeleton of some anti-magic element. If technology is a recent addition, there might be resistance to it; some people might grab it for power, while others research magic to find better ways to stop lead bullets or bend steel. The GM would have to create many technological items, and decide how magic and technology affect one another.

Historical: For this campaign, the GM chooses a historical period from the MAGITECH Universe, and bases the campaign in that era. Perhaps this is during the American Revolution, or during the early explorations of Mars, or during the heyday ot the Roman Empire. The PCs could be people from that era, or could be modern characters somehow flung backwards in time {as with Motecuhzoma's Calendar Stone); perhaps they are historians studying the past firsthand. Magic in that era would not be as developed; crystals and crystal glyphs are extremely rare at best. The GM would need to do a fair amount of research for this campaign, and would need to create adversaries ranging from dinosaurs to Roman Legionnaires to Confederate cavalry.
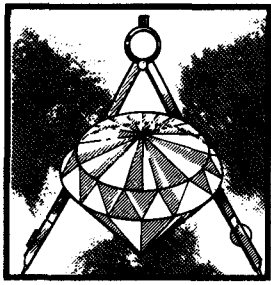
appendices

CROSSING OVER

This section provides a few guidelines for crossing over directly into another AMAZING ENGINE™ universe. The core rules for this system set up a fine system for transporting a character's essence to another universe, via the player core; players are not meant to transfer complete characters from one universe to another. However, players will want to do it, and it will happen in some games.

Fortunately, since the universes all use the same basic rules, transfer between universes is not very difficult, and should take only a short time. As a general rule, when a universe has a special subsystem of rules (such as the MAGITECH™ game's magic rules), use those rules in whatever universe the PCs visit; if a character from the MAGITECH game travels to another world, use the magic rules from the MAGITECH game. Where there are conflicting rules systems, use the one used in the universe the PCs are in at the time (for instance, if the description for swimming is different between universes, use the one for the universe the PCs are in). Some rules systems may seem incompatible, but can be used side-by-side; for examples, see the notes on individual universes. Usually, the GM should just pay attention to the game effect of something, rather than to the rules procedure used to get the effect. If characters from one universe are going to spend an extended time in another, it may be necessary to adjust their attributes. For example, the base adjustment could be changed to reflect the new universe, or the MAGITECH game's defensive adjustment could be ignored in another universe. Following are notes on some of the other universes for this system.

For Faerie, Queen, & Country
This Victorian-era game is based on mystery and intrigue. Its magic system is quite different from that in the MAGITECH game. A MAGITECH game character can use spells more quickly and easily, so might overpower one native to FQC, but it should be possible to use the systems side by side, if the emphasis is on role-playing over combat. The defensive adjustment can be ignored, but generally, a character needs little adjustment to travel to this universe.

The BUGHUNTERS™ Game
This is a blood-and-guts game with a heavy emphasis on horror. It might be interesting to use magical characters in the BUGHUNTERS™ Universe, but they should have Body armor. In addition, if a character from the MAGITECH game is going to compete on an equal footing, his or her attributes should be boosted by +10, and Stamina and Body should be figured using 1/3 of the attribute scores, rather than the normal 1/4. The GM might also consider allowing magic to work on the anti-magic elements.

Galactos Barrier
As with FQC, this universe requires little adjustment to a MAGITECH game character. Elves and minotaurs might be seen as weird aliens; magic should balance the special powers available in that universe. However, as with the BUGHUNTERS game, the GM might want to adjust attributes, Stamina, and Body.

Other Universes
If the GM or players want to transfer to another universe directly, it should not be difficult. Follow the guidelines and examples offered, and make some judgement calls. Will empathy work on a mutant with a psionic mind shield? Probably not, but that is up to the GM.

It is also possible to play using these rules in another universe that is not part of the AMAZING ENGINE™ System. For instance, the MAGITECH game could be played using a modernized version of the FORGOTTEN REALMS® Campaign Setting.

APPENDIX III: CAMPAIGN BACKGROUND

HISTORY

In many ways, the history of the MAGITECH universe is the same as the history of the real world. This section discusses major differences, which have shaped the MAGITECH universe into its modern form. The major factors in shaping history are the elven people and other non-human races; they affected colonization in various areas, having a profound effect on modern politics.

The Elven Peoples
The elven people originated on islands in the Aegean Sea, where they formed what is referred to as Minoan civilization, named for its legendary king, Minos. Minoan civilization was centered on the island of Crete and its capital, Knossos. This land became known as Atlantis through the tales of Plato.

In about 1600 B.C., the leaders of Atlantis chose to embark on a project to use magic to reach one of the lights in the sky, which divinations told them was something like Earth; this planet was Venus, now known as Hanahpu. Atlantis was governed by a high king and his nine brothers; some of the brothers disagreed with the project and left Atlantis in great ships. One brother faced storms and eventually landed in Britain with a few people, who became the ancestors of the woodland elves of those islands. Other brothers became the progenitors of the Adena mound-builders of North America; some merged their lines with humans and became the Toltecs and Aztecs. Still others became the progenitors of the Olmecs and, most importantly, the Mayans (a corruption of the term "Minoans"). Atlantis was destroyed in 1570 B.C., when the magical project, which lacked proper controls (like pyramids), culminated in an explosion that destroyed the island of Thera and sent waves to shatter the rest of Atlantean/Minoan civilization. Tales of Atlantis became tales of Aztlan, Avalon, Atl-antiz, and Antilia.

The elves are a highly adaptable race; within a couple of generations, they adopted languages and ideas of the people of their new areas, and added elements of their own. Some elves even changed physically; those in Britain became smaller and light-skinned, for example. While most elven tribes died out, became hopelessly mixed with other races, or fell to savagery, the Mayan elves grew from humble beginnings, and began to flourish in about A.D. 300. They built great cities and pyramids, developed the most accurate calendar in history, and accomplished much with magic. The Mayans communicated with people around the globe, in ancient Kampuchea, Nazca, and Africa. Some still searched for a way to reach the second planet in the solar system; in A.D. 889, the first launches took place from Tikal, and most Mayans followed within the next century. Fortunately for them, the original efforts of their ancestors had formed a terraforming wave that had made the planet habitable by Earthly life, and had even established such life there. The Mayan civilization on earth collapsed, as it bloomed on the second planet, which they called Hanahpu. Khmer and Nazca also went to Hanahpu.

The Toltec/Mayan leader Kulkulkan (or Quetzalcoatl) was the last elven leader to take a group to Hanahpu, in the late 900s. He pointed to Hanahpu in the eastern sky, and said he would return from there.

The Aztecs and many other people in that same area believed this legend and awaited his return. The Aztecs were partially fooled by Hernan Cortes, whom they believed to be Kulkulkan returning, and their hegemony collapsed because of Cortes and the Spaniards. At about that same time, many elves did return from Hanahpu, and they began to occupy their ancient cities and to build new ones. The Mayans became the protectors of Central America, and kept the Spaniards from establishing a foothold there. The elves re-established contacts with Africans and Khmer, and made new friends with the humans native to North America.

The Mayans had magic and people enough to make them a powerful political and military force in the world. Their communications and trade helped the African nations stick together a little better, and Mayan magic allowed them to resist European incursions better. The Mayan presence blocked Spanish advances to the South, allowing the Incan empire time to stabilize and become strong enough to last many more centuries. Later, Mayan military forces allied with the Ani to keep the United States from taking over all of North America.

The Other Races
Most of the other races are discussed in Appendix I. Exceptions include the dwarves and the ogres. Both races have European origins. The dwarves were the Prankish people who controlled much of western Europe at one
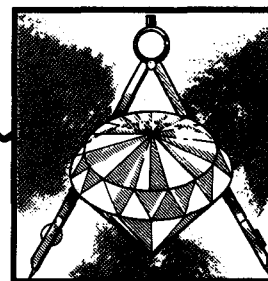
time; some dwarves even interacted with the Nordic peoples. Dwarves eventually became the primary race of the country of Germany, though they were found in France and other nations as well. Ogres were also found in Western Europe, where they had lived since prehistoric times; many were still cave-dwellers in the 20th century. Dwarves and ogres are now scattered through the world, the result of the devastation at the end of World War II.

Colonization

With the Mayan influence in the world, primarily through trade and communication, many peoples were able to resist the colonization efforts of the people of Europe. Rather than foment many petty wars, the Mayans released the secret of space travel to the Europeans, as early as 1550. Thus, most European colonies were created on Hanahpu, rather than in Africa and the Americas. Some areas were still influenced or settled by Europeans, especially the English; the most noteworthy examples are the British colonies of North America, which became the U.S.A.

The Americas

British and French colonization of North America went relatively well at first; the native Americans were mostly overwhelmed by the white-skinned humans. However, things progressed differently, because of the revitalization of magic among native Americans, due to the influence of the Mayans to the south. Starting with Pontiac's Rebellion in 1739, the native Americans had some success in holding back the advances of the Europeans. During the removal of the Cherokee (or Ani-yun-wiya) starting in 1838, magic prevented the deaths of thousands; the Trail of Tears, as the exodus was known, outraged the rest of the native Americans, serving as an impetus for cooperation. The Cherokee became political missionaries, spreading their language (spoken and written) and political ideas throughout western America. Still, United States history is basically the same until the Civil War.

The American Civil War was precipitated partly because of a states' rights disagreement, mostly because of slavery and mind control magic. In the war, Mali sided with the Confederacy (to whom they had been supplying captured enemies as slaves), while Zimbabwe sided with the North. Many native Americans fought on both sides, with the most helping the Confederacy in an effort to tear the U.S. apart. The North won, but was less harsh with Reconstruction; the states were united again, and had much more of a racial and cultural mix.

After the Civil War came what the U.S. called the Indian War; the native Americans called this the War of Resistance. The political and military might of the united native Americans (sometimes aided by the Mayans) was enough to push the Europeans back to the eastern shores of the Mississippi River; most settlers stranded in the West were absorbed by the native American tribes.

The natives formed a confederacy called Ayelih. They called themselves Ani, an artificial word created from roots in several native terms (Anishinabe, Algonkin for "first men"; Ani-yun-wiya, Irrokoy for "principal people"; and others). There was no real American West with gunfights, cattle drives, and gold rushes, but colonists from the United States formed a nation (New America) on Hanahpu, Gunfights are still the order of the day in many places in New America.

atlas

The next section lists a few details regarding the nations and areas of the MAGITECH™ universe. Each of the major countries has its own entry, but space limitations prevent entries for the other nations.

The nations of the worlds can be categorized in various ways. First, the most powerful nations (in no particular order) are Juyup Takaj, China, Tawantinsuyu, Zimbabwe, and the United States. These are sometimes referred to as the "five civilized nations"; they are developed in magic, industry, and other ways, and are politically dominant. "Civilized" usually equates to "socially advanced," and applies mostly to nations where individual rights are protected, so is seldom used in reference to Tawantinsuyu, which is a repressive theocracy. By the social definition, the following nations are considered civilized: Alaska, Algeria, Ayelih, Brazil, Canada,

the Commonwealth, Dahomey, Egypt, Iceland, Israel, Juyup Takaj, Kampuchea, Morocco, New Britain, Russia, Spain, Texas, Tollan, the United States of America, Zaire, and Zimbabwe. Some other countries have repressive regimes (notably Mali and Tawantinsuyu), while others are difficult to classify because of internal strife and other factors.

Many nations are considered industrial powers; industrial refers primarily to the ability (and desire) to produce many magical items. Industrial nations tend to be a little more materialistic than others. They include the following: Algeria, Brazil, Canada, China, the Commonwealth, Cuba, Egypt, Iceland, Israel, Juyup Takaj, Kampuchea, Mali, New Spain, Portugal, Spain, Tawantinsuyu, Texas, the United Arab States, the United States of America, and Zimbabwe. Most other nations produce enough enchantments for themselves, while some nations (notably Ayelih and Zaire) simply are not interested in producing large numbers of enchanted items.

Each nation's capital is listed in parentheses after the name of the country.

Ayelih (Gadugi): Founded in 1891, this is the confederacy of the Ani, the human natives of north America. Ayelih is largely agrarian, with few major metropolitan areas; most of the population is found in small villages. This country's official language is Tsalagi, the language of the Ani-yun-wiya, which the real world knows as the Cherokee. "Cherokee" is a corruption of the word "Tsalagi," which means "people of the different speech." The Ani-yun-wiya adopted the name Tsalagi as a banner for unification, and spread both the spoken language and the written syllabary. Algonkin and Su are also widely spoken, and there are numerous regional tongues. Ayelih has resolved its problems with the U.S., and is generally a peaceful nation, though it maintains a strong military force.

China (Beijing): China is a powerful nation run by Communists. The country allies occasionally with Tawantinsuyu, but never becomes too caught up in international politics, trying to maintain good relations with all nations. However, China is a major player in world espionage, so they can keep track of whatever goes on in other nations. China controls a great deal of territory and has several incidences of internal strife. China's laws are fairly strict, with capital punishment still popular.

Juyup Takaj (Copan): The nation of the Mayans, Juyup Takaj is home to lush jungles and many beautiful cities. It is one of the more modern nations in the world, in every sense of the word. Juyup Takaj still has a noble class, which controls most of the country's economics, but the general standard of living is fairly high. Juyup Takaj is influential in world politics, fashion, and sports, and most of its people are proud, many to the point of arrogance.
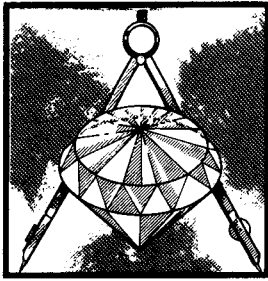
Kampuchea (Yasodharapura): Kampuchea has never been very powerful in international politics, but has always been able to hold its own against other powers. The Khmer lizard folk make up the bulk of the population here, though other sentient beings are treated as equals. The capital, also known as Angkor Thorn, was built centuries ago, and is very elaborately and beautifully decorated.

Mali (Bamako): This African nation is controlled by a repressive regime. Its leaders enjoy dabbling in international politics and espionage. Mali is considered one of the "bad guys" of the MAGITECH game, but does not ally itself with other nations at all. Mali has its own agenda. Political and military prisoners are enslaved using mind control magic; they are sometimes held for years in this fashion, though various worldwide political movements continue to try to encourage boycotts against the country.
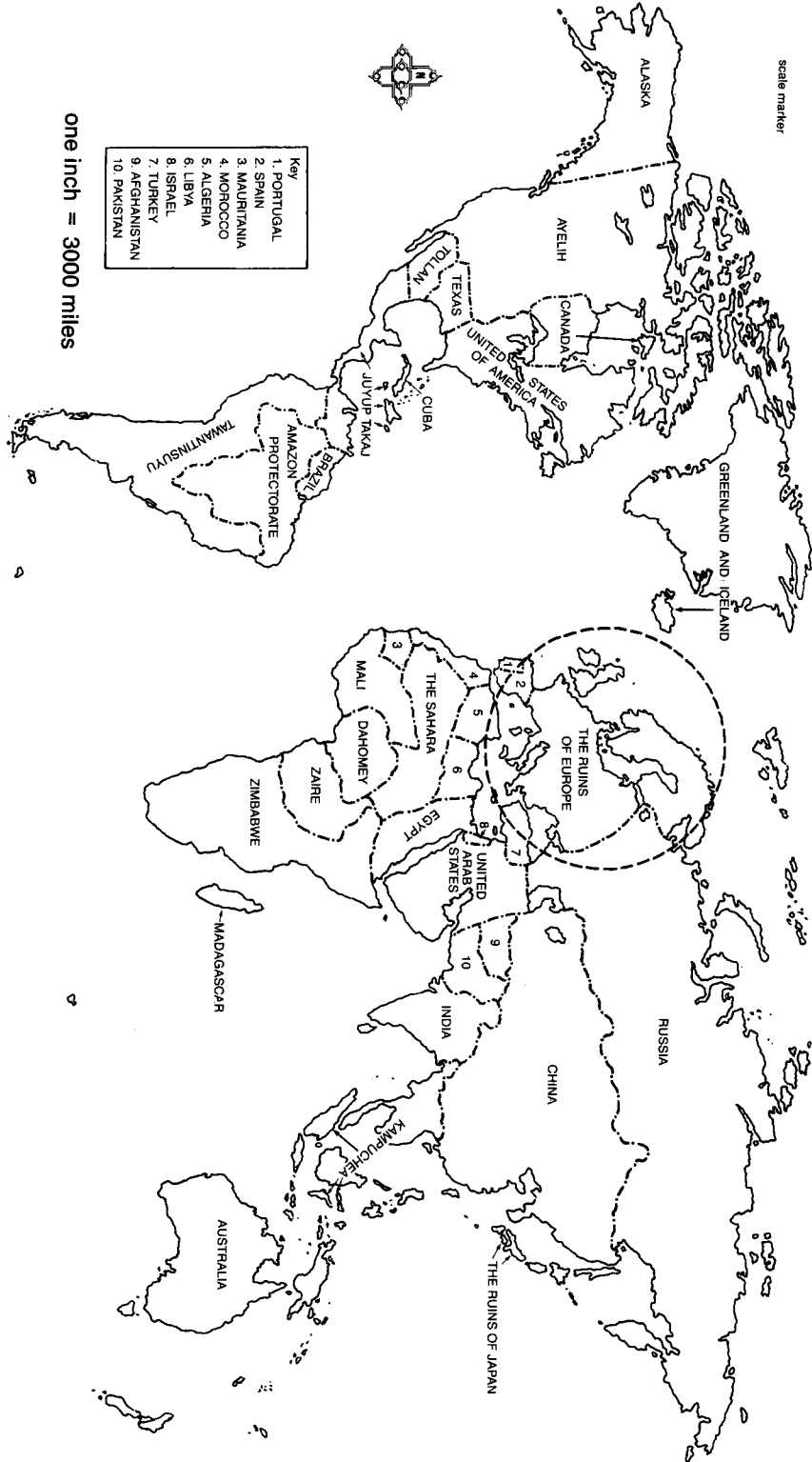
Russia (Stalingrad): Russia dabbled with communism and industrialism; however, after its political centers were destroyed in World War II (along with many of its leaders and much of its military), the country settled down into a peaceful agrarian mode. Russia is usually neutral, but friendly, in international politics.

Spain (Cadiz): This nation serves as a jumping off point for expeditions into Europe. More than half of Spain itself was devastated at the end of World War II, but much of that area has been reclaimed within the last eight years, and Spain again claims the Pyrenees as a border. Still, there are many unusual creatures in Spain.

Tawantinsuyu (Cuzco): This nation's name means "the World of Four Quarters"; it is composed of four provinces: Chinchasuyu in the north; Antisuyu, east; Collasuyu, south; and Condesuyu, west. This nation is sometimes called the Incan Empire, for it is ruled by the Inca, Wascar

appendices

Earth in the magitech™ universe

scale marker

one inch = 3000 miles

Key
1. PORTUGAL
2. SPAIN
3. MAURITANIA
4. MOROCCO
5. ALGERIA
6. LIBYA
7. TURKEY
8. ISRAEL
9. AFGHANISTAN
10. PAKISTAN

A Mercator Projection of Hanahpu

78° 75° 60° 30° Equator 30° 60° 75°

Unsettled

Delphin
Tribes

Mixed Ruins
and Tribes

The Frontier

Maya Ruins

Maya Cities

Unsettled

NEW AMERICA

NEW
BRITAIN

South Polar Ice Cap

NEW
JAPAN

Khmer Cities

High Plateau

Britannia

THE
COMMONWEALTH

Khmer Ruins
and Tribes

Colonies

Delphin
Cities

one inch = 3250 miles

Delphin Tribes

Mixed

78° 75° 60° 30° 0° 30° 60° 75°
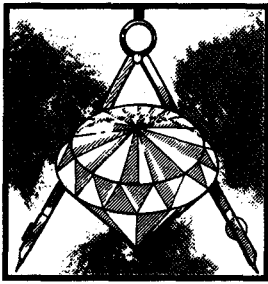
appendices

Capac. The Inca is the political and religious leader of the nation; believed by many to be divine, he is as close to that status as any mortal, with his vast treasury of riches and magical items. It is rumored the Inca has magical prosthetics and augmentation, and that he controls a Genies' Heart. Tawantinsuyu is an intolerant theocracy that dabbles in all international politics. Though the nation is considered the major "bad guy" in the modern world, it does maintain a protectorate over the Amazon rainforest, preventing anyone from destroying that ecology.

Texas (Houston): This country is respected for the military and athletic prowess of its people, as will as its independence. Its people are proud, and will not bow down to anyone. Texas is home to minotaurs, humans, and elves, and has become home to many European refugees as well. Texas is something of a "wild card" in international politics, sometimes cooperating with its neighboring nations, sometimes operating on its own to gain some advantage. Texas is very friendly to the many tourists who visit it.

Tollan (Tula): This country is the heir to the Aztec empire (itself the heir to the Toltec empire). Tollan is populated mostly by hobgoblins, and has a history full of bloodshed and warfare. For the most part, however, Tollan has become peaceful and agrarian; its people choose to call themselves Centecsf or "people of maize."

United States of America (Washington, D.C.): The United States stretches from the Atlantic Ocean to the Mississippi River, and from the Gulf of Tollan to the Hudson Bay. There are 35 states in the union; the flag shows 13 stripes (for the original colonies), 35 stars (for the states), and four "ghost stars" (representing the states of Iowa, Missouri, Arkansas, and California, lost to Ayelih in the Indian War). Though the United States no longer holds a grudge against Ayelih, it bears the marks of the war, such as the several states that gave up their native American names for others: Wisconsin became Washington, Illinois became Lincoln, Indiana claimed the name Jefferson, Kentucky is called Boone, Tennessee is known as Franklin, and Mississippi became Jackson. The United States is a heavily industrialized nation with agrarian elements; it is powerful in international politics, sports, and entertainment.

Zimbabwe (Harare): Zimbabwe is a peaceful industrial nation. Though it does not maintain a standing army, everybody takes some military service, and can be called to serve in times of need. Zimbabwe has a long history, and is a very modern and powerful nation in many ways. Zimbabwe is a strong ally of both Juyup Takaj and the United States, and Zimbabwean diplomats are peacemakers all over the world.

Other earth nations: The Earth's other nations are Afghanistan (Kabul), Alaska (Alakshak), Algeria (Oran), Brazil (Brasilia), Canada (Albany), Cuba (Havana), Dahomey (Lagos), Egypt (Cairo), Iceland (Reykjavik), India (New Delhi), Israel (Jerusalem), Libya (Tripoli), Madagascar (Autananarivo), Mauritania (Novakchott), Morocco (Rabat), Pakistan (Islamabad), Portugal (Lisbon), Turkey (Ankara), United Arab States (Baghdad), Zaire (Kinshana). There are a number of small island nations and a handful of city-states as well.

Other Places of Interest: Earth is also home to a few areas that are unexplored, unsettled, or simply a little more exotic than other places. These include the ruins of Europe, home to mutants and monsters, including a recently formed nation of vampires, villages of vikings, and ruins filled with twisted and evil dwarves. Australia is home to aborigines, and few others; Japan is home to big monsters; the Sahara is home to wandering tribes and a few strange creatures; the Amazon Protectorate is a huge rainforest. All these areas can be explored by the player characters.

Hanahpu

The second planet of the solar system is home to four nations (New America, the Commonwealth (including Britannia), New Spain, and New Britain). There are numerous city-states, hundreds of ruins, several primitive tribes, and large unsettled tracts. Little detail is given, other than the map, so the GM has a great deal of freedom in developing Hanahpu as a campaign area.

The Maps

The interior map of the Earth shows the different nations, so the GM can see how things fit together. This information is readily available to most player characters.

The interior map of Hanahpu shows the major nations, plus a number of other areas. The Frontier is an unsettled land in the process of being settled, mostly by people from New America; it is relatively wild and mostly lawless, and a man's speed with a spell determines the length of his life. The High Plateau is the home of the descendants of the Nazca, mysterious philosophers and wizards; it is usually shut off from visitors. Areas marked with "cities" hold numerous independent cities; places marked "ruins" are dotted with ancient cities, long abandoned and mostly covered with jungle growth. Places marked "tribes" are home to groups of primitive hunter-gatherers, and some small villages.

The bound-in color map show Europe and the surrounding nations. Prominent features are the circle of devastation, showing the extent of the destruction caused by Adolph Hitler's use of the Spear of the Valkyries. Along the outer edge of this circle was the barrier that prevented living beings from entering or leaving Europe for 40 years. Inside this is another circle; the edge of this is an anti-magic area, which disrupts all spells that pass over it. Spells can be cast ins'ide the circle, but cannot be carried across, using any storage method, in either direction.

Modern Society

The MAGITECH™ universe can be a bit bewildering, with its similarities and bizarre differences to the real world. This section covers some of the major differences.

Because the power source for industry is magic, there are no central power stations; items are self-powered. The closest thing to a power grid is the network of petracrystal stations used to refuel vehicles.

Communications nets are similar to but more personalized than ours. None of the mass communications are organized into networks: all news is spread by word of mouth. However, with crystal balls for person-to-person communications, mirrors for regional broadcasts, and mail for the dissemination of printed materials, citizens of the new magical order are not lacking the latest news.

The military has bifurcated into a magical and a nonmagical camp of weaponry, though some modern military scholars are seeing an increasing trend toward fusing the two approaches. Magical weaponry emphasizes deception, surgical precision, and careful maneuver. Anti-magic weaponry, by contrast, favors overwhelming numbers and quick, crushing strength. The latest weapon developments include the explosion of plutonium, as well as the autobulette, more accurate aerial bombardment (smart bombs equipped with crystallized rat brains), and the recent successful development of alumarmor. There is a constant stream of new weapons development and disbursement.

With the growing popularity of golems using crystallized brains, it has been possible to increase automation in factories, and to increase the usability of modern conveniences. Since 1839, using human body parts is illegal and generally frowned upon, though the Incan Empire is rumored to conduct necromancy experiments on human subjects.

Magic is thoroughly integrated with almost every aspect of daily life in almost every nation. Most nations have government agencies that regulate the many different aspects of magic in some fashion; some of these bodies simply create regulations, while others are empowered to enact fines or otherwise enforce their regulations. Public schools teach spells, usually starting at the high school level. Nearly every adult owns one or more magical item; though they may not know how to make such items, they know how to use them.

Relations between the various races and species are reasonably good. There are still people alive who are prejudiced against dwarves, because of Germany's part in the two world wars. There is much more of a racial mix in the nations of the MAGITECH universe; Africans, Ant, whites, and other human races work together very well in most cases. Elves, minotaurs, hobgoblins, and other races are found in high society in the major nations. There are some prejudices, but as in the real world, people are gradually moving away from them.

With the use of magic, health care and food production are both good. Most people of the world are healthy and fed, though droughts and other natural disasters strain resources both natural and magical.
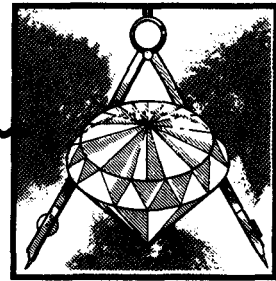
APPENDIX IV: GLOSSARY

Following are several words and phrases used in this book. Though fairly common in the Earth of the MAGITECH™ universe, they may be unfamiliar to the reader. Italicized parenthetical terms are approximate real-world equivalents for some terms, given cultural and technological differences.

Ancient: A member of a very powerful magical race rumored to have once walked the Earth.

Ani: *(American Indian)* A human native of the North American continent.

Anti-magic Element: This is a chemical element that cannot be directly affected by magic. Examples include iron, platinum, aluminum, lead, and tin.

Atsena: A game known in some places as lacrosse, atsena is played in Ayelih.

Autocarriage: Also called a car, this is a four-wheeled vehicle that seats two to six people. Many autocarriages are golems, while others are zombies.

Ayelih: The confederacy of the Ani, this country occupies the western part of North America.

Baseball: A sport derived from cricket, baseball is played in the U.S.A., Canada, and Cuba.

Caster: This is the generic term for a person who casts spells, especially when the individual's power is unknown. Also spellcaster.

Computer: A computer is a tool that merges the abilities of mechanical calculating machines with a crystallized brain as a control unit. Computers can perform calculations, remember information, operate other tools, and act as familiars. A computer is a type of golem.

Crystal: Also called a quantum crystal, this is magical energy that has been transformed and has taken on a physical form. It is the most common modern method of spell storage.

Element, Classical: A classical element is one of the four substances (earth, air, fire, and water) that makes up the universe. In a modern scientific sense, the four classical elements refer to types of matter: earth to solid matter, air to gasses, and water to liquids. Fire equates with energy, which in a fundamental sense is equivalent to, and interchangeable with, matter.

Element, Chemical: This is one of the basic substances, listed on a periodic table, that makes up all matter. A chemical element consists of atoms that are all the same.

Europe: This continent was devastated more than 50 years ago by a magical blast of great power, which left a magical aura around the continent and prevented travel in or out. People began returning to Europe in 1985.

Familiar: A familiar is an animal that can aid a spellcaster in focusing Psyche. The creature must be trained, and the wizard must be trained in its use. A familiar also aids concentration. Computers are sometimes referred to as artificial familiars.

Football: A sport derived from rugby, football is played in Texas and the U.S.A.; there are also professional teams in Canada and Ayelih.

Golem: *(android)* Golem once meant a magical construct, usually in human form. This term now refers to any automaton with some degree of intelligence, and usually an artificial Psyche, created by preserving the brain of an animal before death. A golem can be made of any enchantable material. After they are built, golems can learn to perform various tasks. Normal golems do not have free will, but respond to orders.

Gun: This is a hand-held weapon that uses some type of spell to propel a bullet from a barrel.

Hanahpu: *(Venus)* This is the second planet from the sun, in Earth's solar system. Hanahpu has been settled for more than 1,000 years.

Industrial: This term refers to a nation or a people that produces numerous enchanted items.

Japan: Japan was destroyed by a powerful spell during World War II. Some people now refer to this land as "Monster Island" because of the mutated creatures found there and in the surrounding waters.

Juyup Takaj: This is the country of the Mayans, or elves. It occupies the southern portion of North America (or all of Central America).

Mage: A mage is a caster. This term is more respectful than the generic "caster." The term mage is used to describe someone of unknown power, whose power is suspected to be great.

Magician: *(technician)* This is a person who can cast a few spells for specific purposes, a low-powered spellcaster who uses magic to operate and maintain magical systems.

Mirror: Once used as a divination device to look at specific areas, the enchanted mirror is now used for news and entertainment, much like television in the real world.

Music Box: *(audio tape)* This is an item that contains a sound recording, usually music, which it plays upon command.

Pokatok: This is a ball game in which players try to bounce a ball through a vertical ring at the side of a court. It originated with the Mayans and Aztecs, and is now played throughout North America and on Hanahpu. A pokatok team has seven members; the competitors wear elaborate pads and cannot use their hands to move the ball.

Psyche Focus Method (or Method): This is a way of using a collection of Psyche Focus skills, a particular way of combining the skills to boost a caster's effective Psyche for the purpose of spellcasting.

Psyche Focus Skill: This is a specific skill for focusing one's Psyche for spellcasting.

Psychic: A psychic is a person who has learned to cast a spell or set of spells with no formal instruction.

Reflector: *(video tape)* This is a small mirror that holds an audiovisual recording, and plays it back upon command.

Sogwili: *(motorcycle)* This is a two-wheeled vehicle favored by the Ani.

Tawantinsuyu: This is the South American theocracy under the leadership of the "divine" Inca.

Virtual Intelligence: Once known as a "spirit," a virtual intelligence is an artificial intelligence created by magic.

Wand: This is a hand-held weapon that fires a spell. Most modern wands use clips of spell crystals.

Wizard: This term has three accepted meanings: 1) a freelance spellcasting troubleshooter; 2) an engineer; 3) someone who can cast many spells.

Zombie: (robot) At one time, a zombie was an animated corpse, or a mindless servant. This term now refers to an unintelligent but programmable construct. A zombie can be made of any enchantable material; while it is being built, a zombie is programmed to perform a specific set of instructions. A zombie cannot learn new tasks. Some people use the term zombie to refer to any unintelligent machine that uses power other than muscle.

Ꝣᴀɢɪᴛᴇᴄʜ™ Character Sheet

Name: _____ Species: _____ Gender: _____

Profession: _____ Homeland: _____ Experience Points: _____

Physique Dice	Intellect Dice	Spirit Dice	Influence Dice
Fitness	Intuition	Psyche	Charm
Reflexes	Learning	Willpower	Position

Walk 15m	F	2F	3F
	Kg	Kg	Kg
Run	F	F/2	
	m	m	0m
Sprint	2F	F	
	m	m	0m

Stamina
Body

Defensive Adj.		
Armor	DMG	L
Weapon	DMG	L

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Psyche Foci	Bonus

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