

Magicians

Magicians (also called mages or magi) control the arcane forces of the universe. They are experimenters in the mystical arts, seekers of forbidden knowledge, and practitioners of dark arts. Magicians have access to the Magick Skill (spelled differently from normal to distinguish from stage magic). They can also buy Spells. Spells are the areas of knowledge which allow mages to warp reality to their will.

In JAGS there is little moral or ethical implications of magic: it's simply presented as a means of energy manipulation. The GM should feel free to attach any rules to it he deems necessary (if the use of magic corrupts, for example or there is some karmic backlash).

The spell list here is factored for a heroic fantasy game but it can also be used in other situations (in a science fiction game, most of the combat spells will have to be re-factored to compete with post-modern weapons).

The Archetype

JAGS Magic is broken into colleges or "areas of study." There are many of these, some are elemental (Fire, Water, Earth, etc.) some are philosophical (the Imperial College rules through respect, the Elder School through fear), and some are more like sciences (Necromancy and Alchemy).

Magician characters will most often be seen in fantasy games (where they act as characters able to deal with elements of the fantastic as well as some long-range fire power).

Example Characters or Scenarios

- Apprentices: the characters are all new apprentices at a school for magery. They may already have been trained to apprentice level by their masters before being sent away.
- Adepts: The characters are adventurers. Although not as combat-capable as a well trained man-at-arms, they are capable of holding their own and doing some unusual and formidable things.
- Archons: the characters are major players. Able to take a chunk out of an army single handed, they wield both physical and political power.
- Modern Day Secret Societies: Magicians and the magical world lies below the surface and observation of the mundane. The characters are initiates into the secret world.

Basic Rules

Mages come in four classes: Apprentice, Adept, Archon, and Arch-mage. Characters must be literate, buy the magic casting spell, buy the magic combat spell (if they wish to use any offensive magic) and purchase the spells they want.

Spell Points

The JAGS Magic system uses Spell Points. Spell Points (SP's) are a measure of the power a mage controls. There are two types which every mage will have:

- Short Term Spell Points: These are replenished every second (assuming the mage is not being blocked somehow).
- Long Term Spell Points: these come back at a rate of 1 per 5 minutes (1 per minute at Archon or Arch-mage level).

Spending Spell Points

If a mage (an Adept) has, say, 13 Short Term SP's and 30 Long Term SP's, and he casts a spell which costs 14 Spell Points, he will (probably) spend all 13 of his Short Term SP's (for that turn) and 1 of his LT SP's. If he casts no more magic that second, he will have 0 ST SP's and 29 LT SP's.

He can do this 30 times (over the course of 30 seconds) until his Long Term SP's run out.

Note: Because Short Term SP's come back, the character can, essentially cast minor magic all day long (so long as his endurance holds out). However, using a lot of magic in a given second (two attacks and a block, for example) or casting more powerful magic will quickly drain long term spell points.

Recovering Spell Points: Metal Armor

Spell Points flow into the character's body through the chakra points (points of power up the center and head of the body). This flow can be blocked by metal (a character in metal armor will not recover his ST spell points). The metal must be there for a couple of seconds and must have reasonable coverage.

Note: If you've already figured a way around this, good for you. The point of this is to distinguish the Mage archetype from characters who fight hand to hand (in a fantasy game). The GM should prohibit mage characters from wearing anything other than light level armor (no heavy leather, no chain mail, etc.)

Rules For Mage Creation

Mages can be built on almost any number of points, however, these standard totals seem to work best:

50 pts Apprentice
75 pts Adept
125pts Archon
150+ Arch-mage

Cost: This is the *minimal point cost* for that level of magery.

Short Term: The number of short term spell points (round down).

Long Term: The number of Long Term spell points.

CP's in Spells: Of the Cost, this is the number of points which must be used to buy spells. This means that for an Adept, the cost is 24pts however, of those 24pts, 16 *will be spent buying spells*. This means it isn't possible to be an Arch-mage who "forgot" to buy spells. The character may spend more points on spells if he wishes.

Spell Points

Level	Cost	Short Term	Long Term	CP's in Spells
Apprentice	12	WIL /2	15	8
Adept	24	WIL	30	16
Archon	48	WIL x 2	60	32
Arch-mage	96	WIL x 4	120	64

Spell Levels Spell Cost (in Character Points)

Level 1	1
Level 2	2
Level 3	4
Level 4	8
Level 5	16

An Apprentice can have Level 1 and 2 spells.

An Adept can have Level 1, 2, and 3 spells.

An Archon can have Level 1, 2, 3, and 4 spells.

An Arch-mage can have any level of spells.

Magic Skill

Magic Skill is a normal, RES based skill which must be had at the same level as the spells the character can cast. The character must make a roll to successfully cast any non-combat spell (combat spells always work but might not hit).

Magic Combat Skill

This is the attack skill Mages use to hit with their magic bolts and block attacks.

Difficult, COR

Level 1: Block -3

Level 2: Block -2

Level 3: Block -1

Level 4: Block -0

Ignore -3 Range/Speed Modifiers

Ignore -6 Range/Speed Modifiers