

KwaiTana Magic V 1.0

(For use with Kwaitana V2.0+)

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and others who will no doubt be put in here when the time is right! ^_^

Creating a Character using Kwaitana Magic

There are six simple steps to making a character using these expansion rules.

- 1: Make up character as normal, using the rules shown in the Kwaitana v2.1+ rule book
- 2: Choose which Form of Magic that you wish your character to have.
- 3: Decide upon what uppers and downers you are going to have in that form of magic (If any)
- 4: Decide upon what level of Magic Power you want your character to have and the cost per level and total cost.
- 5: Decide which Schools you wish to be able to affect, and buy the appropriate ones as skills
- 6: Write down any Inherent spells (that is if your character can cast them) that you may have (Or the ones that your character is allowed to have, decided by the Anime Master) and what effects they and your Magical power has on them.

Magic Power:

This is the ability to manipulate magical energies, also known as Mana, to alter and change reality in many different ways. A person who wants to create magic, or magical effects must have some amount of Magical Power, plus some sort of knowledge in one or more of the to be mentioned Schools.

The Magic Power shows just how strong the Mage is, and how much effect he has on the surrounding reality. It also shows just how much he can heal, or how much damage he can do.

Knowledge in a school shows just how much that mage knows about that area. If a Mage knows nothing of the Life School, for example, he cannot even attempt to create magical effects that influence any living creatures, or even heal himself or others magically.

The Magic Power shows just how strong the mage is at casting spells, the Schools of Magic are what areas the mage knows how to affect.

A Mages abilities will be noted on his character sheet the following way: - See the Example of a created Magic power for a better explanation.

Magic Power (Actual Power Level, Any Uppers and Downers and their cost modifiers, Total cost per Level)

School (Amount of Character points spent on it, Applicable Attribute, Level of Skill)

Magic Power costs:

In a 'realistic' or low to average magic campaign: 10 points per level

In a 'cinematic' or high magic campaign : Minimum of 8 points per level

Schools Of Magic

Earth	Life	Time	Air
Death	Spirit	Fire	Enchantment / Creation
Light / Dark	Water	Travel	

Casting a Spell:

When casting a spell you affect certain areas of life and reality that you have knowledge or influence over. Having a skill in each School of Magic shows this. Each School of magic can also be classed as an Area, semi separate from the others, but that can be mixed together during casting a spell to create different affects.

When it actually comes down to casting a spell, all necessary factors must be accounted for. If you have to dance and sing to cast magic, then you must do that to create the necessary magical energies.

To see if you have actually succeeded in gathering enough energy you must then total up all your skill levels in the Schools actually needed for that spell and then average the lot of them. (Rounding down in the case of fractions) This final amount is added (In equivalent dice) to your Brains statistic and then the total rolled. If this amount is lower than the difficulty of the figured spell, the casting is a failure.

For Example : If you wanted to conjure up a Earth Elemental you would be using the Schools of Earth, Enchantment / Creation and Spirit (Earth for the needed material, Enchantment / Creation for the main link to power the Elemental and Spirit to hold the life force of the Summoned planar creature.)

Earth spells are mainly focussed on the movement, controlling and shaping of earth stone and metal. It affects all objects/ materials that originally come from the Earth.

Air spells focus on shaping and moulding the elements of the air, wind, rain and weather.

Fire spells can create, shape or even extinguish anything elementally linked to fire.

Water spells focus on the manipulation of the element of water, whether it be by itself or part of another object.

Life spells affect only the things that are living, whether it is to heal, feel or create that life in an object or being.

Death spells are the opposite of those of Life. Whether it is necromantic type spells, or the withdrawing of life, this school is mainly focused on the ending of life and decay.

Enchantment / Creation spells focus on the pure manipulation of magical energies (Mana) or even the creation of something from nothing.

Travel spells focus on the movement and non-movement of objects or beings from one place to another whether it be country, planetary or even further.

Time spells focus on the manipulation of chroral energies and how they affect creatures and objects

Spirit spells tend to deal with not only the 'soul' of living and even undead beings, but also the minds and feelings of those same beings.

Light / Dark: spells focus on both sides of the visual realm. These spells tend to involve light, dark, shadows and any kind of effect that affects the eyes of others.

Spell / Magic Types: Inherent / Conjured

There are two different ways to cast magic spells. They are *Inherent* and *Conjured* spells.

Inherent just means that the spell that is being cast has already been 'computed' out and all its variables are already known, namely it is a prewritten and created spell, usually in the form of a spell written in a book, or a scroll or the same sort of thing.

Conjured spells are those spells that are 'cast on the fly', they are purely instinctive spells, that the caster just 'wills' into existence by using his knowledge of the schools. Conjured spells can be very useful, but they are extremely draining compared to Inherent spells, and are often much harder to cast than a similar Inherent one. The cost of a Conjured spell is usually 5 to 6 points of ME per level of Magic power used, and the difficulty is usually 20 plus one level for every extra school used in the spell. One very important fact about Conjured spells is that the casting time, since it is so instinctive and reactive, is only half that of a similar Inherent spell. (Round up as per usual, and have no time shorter than 2 - 3 actions)

If a conjured spell fails it can tend to fail miserably!

Forms Of Magic

Casting Methods: (Uppers and Downers)

Explanation of Uppers and Downers:

Uppers are enhancements that build up the strength of the Magic Power, and so they add to the character point cost of the power. Downers are of course the opposite, they decrease the strength of the Magic power, but they also lower the character point cost.

You can have both Uppers and Downers 'tagged' onto your Magic Power, but each one of these affect each of your chosen schools. All the magic spells that you cast will be affected by these Uppers and Downers. The only way around this is to learn a new way of Magic, effectively retraining yourself. (This explains the good old mix classed character in the 'Other System'™, the Cleric / Mage)

To learn a new way of magic, you must re-buy the Magic Power with different Uppers and Downers pertaining to the newly taught way of Magic. This doesn't stop you from casting spells your original way though, it is just yet another different style to you.

The cost of the Magic Power cannot be lowered below 1 CP per level no matter how many Downers you have applied to it!

Default +0 points

This is the default method. It requires only that you speak the incantation to draw in the magical energy needed. This can be in your native tongue, or in any language you desire.

Suggested Casting Times Per RL per single School:

1: 1 Round, 2: 3/4's of a Round, 3: 1/2 Round, 4: Minimum 2 actions

Thought / Mental +2.5 points

The spell is simply *thought* and it comes to be. This is very powerful, and atypical of most systems, which is why it costs so much. This form of magic should be basically limited to demigods, or be used in very High Reality Level Campaigns. (3+)

Suggested Casting Times Per RL per single School:

1: 1/2 Round, 2: 1/2 Round, 3: 2 Actions, 4: 2 Actions

Gesture -1.0 points

You must make a series of complex hand gestures. Basically including waving your hands around, this can be to draw in the mana needed or can involve creating magical patterns in the air. If your hands are bound, you cannot perform the magic!

Suggested Casting Times Per RL per single School:

1: 1 Round, 2: 3/4's of a Round, 3: 1/2 a round 4: Minimum 2 actions

Language -1.0 points

The incantation must be spoken in whatever language it was originally developed. This is because the words carry special meaning, and cannot function in other languages. You must have a skill of 1 or better in the language. If the AM deems that your skill level in the language is too low he is perfectly justified to raise the difficulty of the spell.

Suggested Casting Times Per RL per single School:

1: 1 Round 2: 3/4's of a Round 3: 1/2 a round 4: Minimum 2 actions

Song -2.0 points

The spell must be sung, either continually for the entire duration of the spell, or just to cast it, as either a poem or lyrics to music (your choice). This is very typical of Bardic magic. You must have a skill in Singing, Poetry, or Bard, and the AM may ask you to make a Music skill roll to simply determine your success in the song.

Suggested Casting Times Per RL per single School:

1: 3 Rounds , 2: 2 1/2 Rounds , 3: 2 Rounds , 4: 1 Round

Dance -2.0 points

You must dance, and move your body rhythmically as a whole to cast the magic. This type of magic usually takes more time, but can depend on whether Extra Casting Time Downer is bought for the Magic Power. You must have a skill in Dancing.

Suggested Casting Times Per RL per single School:

1: 4 Rounds, 2: 3 Rounds, 3: 3 Rounds, 4: 2 Rounds

Reagents -2.0 points

Special magical ingredients must be mixed and combined while casting the spell, usually to supply energy and control the aspects of the magical forces.

These reagents can be as common or rare as the AM wishes, and are usually specified as a formula for each spell. This is very close to alchemical magic, but it is not the same as actual alchemy.

This type of magic is usually linked with others, mainly Spoken, Default magic type or even Thought / Mental.

Suggested Casting Times Per RL per single School:

1: 2 Rounds, 2: 2 Rounds, 3: 1 Round, 4: 1/2 Round

Runic -2.0 points

Special runic symbols must be drawn while you cast the magic spell. You must have a skill in Artistry in order to draw the complex symbols properly.

Suggested Casting Times Per RL per single School:

1: 3 Rounds, 2: 3 Rounds, 3: 2 Rounds, 4: 1 Round

Religion -2 points

You must be a priest to use magic. Only the gods can grant magic, and only to their most favored priests. You must pay daily homage to your god, or risk losing your powers. Only that god, or other priests of that god, can supply you with new spells.

To cast a spell you must directly petition your god in a prayer, and if lucky that god will reward you with the asked for spell.

Religious magic usually has other methods as well, such as Dance and Song (and even self-harm).

Suggested Casting Times Per RL per single School:

1: 2 Rounds, 2: 2 Rounds, 3: 2 Rounds, 4: 1 Round

Self-Harm -2 points

Some magic actually requires that you inflict bodily harm upon yourself to cast magic. You must inflict at least 2 or 3 Hurt Points of damage on yourself each time you cast a spell (usually with a special ritual knife or other meaningful object). This often goes along with some types of religious magic, or magic that is seen to be used by 'barbarians'.

Suggested Casting Times Per RL per single School:

1: 1 Round, 2: 1/2 Round, 3: 2 Actions, 4: 1 Action

Power from a Second Party: -2 points

This form of magic is a lot like Religion, except for the fact that it comes from an entirely different area. The person or being, whether it is a demi-god, a demon, or even just a facet of nature for example, invests you with a certain amount of power that allows you to cast spells and bend reality.

To cast a spell given to you from this second party you have to either cajole it from them, nag for it, or even give some sort of a sacrifice. All this may be done sometime previous to actually casting a spell, but it should be a daily occurrence to placate the second party.

This form of magic can be mixed with basically any other form, but it is pretty much separate from that of Religion.

Suggested Casting Times Per RL per single School:

1: 2 Rounds, 2: 2 Rounds, 3: 2 Rounds, 4: 1 Round

Extra Magical Power Uppers and Downers

Takes Less Time:

This Upper cuts down on the amount of time to gather the magical energies and actually release them in a spell. When you get this upper, if it modifies the amount of time into fractions, then you must round the total upwards. For example, getting 2/3'rds the amount of time (66.66%) on a 4 round dancing spell will take 3 rounds to cast not 2.6664 or whatever it is... ^_^

For Example a Mage with the Dance Downer for Magic in a RL 2 campaign wants to gets his spells to "take less time" to cast, he buys 1 level of "Takes less time", he will then find that he can cast his spells at 2/3 the normal amount of time, or 1 every two combat rounds.

2/3'ds (66%) of the time,	+1.0
1/2 (50%) of the time,	+2.0
1/3 (33%) of the time	+4.0
1/5 (25%) of the time,	+8.0

Takes More Time:

This Downer is the complete opposite of Takes Less Time Upper. It increases the amount of time to both gather and release magical energies in the form of spells.

Doubling Time (x2), -1.5, Tripling Time (x3), -3.0, Quintupling (x5) Time, -6.0

Cant cast Inherent / Conjured spells:

This downer has two forms, but it is basically the same. You can't cast one type of spell, either Inherent or Conjured spells.

If you can't cast Inherent spells, then you cannot use magic books, scrolls, or learn spells from any books or learn runic magic.

If you cannot cast Conjured spells you cannot do spells 'on the fly', or use improvisational magic of any sort.

Cannot cast Inherent Spells -1.5, Cannot Cast Conjured Spells -1.0

Notes on mixing different types of Uppers and Downers:

When you choose a type of magic, the actual casting time comes down to this; you get all the applicable time modifiers, add them together and then average the lot. That is then the amount of time it takes to cast a spell using that form of magic. (You of course round up if there is any fractions, also 1 round here is, for all intents and purposes classed as 4 actions, even if the player has more than that.)

For Example: Corey wants to make a mage that kind of casts spells like a bard, but must sing in a special language and still gesture to create a spell. Kwai tells him the campaign Reality Level is 2. Kwai looks up and calculates the following.:-

Magic Power costs 8 points per level base. (This campaign is the 'Magic is common' type) Sing (-2.0), Language (-1.0), Gesture (-1.0), and the average of the casting times are Sing (2 1/2 rounds - 10 actions), Language (3/4's of a round -3 actions) and Gesture (3/4's of a round - 3 actions) So the cost per level is 4 points, and the casting time per spell is a base of 6 Actions (5.333 to be exact)

Corey thinks this is a bit too slow and decides to get 'Takes Less Time' Upper to lower the amount of time, thinking that 1/3 the time would be alright.

The total cost per level is 8 points per level of magic, and the base casting time is 2 actions.

When Corey writes this down on his character sheet it will be as follows:-

Magic Power 1

Sing -2, Language -1, Gesture -1, Takes Less Time +4, 8 p/lev

Magical Energy: M E Points

A Mage can only cast a certain amount of spells per day, and this is shown by just how many Magic Energy Points he /she has. Non Mages (Also known as Mundane's) also have Magic Energy Points, and they can 'lend' these points to a mage when needed. (See Later) This also works for Priestly magic, as it comes out in the Faith of the priest's followers.

There are three important statistics in just how many Magic Energy Points a character has. The three statistics are the Mages Brains, Toughness and the level of the Mages Magic Power. Basically Magic Energy Points can be figured out the same as Hurt Points, but using the following formula.

$$\begin{aligned} \text{Magic Energy Points (MEP)} &= (\text{Brains} + \text{Toughness}) \times (\text{Magic Power} + \text{Reality Level}) && \text{(Mage)} \\ \text{(MEP)} &= (\text{Brains} + \text{Toughness}) \times (\text{Reality Level}) && \text{(Non Mage)} \end{aligned}$$

Each and every spell cast takes a certain amount of spell points off this total, when the last ME Point is spent a mage cannot cast any more spells.

Non mages also have Magical Energy, but these points cannot be used unless absolutely necessary. It is very rare for someone to have absolutely no magical energy, as all living beings and some unloving ones have MEP. A mage can 'Borrow' these points of energy and use them for themselves, but this tends to leave the mundane feeling listless and kind of empty. A mage can siphon the following rates of MEP from non mages according to the following table.

Willing: Up to Half of Mages Magic power (No Contest needed.)

Unwilling: Up to One third of Mages Magic power (Contest of Mages Magic + Brains vs Victims Brains + Toughness)

AM Note: Necromancers and other very unscrupulous Mages have found that during human sacrifice the MEP of the victim rises in some cases up to DOUBLE or even TRIPLE. We here don't suggest that this practice should be followed as it leads to the Dark Side ™.....

Regaining Magic Energy Points:

A Mage who is actively resting or Meditating (With the skill) can regain Half their Magic level in M E Points per hour. A mage who is only doing light exercise or is only resting for a little while can only regain 1 ME Point per hour.

These rates are also modified by the surrounding areas Magical Aspect, if it has any, the exact rates of regaining Magical Energy points in such an area are described later in the Aspected Magic area of this book.

Burning Magical Energy:

In extreme cases of great stress or imminent death you can attempt to spend more Magical Energy points in an attempt to lower the casting time of a spell, or even increase the amount of damage a spell will actually do. This is very dangerous though, as it can actually cause physical damage to the mage in question or even drain the Effective mages Power level a certain amount.

A mage can elect to spend double the amount of ME points on a spell and this will cut casting time to 3/4's (75% -round up) of normal time or increase the damage of a spell by One Third. But this also does 1 dice of unsoakable damage to the Mages Hurt Points that can only be regained by Holy Magic or a full days rest.

If a Mage spends triple the amount of ME points on a spell this will cut casting time by half of normal (50% - round up) or increase the damage of the spell in question by 50%(After the base damage is rolled increase the total by 50%). This will do 2 dice of un-soakable Hurt Point damage to the Mage, and will reduce the mages Magical Power level by 1 dice for 2 dice in hours - the Mages Toughness. (If done several times the effect is cumulative- but the minimum is 2 hours).

One other tactic is for the Mage to burn Magical Energy points and attempt to make the spell so much stronger that it is harder for his opponent to soak damage from its effects.

For quadruple (x4) the energy cost of the spell the mage can (Effectively) reduce the soak of his opponent for that spell by 1/4 of the Mages Magic Power Level (rounded down). (This should probably be restricted to campaigns of Reality Level 2+) Casting a spell this way is extremely tiring and puts a -1d penalty on all subsequent actions that the mage does until he rests. (About an hour's worth or rest needed.)

All the above affects are cumulative, for example, if a mage wanted to cast the Fireball spell faster by half its casting time and also to reduce his opponent's Toughness soak as well, this spells energy cost would be increased to ME Cost x7

Burnt ME Points	Casting Time Reduction	Damage Increase	Soak Reduction	Affect To Mage
ME cost x2	75% OR	33%	Nil	1d damage (Unsoakable)
ME cost x3	50% OR	50%	Nil	2 d damage, Magic power level -1 for 2d hours - Toughness (Unsoakable)
ME cost x4	Nil	Nil	25% Magic Power (Rounded Down)	-1d to all actions until an hours rest

Dragon Lines and Aspected Magic Levels

The essence of magic may be different in many different campaigns, these two descriptions of the essence and soul stuff of magic are just examples. There may be more than one idea for the source of magic mixed with another. Other ideas for the source of magic could be, unseen clouds of mystical energy, or even no Aspect at all, magic just is.

Dragon Lines are unseen mystical lines of force that crisscross each world, following the surface of the planet (And even underneath), along pathways and sometimes joining together in very rare and highly magical places.

A mage may tap one of these lines to either recover energy or even to partially power some or all of his spells, but this is taxing in itself, akin to trying to swim up a river in a flood downpour.

A magically Aspected place is created when certain circumstances are followed continuously for a great period of time, making that place or area highly susceptible to a form of magic akin to what has been done there.

A mage who casts a spell in such an area will find that the Aspect of the area allows his spells to be cast at a much cheaper energy cost, all depending on just how strong the aspect is.

Examples of aspect are, a church where the congregation is highly pious will be aspected towards the deity of that church, or a place where sacrifices are done may be aspected towards death. A mages laboratory where he has created untold thousands of potions, heaps of magical items, and many such arcane things may be aspected towards the Creation and Enchantment school. A place where a god or spiritual entity has physically manifested may be seen as holy and aspected towards that deity's clerics spell-casting.

Both Dragon Lines and Aspect each come in seven different levels of strength, going from Non-Existent (0) through to Extremely High (6)

<u>Level Of Aspect / Dragon Line</u>	<u>Dragon Line Modifier</u>	<u>Aspect Modifier</u>
Non-Existent (0)	X - .50	X 0
Poor (1)	X 1	X 1
Average (2)	X 4	X .95
Fair (3)	X 8	X .75
High (4)	X 15	X .55
Very High (5)	X 30	X .35
Extremely High (6)	X 60	X .20

Dragon Line Information

A mage may access a 'pool' of extra Magical Energy Points equal to his Magic Power times by the amount in the above table. This pool can be used to either replace the mages own spent Magical Energy or be used to power spells at no cost to the mage. This 'pool' of spare magical energy disappears if the mage moves a distance away from the Line, equal to 250 meters times by the level of the Dragon line.

A mage can only create a 'pool' of dragon line energy once a day, but it regenerates from the dragon line at a rate of 2 times by the level of the dragon line per hour.

A Non-Existent Dragon Line or Aspect actually reduces the amount of MEP that a mage has access to. The lack of magical energy from the surrounding area actually hampers the mage!

Magical Aspect Information

When an area is magically Aspected to a certain form of magic the mage will have any spells that are similar or in the same school as the affected area lower in cost, as shown by the Aspect Modifier above.

If the aspect of the area is compatible with the form of magic that the mage is using, that mage will regain his spent Magical Energy points much faster, at a rate equal to the level of the Magical Aspect plus the form of regeneration. (That is, for example, Meditation for a cleric in his church with an Aspect of Very high would be 5 points faster.)

Also depending upon the wishes of the Anime Master if an area is Aspected to a form of magic the diametrically opposite form of magic may have a negative modifier. For example, In a clerics church the Aspect is High, anything that is opposite Clerical magic in influence may be

anything up to three or four levels lower, or even be classed as Non Existent.

Aspects of magic can be of many different types, with some examples following. They need not be of just 'Aspected to Mage Magic' or 'Aspected to Clerical' they can also be aspected to a form of magic, or even something weird like 'Aspected to Reverse Time Magic'

Some Sample Aspects:

Mage Magic	Clerical / Priest Magic	Demon Magic
Animal Oriented	Nature Influenced	Death Magic
Life Magic	Elemental	

And so on.

Access to Dragon Lines and Aspected Areas

Although both Dragon Lines and Magically Aspected areas seem to be very good things for a mage to latch onto, there is one thing bad about them. They tend to be rare and hard to find. Dragon lines that are easy to find are either already controlled by someone (who is usually much stronger and forceful than you), or they are of the smaller variety (namely no higher than Poor to Fair). The rare Very High and Extremely High Dragon lines are either part of a multi link junction point, or are in very hard to reach places.

This too goes for Magically Aspected areas, although with Magically Aspected areas, you can create them, and even raise them to higher levels with enough trouble and time.

For example a cleric can make a Priestly aspected area in some dark and out of reach place by taking a fair few of his parishioners out into the wilderness and setting up camp and worshipping there. If you spend enough energy and time at it, the Aspect will begin to hold.

Scenes of great battles and manifestations of deities can also have the same effect.

Scrolls:

Scrolls are magical items that have had a spell or more than one spell cast onto them. All the magical energy used for casting them is bound up into the item, and when the spell on the item is cast the energy is released.

Scrolls can be in many different forms, whether it is the standard 'Rolled up piece of paper with arcane writing on it', or they can be part of a book, or can even be inscribed on a slab of stone.

Several important things must be noted in the using of scrolls, one, you must have some amount of Magic Power to use one, Two, you must be able to understand the language that the scroll is in to cast it, and Three, you must be able to use that form of Magic (The Aspect of the scroll that is) to cast it.

A non mage (AKA Mundane) cannot cast or use a scroll in any form; to a non-mage it is just a piece of paper with squiggles on it. Only a mage can sense and control the hidden energies that are bound up in the scroll.

You must also be able to read and follow the instructions for casting the spell on the scroll. Although it doesn't take any of the reading Mages Magical Energy Points to cast a scroll, all of the instructions must be followed or the spell inscribed on the scroll will fail, sometimes with disastrous results.

Also note that someone that has a form of magic completely or opposed to the form of magic on the scroll will not be able to properly access the power held within it. For example, a Scroll Of Lesser Fireball inscribed by a mage who needs to dance to cast magic cannot be used by a Mage who can only use magic with Verbal and Gesture magic. (Although there are ways past this, see later)

Some sort of attempt can be made to force the scroll energies along your own path of magic but the difficulty in casting the spell on the scroll may be increased immensely. This can allow a mage to cast a spell that he or she does not personally know, or does not have the actually knowledge or strength to cast, except for the scroll.

Time to cast a spell is equal to 1 action per each school involved in the inscribed spell, plus a certain amount according to how the spell must be cast.

(EG. Lesser Fireball (Mental) scroll would take a minimum 2 actions to cast(Fire and Enchantment / Creation schools))

The Base Difficulty for a mage to cast a scroll is Fair (15)

To cast the scroll the mage needs to roll Brains + (Averages of Schools in dice)

For someone to cast the spell without the proper casting type of magic or even lack of schools, etc the following modifiers are added to the casting difficulty.

Incorrect form of Magic: +2 levels Difficulty

'Force' scroll along your path: +2 levels of Difficulty

Lack of appropriate schools: +2 levels of difficulty

Spend half equivalent MEP of spell on scroll to aid casting: -2 Levels of Difficulty

As soon as the spell on the scroll is cast it disappears from the scroll.

An Example of Spell-casting (Inherent and Conjured)

Corey is taking part in a fantasy anime session run by Kwai, and he is playing his Bardic like Mage (as described before - Brains 4, Magical Energy Points of 42, Magic power 4, Sing, Language and Gesture, Takes Less Time - casting time base of 2 actions. He also has access to the Magical Schools of Air, Fire, Life, Creation / Enchantment, Spirit and Time, at levels of 2, 3, 3, 3, 2 and 1 respectively.

He is with the other members of his party a Cleric, a Fighter, and a Thief, when they are ambushed in a forest on the way to their dungeon crawl, by a group of twenty insane Orcs. The fighter races on in, his sword swinging, the Cleric prepares to cast Bless, and the Thief pulls out his short bow ready to pick off some of the Orcs. Corey decides to cast one of his Inherent spells, Explosive Fireball, aiming it at a group of orcs at the rear of the party. He intends to put more energy in to affect as many of the orcs as possible.

Corey starts his singing, and decides to put in 10 MEP (4 Extra MEP) to the spell so he can affect 6 meters radius instead of the base 2 meters. Corey's Mage has all the Schools necessary to cast the spell, and so when it is his turn he gets the average of all the necessary schools (Fire 2+, Enchantment / Creation 2+), which comes to a total of 3, (Fire at 3 and Enchantment / Creation at 3), which he then adds to his Brains statistic and rolls, trying to beat a difficulty of Fair (15).

The spell takes 2 actions to do, so the others have their attacks and so on first until Corey's spell-casting opportunity comes along.

Corey rolls the 7 dice necessary (Brains 4 + 3 dice from Schools) and gets 29! This is 14 points over what he needed to cast the spell, and so it is a Critical Success, making the damage total x 1.5. He then rolls damage for the 8 Orcs, all caught in the blast radius of six meters, (They need to make soak rolls against this damage too!) and he does a base of His Magical Power level in dice - 4 dice. He rolls them and gets with the critical success 27 points of damage!

The party survives the encounter and gets into the dungeon, after a long period of time, and after lots of spell casting and fighting the party meets up with an Evil Necromancer who runs the dungeon. In the first few rounds of battle a few Fireballs are thrown, and the cleric dies from massive damage. (Showing that critical successes work both ways) Out of desperation Corey decides that he will try to bring the Cleric back to life, so that if the party does win through the cleric can heal them all in the long run.

Corey's character doesn't have the Inherent spell Raise Dead, so he tries to use his Conjunction skills and cast something like it.

Kwai says that Corey's Mage has enough of a Magical Power Level to try and cast a makeshift Raise Dead, but he may not have the Schools at high enough level to do so. (Life 4+, Spirit 3+, Enchantment / Creation 3+) So he just guesstimates and adds an extra MEP cost for desperation and raises the Difficulty level by one level per each missed School level.

So the final cost for the desperation casting of the makeshift Raise Dead spell is 25 points (5 per level of Magical Power needed and 5 for not having high enough knowledge in the Magical schools, plus an energy cost for absolute desperation) and a difficulty of Great (30). The one good thing is that the spells casting is halved because it a Conjured spell. (Takes only one action to cast)

Corey then totals all the levels in the applicable Magical Schools that he has and once again averages them, getting a total of 4 dice adding them to his Brains statistic. Rolling the eight dice he gets exactly 30, loses 25 MEP, dropping him almost to zero (he chucked a few Fireballs before and hasn't rested yet) and the Cleric comes back to life, sore but alive once again.

Skills List:

Alchemy	(H)
Bard Knowledge	(A)
Exorcism	(H)
Herbary	(A)
Potion Making	(A)
Research	(A)
Ritual and Ceremonial Knowledge	(H)

Disadvantages List:

Absent Minded	(-2)
Addicted To Magic	(-1 to -4)
Aura Of Disdain	(-2 to -4)
Curious	(-1, -2, or -3)
Frightens Animals	(-2 or -3)
Magically Sensitive	(-2 per level)
Slow Magical Energy Regaining	(-2 or -4)
Superstitious	(-2 or -3)

Powers that are Magically Bent:

Precognition
Regeneration

Advantages List:

Channeling	(+3)
Extra Magic Energy Points	(+1 per 2)
Familiar	(special)
Mage / Clerical Hierarchy	(+3 to +18)
Magically Resistant	(+2 per level)
Member Of A Mage Guild / Priesthood	(+1 to +4 base)
Rapid Healing	(+3)
Sanctum Sanctorum	(+2 to +5)
Sidhe Heritage	(+6)
Spirit Empathy	(+2)

A Listing Of Inherent spells (A Sample list):**Combat:**

Fireball
Explosive Fireball
Ice Crystal Spray
Shadow Daggers
Lightning Bolt
Shield

Divination:

Aura
Find Object or Item
Analyze Magic
Detect Evil
Mind Reading
Absolute Truth

Healing:

Lesser Healing
Major Healing
Quick Nap
Raise Dead
Cure Disease
Remove Poison

Necromantic:

Leech Energy
Repel Undead

Enchantment:

Create Scroll
Enchant Weapon
Repair
Dispel Magic

Movement:

Escape Sideways
Haste
Slow
Dragon Flight
Teleport

Elemental:

Create Element
Change Element
Resist Element

Control:

Bless
Sleep
Stupidity
Beast Control
Summon Animal
Charm

Illusion:

Continual Light
Flash
Darkness
Invisibility
Simple Illusion

Skills:**Alchemy:**, (Hard, Brains)

This is the skill of changing one thing to another via both magical experiments and the mixing of various chemical ingredients. An Alchemist can attempt to change one material into another, but it is up to the Anime Master just how good that the attempt works.

An Alchemist is also a master at the creation of potions, but they tend to focus more upon the transmutation of objects, such as lead to gold and water to wine.

Bard Knowledge:, (Average, Brains / Appearance)

This is the knowledge of the great songs and stories of history. It also allows you to perform those self same sagas with great flare and entertain your audience. (It may help for you to have singing and other performance skills as well)

Exorcism:, (Hard, Brains)

This skill allows you to attempt to drive out a possessing spirit from another person's body. It also allows you the knowledge to prepare the chemicals, special objects and rituals necessary in the actual exorcism.

Herbary:, (Average, Brains)

This skill shows the knowledge of finding worthwhile herbs out in the wilderness and even the ability to grow and cultivate them properly. It also shows the knowledge of how these herbs are used for medicinal purposes.

Potion Making:, (Average, Brains)

With this skill you have the ability and knowledge of how to create many different forms of potions. Other skills may be needed such as Herbary, or perhaps even Alchemy to find and properly prepare the ingredients of a potion.

Research:, (Average, Brains)

This skill allows you to find or even research objects of interest from many different and varied forms of knowledge. This skill is used to create new Inherent spells, and can also help in the finding of a recipe for the necessary ingredients of a potion.

Rituals and Ceremonial Knowledge:, (Hard, Brains)

This skill shows that you have knowledge in the many different types of formula that are used in ceremonies and Rituals used by priests through to demon summoners.

A successful roll on this skill can be used to help protect you against a summoned creature, or even enhance a church ritual; its uses are many and varied.

Advantages:

Channeling: (+3 points)

With this advantage you allow yourself to become a link between this world and the spirit world beyond. Spirit entities can talk to others in this world through you.

To allow this to happen you must first go into a trance and any spirit in the immediate area will temporarily possess you and either try to communicate or pass along a message of some sort.

While possessed by a spirit you are unaware of the world around you, and the Anime Master controls what the spirit does and says, none of it may be good or truthful, but it shouldn't be in any way harmful to you physically.

Extra Magic Energy Points (+1 per 2):

For every 1-point spent on Extra Magic Points you get an extra 2 Magic Points to add to your total.

AM Note: You may want to limit the amount of Extra MP that can be bought to something like (RL + Brains) x4 (In points that is...) or so, maybe more depending on your choice of campaign.

Familiar

Your mage has an animal or some small creature that helps and aids him in certain ways. The mage may choose what type of creature (It can even be a spirit, or a small demon, but it costs more) that they want for a familiar and the anime Master must charge for it accordingly.

Not only does a familiar aid the mage 'around the house' or even act as a pet, the familiar can also be an aid in spell casting, and may even be intelligent in its own right.

The familiar is an NPC and is run by the Anime Master, and its reactions should follow according to how its master treats it. Although a familiar may be intelligent and self willed (if the cost is paid) it will still follow its own natural instincts, for instance a cat is always a cat no matter how intelligent it is.

A mage need not get this advantage solely at creation, they can get a familiar during games-play, but the appropriate cost must be spent. There is also a mystical link between the mage and his familiar, and both can sense if the other is in trouble, hurt or whatever. Additional bought bonuses (see later) can also increase the strength of this link for both good and bad results.

A familiar has its own Magical Energy Points that the mage may actually access (Or for an extra cost the familiar may be able to cast spells itself), and it will have Magical Energy Points equal to that of a non-mage. ((Brawns + Toughness) x Reality Level of campaign.)

A small and not very useful animal creature (limit of Average Brains) 2 points,

An average or slightly more powerful animal (Limit of Fair Brains) 4 points,

A medium sized or more powerful creature (Limit of Good Brains) 6 points,

A large or extremely powerful creature (Limit of Good Brains) 8 points.

Increased Brains +1 Level (4 points), Increased Brains +2 Levels (8 Points), Increased Brains +3 Levels (12 points).

This can also be bought to increase the familiars Agility, Brawns and Toughness respectively, but they can only be increased up to the same three level limit.

The Familiar can cast its own spells.

This gives the familiar its own Magic Power, no greater than its own Brains rating. The

familiar can know no more spells than equal to its Magic power $\times 2$, and can't learn any schools higher than its Brains in Level. The familiar must be taught these schools, and at beginning has no cp to 'buy' schools. The familiar's master must sacrifice some of his own character points to allow the Familiar to cast and learn spells. Cost for every level of Magic Power, 4 points up to a maximum of the familiar's Brains Rating.

Increased Magical Energy Points (maximum of either its Magical Power in levels- see above, or its equivalent Brawn $\times 2$) +2 per 1 point

The familiar can speak: 2 points for Telepathy (only with its master, double if with others as well but only equivalent to speech range), 2 points for Speech. (Both speech and telepathy can be bought)

The mage can see through his familiar's eyes, 2 points.

Concentration is required to maintain contact with the familiar and there is no range limit unless it is bought. 500 meter range -1 point, 200 meter range -2 points, 50 meter range -3 points, 10 meter range -4 points.

-2 points, the familiar's powers only work during certain times of the day

-3 points, the familiar's abilities only work during certain times of the month

-4 points, the mage suffers the same amount of Hurt points in damage that his familiar does

-2 points, the mage takes 2 dice of unsoakable damage if his Familiar dies.

-1/2 cost - Familiars are just trained animals, they aren't intelligent creatures.

Mage / Clerical Hierarchy (+3 to +18 points)

You have some form of social clout amongst other mages (Note this can also be bought for other types of spell casters - Clerical Hierarchy, Witch Hierarchy, Shaman and so on), whether this is due to favours being owed to you, especially strong power, great personal knowledge, or just by a specialty of birth, you can speak and expect to be heard by others.

This can also take the form of your position in the actual Guilds or Priesthood, and if you are high enough in rankings you should most probably buy other advantages to show your increased power. Suggested advantages: Member of a Mages Guild (Or Church), Wealth etc.

Each of the following levels of Mage / Clerical Hierarchy also modifies reactions to those of their followers and any other person who would be affected in the appropriate social situation. The reactions of other's are modified equal to the level of the Advantage minus 1 dice. So a level 4 Priest would have a +3 dice bonus modifier to his underlings, but not to his superiors.

0 points: You are in the lowest ranks, barely worth anybody's notice.

3 points: You are equal to an Acolyte or a Magus in training.

6 points: You have had some more experience, you are equal to a slightly experienced mage or a village priest

9 points: You have a bit of social status; your status would be roughly equivalent to a Vicar in a small church or a small official in a mages Guild.

12 points: Your status is a bit higher. It would be equivalent to a Curate or an official in a fairly important church or mages Guild.

15 points: Your status at this level would be equivalent to a bishop or the head of a mages guild, or one of a small group of court mages in a small country.

18 points: At this level you are one of the heads of the Church or the Mage Guilds, or you have the direct ear of the Ruler of a small country and can speak in his voice on fairly serious matters.

Magically Resistant:(+2 per level)

You have some sort of innate resistance to magic, whether good or bad. Whenever you are the subject of a spell either cast offensively or defensively against you, the caster of that spell must make his skill roll at a greater difficulty. Every level of Magical Resistance that you have increases the difficulty by one level.

This can also be bad, as Healing spells and defensive spells are also harder to cast upon you.

A Mage really shouldn't have this advantage, as the power of magery and anti-magery are not compatible.

This Advantage can be seen in two ways, it's either a blessing or a curse, Take your pick!

AM Note: You probably should have a total limit of this 'advantage' of equal to perhaps RLx2 in levels.

Member Of a Mages Guild / Member Of a Priesthood: (+1 to +4 points base)

You have paid dues to a local Guild (If one actually exists in a campaign world that is) and so will gain certain benefits from it, depending on actually how many points are spent. If a character actually spends money on this, they get this advantage, but is only temporary, and the benefits are not as good as one bought with character points. (Cost should be roughly between 100 and 500 ¥ per character point, all depending on just how rare a Mages Guild would be in the Campaign)

This advantage can also double as priestly advantage, just change the benefits to that equivalent of a priesthood, or a church, but all benefits should be roughly equivalent, and the title can be Member of a Priesthood. Note that it shouldn't cost ¥ for a priest to be part of his priesthood, but he would get other benefits and penalties instead. Some churches may 'allow' a priest to buy their way up in the rankings of the priesthood, but this shows that it is clearly a depraved and corrupt church, or its leader are in any case.

1 point: You can rest and study in the Mages Guild local Chapter, and even be fed once a day.

2 points: You have a semi permanent room, and will be known by name. You also have limited access to the schools library.

3 points: You have a permanent room, and you can also meet the masters on rare occasions.

4 points: You have a permanent room, are on second name basis with the masters of the Guild, and have access (not limited, but a bit better) to the Guilds library

Extra modifiers:

You never have to pay annual dues, point cost x2, You have access to the Guilds library on a moments asking x3 cost (minimum of 2 points original base though), You can expect help or a small amount of back up if necessary x4 cost. (Rate the importance of this one on just how many points the base amount is)

Rapid Healing: (+3):

For an extra 1 point the Rapid Healing Ability can allow a Mage to regain an extra 2 points of Magic Points per day. (This includes those regained from rest) The cost above is for normal Rapid Healing plus the expanded version.

Sanctum Sanctorum: (+2 to +5)

With this advantage you have a special place, all of your own, where your magical energies are at their strongest, and your soul is at peace. It must be one set place, and usually cannot be

moved. It is usually a room, either small or large, but can encompass a small house or even part of a tower.

If anyone foolish attempts to attack or otherwise harm a mage in his Sanctum, they will find that the defending mage has effectively got his Magical Power level increased, all spells he casts will be cheaper in energy cost, he will regenerate Magical Energy a lot faster, and he may soak attacks a lot better.

It is a very silly thing to do, needless to say, unless you yourself have a great deal of power behind you, to attack a mage in his own demesnes!

2 points: Regenerates Magical Energy Points back 20% faster.

3 points: Mages Magical Power Level is increased by 20% while in his sanctum. (Rounded down)

4 points: Energy costs of spells reduce by 25%

5 points: Any attacks against the mage are soaked at +2d, unless there is a suitable reason for them not too. (AM's decision)

Sidhe Heritage: (+6 points)

This advantage is similar to the advantage described in Martial Arts: Draconic Heritage.

The character has the blood of the ancient ones, whether it actually is the Sidhe (Pronounced Shee) or something else like Dragons, or the First Gods or something flowing through their veins.

This character will get a reaction bonus from Faerie folk, and Elvish like denizens of the world, (+1d) (This doesn't include the characters companions though! ^_^) No matter what form of social situation. These individuals also will have a natural leaning towards magic. Due to this, a person with Sidhe Heritage can buy Magical power 1 CP cheaper, (But cannot take the cost below 1 CP) and will also be able to sense emanations of the Fae and faint sources of magic.

Some one with this kind of heritage also regains Magical Energy Points back faster, at a minimum rate of 1 MEP more than usual.

Mundane's tend to look at someone with this Heritage as either 'Touched by the Fae' or 'spooky', and can be rather uncertain around these kinds of individuals.

Spirit Empathy: (+2 points)

You have a strong link to the spirits, and so they have better reactions towards you, also due to this you will be less likely to try to harm, or even let others harm those of the spirit world. You get +2 dice in reactions with the denizens of the spirit world.

Disadvantages:

Absent Minded (-2 points)

You tend to forget things, and lose concentration and focus on things at times. To keep your mind on one thing for more than five minutes you must make a Good Brains roll, a failure shows that you have changed to some other random subject and lost any interest in the original.

Addicted To Magic: (-1 to -4)

You are extremely fond of the use of magic. You need not be a mage, just a groupie, but you

'get off' either on the emanations of magic use, or just the thrill power in the casting of spells.

You 'need' to cast or be around casters of magic almost all day to get your fix, and this can be very annoying to those concerned, who will have at least -1d reaction penalty to you, all depending on just how annoying you are to them...

- 1 point: You must be near magic or cast spells at least 1 to 2 times a day, but you make a **BIG** deal about it when you actually are....
- 2 points: As above, but the rate increases to up to 4 to 5 times a day.
- 3 points: As above, but you are almost always seeking out magic use, any magic user will have an additional -1d reaction to you (Total -2d reaction)
- 4 points: You always seek out magic users, even if you are one, and when they cast spells nearby you, you are **EXTREMELY AND BLISSFULLY** happy. Any magic user seeing this is either disgusted or is just sick himself. (Same reaction penalty as -3 points)

Aura Of Disdain (-2 to -4 points)

You seem to radiate an aura that upsets other people and things around you. This can come in several different levels, from the minor version that almost everyone that meets you seems to dislike you, to an aura that chills the air and kills nearby small plants and insects.

-2 points: Everyone you meet, except for those close to you emotionally seem to get easily irritated by your presence, you get a -1d reaction penalty from those who don't know you.

-3 points: A chill enters the room as soon as you show your face. People and animals will try to get away from you if at all possible.

-4 points: You have an unnatural aura. Small insects can actually die by being near to you and small animals will flee at your approach. Anyone nearby you, or in a social reaction will have a -2d reaction to you.

Curious: (-1, -2 or -3 points)

You are innately curious about strange and unknown things that you have never seen or had any experience with before. You will do your hardest to go out of your way to see what is going on, and to see how things are made up. You are continually prodding your nose and sticky fingers into places they shouldn't be, which can be dangerous to you and the people around you.

-1 point. You need to make a *Good* (20) Brains roll to hold back on your curiosity for a while

-2 points: To control your inquisitiveness you need to make a *Hard* (25) Brains roll.

-3 points: To control your innate and instinctive curiosity you have to make a *Great* (30) Brains roll

Frightens Animals (-2 or -3 points)

Animals react to you in a very bad way, in the form of either fear or aggression. There is just something about you that gets them upset, whether it is a magical thing, a curse, or even something undefined.

When you come within close range of an animal it will either try to flee or even perhaps attempt to attack you. Animals will react at (Depending upon which level of this disadvantage is taken) either -1 dice or -2 dice.

This disadvantage has no effect upon other people, although they may wonder at the reactions of the animals around you. The affect this disadvantage has on animals is due to the fact that they are instinctual creatures and can sense your 'wrongness' right from the start.

Magically Sensitive: (-2 per level up to a Maximum of 5 levels)

You are strongly affected by the mystical energies that magic creates. Whenever you are nearby the casting of magic you get general severe symptoms, this can either be in the form of an allergy, Headaches, rising of Blood pressure, or in a totally opposite way, increasing excitement.

When magic is actually used upon you its affects can be rather serious. For every level of Magically Sensitive you get a -1 dice penalty to all actions for the next round, and only the next round, but if magic is used nearby you once again this will flare up anew. Continuous magical affects are cumulative to this Magically Sensitive affect.

Mages react to you with pity, and magic haters will most probably like you. Someone with both Addicted to Magic and Magically Sensitive is a rather sick puppy...

Note: You can have both Magically Sensitive and Magically Resistant. You just get bad feelings when mages do their arcane stuff around you, but it doesn't actually affect you quite as much physically.

Note: This can also be a good way to find hidden magic...

Slow Magical Energy Regaining:(-2 points / -4 points)

With this disadvantage you have big trouble regaining magical energy to power your spell casting. There are two levels of this disadvantage, each one of them increasing the amount of time required to regain energy.

-2 points: Actively Resting / Meditating, One Third Magic Level in ME points per Hour, light exercise / resting 1 ME point per two hour

-4 points: Actively Resting / Meditating, One Fifth Magic Level (minimum 1 point) in ME points per Hour, light exercise / resting 1 ME point per three hours.

Superstitious (-2 or -3 points)

You have an innate psychological worry that certain things will affect you, whether you have to do something to counteract them, or you will be affected by them if someone does something to you. This can be as simple as stepping on a crack in a broken brick road, to the 13th day of the month, or even the fact that your image never shows up in mirrors.

You will attempt to keep yourself away from manifestations of this sort, and if you believe certain things will have control over you if done to you, then you will have to make a Brains test to continue. A slightly Superstitious person needs to make a Fair (15) Brains roll to beat his belief in the superstition, while a Highly Superstitious person (-3 points) needs a Hard (25) Brains roll.

Powers:**Precognition, Brains, -3**

With this power you have the ability to sense flashes of several different *possible* futures. You can sense up to 1 day x your level of Precognition power. Actively trying to sense the future is always harder than a passive one, and so will be at least 2 or 3 levels higher accordingly. A passive premonition, usually during sleep, resting or meditation periods will be at an average difficulty of about Fair (15).

The Anime Master will detail what glimpses of the future may be seen, but he may decide to

change his mind as the future is not a set thing.

Uppers:

Takes less time: +0.5 per level. (Each level gives you a bonus to your initiative modifier. A

Negative modifier means it takes you that many extra attacks before the power actually happens. A positive modifier means you can do the power that attack and also move a distance equal to your modifier up to your maximum move per attack)

See further into the future: +0.5 for x2, +1.0 for x4, +1.5 for x8, +2.0 for x15

Combat Precognition: 1.0. (You can see glimpses of the future of what your opponent is planning to do, any defense you do has +1 dice added to it, OR any offensive attack is 1 level easier)

Downers:

Headaches: -1.0 you always have a headache after the use of this power, whether it is active or passive, this makes all difficulty rolls 5 more for several hours afterwards.

Takes more time: -0.5 per level. Every level increases the time it takes to perform the power. Each level confers an extra attack it takes before the power takes effect.

No conscious effort: You are besieged with flashes from the future. Half the time you don't know what's now and what's then ... -2.0

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique

Concentration: -1.0 for total meditation

Only see your future not others: -0.5

Regeneration:

In addition to regenerating back Hurt Points you can also buy an Upper that allows you to regain Magic Points back at the same rate of your Regenerating Hurt Points.

Upper:

Regain Magic Points: +1.5, Regenerates lost Magic Points at the same speed of the Regeneration power.

Energy Cost of Inherent Spells:

(For the Anime Master, and those wishing to create Inherent spells)

There are several things that the Anime Master must first do when creating (Or allowing a player to create) an Inherent or even a Conjured spell.

You must note down any and every piece of information about the spell, it's effects, just how strong it is, how much damage, and its range. You must then note, most importantly just what schools the spell needs to work.

You must then rate the spell according to what affect it has in each Magical School, based on a level of 1 to 6. The Magical Energy cost is then rated at 2 to 7 equally (ME Cost is equal to its rating +1)

For example :

Fireball is equal to Fire School 1, Enchantment / Creation 1 so should be 4 points of MEP.

Explosive Fireball is Fire 2, Enchantment /Creation 2, and so should be 6 points of MEP.

Other things can modify the energy cost of an Inherent spell. These things include A Higher Amount of Magic Power Level Needed, Increased Range Allowed, Longer Duration, Increased Affect Radius, and both Increased and Decreased Resistance to the casting of the spell.

A higher Difficulty Rating to cast the actual spell can also lower the Energy cost. The casting time Modifier, which changes just how fast the spell can be cast, (See Takes Less Time Upper and Takes More Time Downer) is also a big decider on just how much and how powerful the spell will be.

This Table below is just a suggested way of charging for the energy cost of spells. The Anime Master may increase a created spell by up to +4 Magical Energy Points if he deems it too powerful.

<u>Modifier</u>	<u>Level 1</u>	<u>Level 2</u>	<u>Level 3</u>
Higher Magic Power	Needs Magic Power 3 Energy cost -1	Needs Magic Power 5 Energy Cost -2	Needs Magic Power 6+ Energy Cost -3
Higher Difficulty Rating	Difficulty +1 Level Decreases cost by -1	Difficulty +2 Levels Decreases cost by -2	Difficulty +3 Levels Decreases cost by -3
Casting Time Modifier	X $\frac{1}{2}$ increases Energy cost by +2	X 2 Decreases Energy cost by -1	X 4 Decreases Energy Cost by -2
Increased Range	+25% Increases Energy Cost +2	+50% Increases Energy Cost +4	+100 % Increases Energy Cost +6
Longer Duration	X 2, Energy cost Increases by +2	X 3, Energy cost Increases by +4	X 5, Energy Cost Increases by +6
Increased Affect Radius	X2, Energy Cost Increases by +3	X 4, Energy Cost Increases by + 6	X 6, Energy Cost Increases by +8
Increased Resistance	+1d, Energy Cost Decreases -1	+2d, Energy cost Decreases -2	+3d, Energy Cost Decreases -3
Decreased Resistance	-1 d, Energy Cost Increases by +1	-2d, Energy Cost Increases by +2	-3d, Energy Cost increases by +4

Spells:(Inherent)

Combat Spells

Name: Fireball
 Level Of Magic Needed: 1+
 Schools and Levels Needed: Fire 1+, Enchantment / Creation 1+
 Casting Time Modifier: x0
 Duration: Instant until thrown
 ME Cost: 4
 Casting Difficulty: Average (10)
 Range: 10 meters
 Damage: Magic Power Level
 Resistance: None, only Soak
 Additional Notes:

This spell creates a small ball of fire that can be thrown at one opponent. This spell must be first rolled to create it, and then roll to see if it actually hits. When it does hit it does Magic Level in damage to one single opponent.

Fireballs can be thrown with Agility and any suitable throwing skill.

Name: Explosive Fireball
 Level Of Magic Needed: 3+
 Schools and Levels Needed: Fire 2+, Enchantment / Creation 2+
 Casting Time Modifier: x1
 ME Cost: 6
 Duration: Instant until thrown
 Casting Difficulty: Fair (15)
 Range: 15 meters +2 meters per 3 extra points
 Damage: Magic Power Level
 Resistance: None, only Soak
 Additional Notes:

This spell like its lesser cousin creates a small ball of fire, the only difference is that this version explodes upon contact and spreads fire out a to a certain radius. The base radius is 2 meters, but for an extra 2 ME points this radius can be doubled. All creatures within this sphere of effect take the full amount of damage.

Like this spells lesser cousin it must first be created and then thrown. A missed throw just changes the area of affect slightly. (Any miss larger than +2 means it is past 3 meters range of the intended target.)

Name: Ice Crystal Spray
 Level of Magic Needed: 2+
 Schools and Levels Needed: Water 2+, Air 1+, Enchantment / Creation 2+
 Casting Time Modifier: x1
 ME Cost: 8
 Duration: 1 Round
 Casting Difficulty: Average (10)
 Range: 10 meters
 Damage: Magic Power Level
 Resistance: Victims Brawns vs Caster's Magic Power

Additional Notes:

This spell creates a spray of Ice crystals that jet forth from the casters hands to envelope one foe. These ice crystals encase the foe in a thin sheath of ice that lasts until either the spell ends or the foe makes a contested Brawns vs the Magical Power Level (in dice) of the casting mage.

This spell, when the foe is encased in the sheath of ice does the Mages Magical power level in dice, with an allowable soak roll to reduce damage.

Name: Shadow Daggers
 Level Of Magic Needed: 2+
 Schools and Levels Needed: Air 1+, Death 1+, Light / Dark 2+, Enchantment / Creation 2+
 Casting Time Modifier: x1
 ME Cost: 10
 Duration: Instant
 Casting Difficulty: Fair (15)
 Range: 10 meters
 Damage: See Below
 Resistance: None, only Soak and that is modified.

Additional Notes:

This spell needs a suitable amount of shade or shadows to be cast; if there is none then the Shadow Daggers cannot be created.

This spell creates small daggers that fly out of any shadows attacking one foe of the casters choice. One dagger can be created per point of the Mages Magical Power level, each dagger doing 1 dice of damage. Due to the nature of these daggers they are less affected by Armour, unless it is magical in origin or unaffected by attacks of darkness. When attacking an un-magical armoured foe these daggers subtract (For damage factors) 2 dice of armour soak, an unarmoured foe is unmodified, and a magically armoured foe is only modified by one dice. Any armoured foe unaffected by darkness attacks is totally unharmed by this spell.

Name: Lightning Bolt
 Level Of Magic Needed: 2+
 Schools and Levels Needed: Air 2+, Enchantment / Creation 2+
 Casting Time Modifier: x1
 Duration: Instant until fired
 ME Cost: 6
 Casting Difficulty: Fair (15)
 Range: 15 meters +2 meters per 3 points.
 Damage: Magic Power Level
 Resistance: None, only Soak and that is modified

Additional Notes:

This spell creates an arcing and crackling form of energy around the casters fingertips. Simply pointing this energy at an opponent releases the stored up energy with a loud crack and a smell of ozone.

Metal armour soaks at only half value against this spell, and this spell can be cast into metal objects to affect anyone holding or in contact with those objects.

Name: Shield
 Level Of Magic Needed: 1+
 Schools and Levels Needed: Earth 2+, Air 2+, Enchantment / Creation 2+

Casting time Modifier:	x1
Duration:	1 minute
ME Cost:	12
Casting Difficulty:	Fair (15)
Range:	Self or one other
Damage:	N/A
Resistance:	None, unless subject is unwilling
Additional Notes:	

This spell creates a mystical shield of both air and fine matter that swirls around the chosen recipient. This shield deflects, to a certain extent, any form of attack that is aimed against the Shielded person.

This shield gives the recipient a bonus to his defense in the form of added dice to his soak, equal to 1/3 (rounded up) of the casters Magical Power level. The one penalty or failure of this spell is that the recipient is -1 dice to all visual rolls (if needed) due to the slightly hazy effect of the shield blocking his view of the world just beyond the shield.

Divination Spells

Name:	Aura
Level Of Magic Needed:	1+
Schools and Levels Needed:	Life 2+, Death 2+, Spirit 2+, Enchantment / Creation 2+
Casting Time Modifier:	x1.25
Duration:	1 round
ME Cost:	10
Casting Difficulty:	Fair (15)
Range:	Within 5 meters
Damage:	N/A
Resistance:	Spell Roll vs Subjects Brains
Additional Notes:	

This spell shows the caster a glowing halo or aura around the subject's body. This reveals to the caster certain facts about the subject, his general personality, his health, his ability to cast magic, and what kind of emotion the subject is in at the moment.

A critical success reveals if the subject is under the possession of a malignant spirit, just how strong magically the subject is, and what form of magical effect may be upon the subject, unnatural longevity, vampirism or supernatural diseases.

Name:	Find Object Or Item
Level Of Magic Needed:	3+
Schools and Levels Needed:	All Elemental Schools at 1+, Life 2+, Spirit 2+, Enchantment / Creation 2+
Casting Time Modifier:	x3
Duration:	1 round
ME Cost:	15
Casting Difficulty:	Fair (15) plus modifiers (See below)
Range:	Possibly Planetary
Damage:	N/A
Resistance:	None, unless under magical cloaking, then resistance is cloaking level

Additional Notes:

This spell allows the caster to focus upon one object or individual mystically and find out just where that thing is in relation to the caster. A successful roll will give the caster a vision of just where the desire subject is, which will be clear to the caster depending on just how well the roll succeeded.

The roll to cast the spell has certain modifiers upon it, making it harder for the cast to find the subject properly. Many different things modify the roll, distance, and whether the caster is familiar with the subject in question.

Range:

Within a few kilometers -1 level of difficulty (5 points easier!)

Within a Hundred Kilometers +0 level of difficulty

Up to a Few thousand Kilometers +2 levels of difficulty (10 points harder)

Other side of the world +4 Levels of Difficulty (20 points harder)

Familiarity:

Knows subject very well or belongs to caster -2 levels of difficulty (10 points easier!)

Has seen or touched subject quite a few times, or has had a fairly good description about it
+0 levels of Difficulty

Has seen or touched object once or twice, or knows little about subject +2 levels of difficulty (10 points harder)

Knows almost nothing about object +4 levels of Difficulty (20 points harder)

Name:	Analyze Magic
Level Of Magic Needed:	3+
Schools and Levels Needed:	Elemental Schools 1+, Enchantment Creation 3+
Casting Time Modifier:	x3
Duration:	1 round
ME Cost:	10
Casting Difficulty:	Fair (15)
Range:	Touch, or 2 meters maximum
Damage:	Nil
Resistance:	Caster's spell roll vs Magic Power Level of spell in question
Additional Notes:	

This spell allows the caster to know exactly what spell are on an object. Each casting of this spell reveals one facet of that object. If the object has more than one spell upon it this spell will reveal the smallest (Energy cost, or the least powerful) enchantment first, but will reveal if there is any more enchantments on the object, but not what. To learn anymore this spell must be recast, and another facet of the object will be revealed.

The object Resists this Analyze Magic spell with the strength (the amount of plusses of the weapon, the level of the magical cloaking of the object or the amount of the original makers Magical Power Level in dice), if the Analyzer gets a critical success he will gain unknown information about the spell placed upon the object or will find out other facets of the object in question.

A critical failure of the Analyze Magic spell will permanently hide from this caster view one facet of the object. (Although someone else casting this spell might just find out that facet!)

Name:	Detect Evil
Level Of Magic Needed:	1+

Schools and Levels Needed: Life 1+, Death 1+, Spirit 1+, Enchantment / Creation 2+
 Casting time Modifier: x.5
 Duration: 1 minute
 ME Cost: 10
 Casting Difficulty: Average (10)
 Damage: Nil
 Range: 5 meters, +3 meters per every 2 extra MEP spent
 Resistance: Casters Magical Power level vs Opponents Brains (or Magic power Level, or Cloaking spell)

Additional notes:

This spell allows the caster to detect in an area any people who have evil intent towards the caster or his friends, or against one person specified by the caster. This will not reveal to the caster just what that intent may be, but it will specify those responsible. The people or person with evil intent will seem to have a faint red coloured aura

If someone has evil intent and is either possessed or under the control of someone else this will also be revealed by a slightly different aura, tinged with a faint sheen of blue.

Anyone who is the subject of this spell has an opportunity to resist, they have the strongest of their defenses which is either their Brains, or their personal Magical Power level (to be rolled in dice as a contest between Detect evil and the subject of the spell) or some sort of mystical magical cloaking.

Name: Mind Reading
 Level Of Magic Needed: 3+
 Schools and Levels Needed: Life 3+, Death 3+, Spirit 3+, Enchantment / Creation 2+
 Casting Time Modifier: x.75
 Duration: 1 minute + 1minute for every extra 4 MEP
 ME Cost: 15
 Casting Difficulty: Fair (15) plus any modifiers (See below)
 Damage: Nil
 Range: 10 meters per Magical Power Level of caster
 Resistance: Casting Roll vs Opponents Brains (Or Magical Power Level, or Mental Cloaking Spell)

Additional Notes:

This spell lets the caster read the mind of any creature, living or undead. (Providing it has a mind to read, but it works best on an intelligent creature) It allows the caster to read the surface thoughts of the subject in question and anything that he or she may be thinking of at that point in time.

The subject *is not* aware of the Mind Reading unless there is a critical failure on the casting or resistance roll. A critical or superb success merely allows a short 'digging' into just below the surface thoughts of the subject, no more can be read. (It is solely up to the Anime Master at just how much information is to be released by the use of this spell)

Language Barrier:

Caster doesn't know subjects native language +2 levels of difficulty
 The subject is of a different race to the caster +1 level of difficulty
 The subject is *totally* alien to the caster +3 levels of difficulty

Name: Absolute Truth
 Level Of Magic Needed: 3+
 Schools and Levels Needed: Life 3+, Spirit 3+, Enchantment / Creation 2+

Casting time Modifier:	x1.5
Duration:	5 minutes, +1 minute per every extra 3 MEP spent
ME Cost:	12
Casting Difficulty:	Fair (15)
Damage:	Nil
Range:	Touch or 2 meters
Resistance:	Casters Spell Roll vs Opponents Brains (Or Magical Power Level or Mental Cloaking spell) plus any modifiers

Additional Notes:

This spell makes the subject to tell the whole and complete truth for the duration of the spell. The subject finds it absolutely impossible to tell any kind of falsehood, although he may keep silent or just tell half-truths.

This spell doesn't force the subject to reveal any kind of information; it just makes him say things that he believes are true.

This spell is harder to resist for the subject and so any resistance roll made to try and fight the compulsion to tell the truth is made at an equivalent -1 dice, whether it is Brains, Magical Power Level or the mystical mental cloaking of another spell.

A Compulsive Liar gets a +1 dice bonus to his resistance roll (canceling out the Resistance penalty) when he is the subject of this spell.

Healing Spells:

Name:	Lesser Healing
Level Of Magic Needed:	1+
Schools and Levels Needed:	Life 2+, Spirit 1+, Enchantment / Creation 1+
Casting Time Modifier:	x1
ME Cost:	7
Duration:	Instant
Casting difficulty:	Average (10)
Range:	Touch, or Line of sight - maximum 2 meters
Damage:	N/A
Resistance:	None, unless unwilling and then it is Toughness

Additional Notes:

This spell allows the mage to heal others. To heal themselves with this spell the difficulty is 1 level higher (5 points of difficulty - Due to messing with his own life force).

With this spell the Mage can heal up his Magic Power level in Hurt Points per use. This spell does not cure sickness or other maladies, but can soothe a sore and tired spirit. Every use after the first on a person raises the difficulty to cast by one level, unless there is an hour or so between castings. (This allows the subjects spiritual patterns to reconstitute, etc)

Name:	Major Healing
Level Of Magic Needed:	3+
Schools and Levels Needed:	Life 3+, Spirit 2+, Enchantment / Creation 2+
Casting Time Modifier:	x1.25
ME Cost:	9
Duration:	Instant
Casting Difficulty:	Fair (15)
Range:	Touch

Damage: N/A
 Resistance: None, unless unwilling and then it is Toughness
 Additional Notes:

This spell allows the caster to heal himself or others in much the same way as Lesser Healing, except for the fact that this spell also allows a small amount of regeneration.

With this spell the caster can heal up to double his Magical Power Level in hurt Points and also help the subject regain lost Chi and Stun Points equal to the Subjects Toughness. Any lost limbs or major wounds are also cauterized and will cause no further damage until a proper form of regeneration is used, whether it be magical or from the use of powers. Minor forms of disease such as the common cold and skin rashes etc, plus the effects of allergies can be relieved upon casting of this spell. Major diseases are not affected by this spell.

As with Lesser Healing this spell also suffers if cast more than once upon a subject, with the difficulty increasing by one level per extra casting in the same hour.

Name: Quick Nap
 Level Of Magic Needed: 2+
 Schools and Levels Needed: Life 2+, Spirit 2+, Time 2+, Enchantment / Creation 1+
 Casting Time Modifier: x 1.5
 Duration: 10 minutes
 ME Cost: 12
 Casting Difficulty: Average (10) + 2 levels (+10 Difficulty) per extra person included
 Damage: Nil
 Resistance: None, unless unwilling, then it is subjects Toughness
 Additional Notes:

This spell allows its caster and as many people equal to $\frac{1}{2}$ the Mages Magic Power level to have a Quick Nap. This spell allows the people included in the spell to regain lost Hurt Points, Magical Energy Points and Chi as if they rested for up to 4 hours.

The actual amount of time that the rest is equivalent to is equal to the casting Mages Magic Power Level divided by three. So a Mage of power level 6 has a Quick Nap equal to 2 hours.

There is one problem with this spell, anyone included in it is not aware of the world around them. They are effectively in a very deep sleep for the whole ten minutes duration, rather equivalent to being in a coma. If any of the people are attacked or otherwise damaged during this ten minutes, they might possibly die without being able to react to the world around them.

Name: Raise Dead
 Level Of Magic Needed: 4+
 Schools and Levels Needed: Life 4+, Spirit 3+, Enchantment / Creation 3+
 Casting Time Modifier: x2
 Duration: Instant
 ME Cost: 12
 Casting Difficulty: 15
 Range: Touch
 Damage: NA
 Resistance: None, unless unwilling and then it is Caster's Magical Power Level (in dice) vs subjects Toughness

Additional Notes:

This spell allows the caster to bring back to life one of the newly dead, as long as most of the victims body survives (Must be 75% +). If too much of the body hasn't survived, for example if burnt away or something similar, then the subject may just die again from shock.

This spell is limited to reviving some one who has died in the last few days equal to the casters Magical Power Level. If the subject died longer than this amount, then the caster can attempt to revive the dead person, but at an extra cost of 5 points per every multiple of the casters Magical Power Level. (For example a spell-caster with a Magical Power Level of 5 wants to revive someone dead for 30 days, this will cost another 25 ME points!)

When a person is raised from death they will come back to life with Five Hurt Points and will have a -1 dice penalty on all actions for 2 dice hours minus their Toughness.

Name:	Cure Disease
Level Of Magic Needed:	3+
Schools and Levels Needed:	Life 3+, Spirit 2+, Enchantment / Creation 3+
Casting time Modifier:	x1.5
Duration:	Instant (until re-infected again)
ME Cost:	12
Casting Difficulty:	Fair (15) plus modifiers below
Range:	Touch
Resistance:	Spell casting roll vs Strength of disease

Additional notes:

This spell eliminates one type of disease from a victim, including bacteria and other harmful organisms related to the chosen disease.

This spell doesn't cure any damage done to the subject by the disease, it just cures the actual disease itself.

If the caster doesn't know what the actual disease is, or hasn't diagnosed what the symptoms and disease vectors are then the difficulty to cast this spell is at least 2 levels (10 points) higher.

A critical failure causes the subject 2 dice worth of damage; a critical or superb success only heals any damage done to the subject by the disease equal (in points not dice) to the casters Magical Power Level.

Name:	Remove Poison
Level Of Magic Needed:	2+
Schools and Levels Needed:	Life 2+, Spirit 1+, Water 2+, Enchantment / Creation 2+
Casting Time Modifier:	x1
Duration:	Instant
ME Cost:	10
Casting Difficulty:	Average (10)
Range:	Touch
Resistance:	from person none, object resists at its equivalent Magical Power Level (in dice)

Additional Notes:

This spell removes any one poison from the system of one subject or object. To successfully remove the poison the caster must know just what form it is, otherwise the Difficulty to cast this spell is at 2 levels (10 points higher)

Casting this spell does not cure the damage caused by the poison, secondary healing must be done to remove the effects that the poison created.

If an item or object is laced with poison or has a magical poison effect in it, this spell can be used to temporarily neutralize the poison in the item. (For 2 dice minutes) The item resists the Remove Poison spell with its equivalent Magical Power Level (Or the Magical Power Level of the object or items creator).

Only the Dispel Magic spell will be able to completely neutralize the poison effect of a magical item or object.

Necromantic Spells:

Name: Leech Energy
 Level of Magic Needed: 3+
 Schools and Levels Needed: Life, Death, Spirit, Enchantment / Creation 2+
 Casting Time Modifier: x1
 ME Cost: 10
 Duration: 1 Round +1 round per 3 MEP
 Casting Difficulty: Fair (15)
 Range: 10 meters
 Damage: Special
 Resistance: Victim has a Soak roll
 Additional Notes:

This spell allows the caster to drain energy, both Magical and life forces from those around him, friend and foe. The caster gains one of the following, by his choice per action, 1/3 his Magic Power level (in dice), in either Hurt Points, Chi Points, or Magical Energy Points.

The victim chosen loses the amount that the caster has regained. The victim is also allowed a Soak roll, if the Soak fails that is how many points the Caster gains back. Hurt Point and Chi damage is soaked by Toughness, while Magical Energy points are soaked with Brains. Note the caster cannot take the amount gained over his total!

Only one victim per action can be chosen, a leech action can't be split among several different victims in one action. Each action only allows one victim.

Name: Repel Undead
 Level Of Magic Needed: 2+
 Schools and Levels Needed: Life 2+, Death 2+, and Spirit 3+
 Casting Time Modifier: x1
 Duration: 5 minutes, +1 minute per 4 extra MEP spent
 ME Cost: 10
 Casting Difficulty: Fair (15)
 Range: 10 meters
 Damage: Nil
 Resistance: Caster's Magical Power Level (Dice) vs Undead's Brains
 Additional Notes:

This spell 'Turns' any undead that are in range of the spell-caster when casting this spell. All the affected Undead are forced to flee if they fail a quick contest of the Caster's Magical Power Level and the undeads Brain statistic.

Certain undead may make the casting of this spell harder, or may

resist the urge to flee, and the Anime Master may see fit to increase the difficulty to cast this spell by up to three levels (15 points) if faced by suitably powerful undead.

After the time limit of this spell ends the undead are perfectly free to try and hassle and otherwise harm the spell caster, but it doesn't stop yet another casting of this spell.

Enchantment Spells:

Name:	Create Scroll
Level Of Magic Needed:	4+
Schools and Levels Needed:	Enchantment / Creation 3+, Time 2+, All Elemental Schools 2+
Casting Time Modifier:	X2
ME Cost:	Original Spell x5
Duration:	Permanent
Casting Difficulty:	See Below
Range:	N/A
Damage:	See Below
Resistance:	N/A

Additional Notes:

This spell allows you to inscribe a scroll, whether it is on paper, wood or stone, whatever. It allows you to place one spell per casting on the item, which has to be cast according to the form of magic that you placed upon the scroll. (See Scrolls at the beginning of this book)

To inscribe a scroll you must know the spell that is to be put on it, and you must have enough energy to cast that spell, with a Five times cost. This will make the scroll permanently enchanted until some one reads it.

The Difficulty of casting / creating a scroll is equal to a base of Average plus 1 level for every 2 Schools involved in the spell to be inscribed.

A damaging spell will do damage equal to the level of the original casters Magic Power.

Name:	Enchanted Weapon
Level Of Magic Needed:	Magic Power 4+
Schools and Levels Needed:	Earth, Air, Travel, Time, Enchantment / Creation 4+
Casting Time Modifier:	x5
ME Cost:	25
Duration:	1 minute, +1 minute for every extra 5 ME points spent. (Permanent for x10 Energy cost)
Casting Difficulty:	Good (20)
Range:	N/A
Damage:	N/A
Resistance:	Not really applicable

Additional Notes:

This spell allows you to enchant one weapon at a time to do one certain thing from the following list, each one of the abilities are classed as a separate casting of the spell. You can either give it a +1 dice bonus to hit, +1 dice extra damage, or an extra 25% in range. The duration of the spell can be increased if you spend an extra 5 ME points.

Any extra pluses can be built upon the former ones, but not if the

first ones were made permanent. The cost is the same for the next level of plus.

This spell can also be made permanent for x10 the Magical Energy cost. Breaking of the weapon renders the enchantment unfixable.

You can also allow a shorter duration of plus bonus for a weapon; this lowers the cost to cast this spell to 20 points and halves the duration to 30 seconds, perfect for a single arrow or a thrown dagger or such.

AM Suggestion: Weapons each have a different maximum amount of plusses that can be put upon them. They can have only the following amounts of each bonus. Arrow sized +2, Dagger Sized +3, Short Sword sized +3, Long Sword sized +4, Giant Sword Sized +5, Pistols are classed as Dagger sized, Rifles as Long Swords, and Cannons as Giant Sword size.

These limits only affect the total amount of each plus, you can have a +3 to hit, +3 to damage Dagger, or a +2 to hit, +2 to damage, +50% to range arrow.

Name:	Repair
Level Of Magic Needed:	3+
Schools and Levels Needed:	Earth 3+, Air 3+, Time 2+, Enchantment / Creation 3+
Casting time Modifier:	x2
ME Cost:	15 +5 per extra 25% repaired
Casting Difficulty:	Good (20)
Range:	Within 2 meters
Damage:	N/A
Resistance:	Not really Applicable
Additional Notes:	

This spell allows the caster to repair a damaged item by 50%, or a fully destroyed item by 25%. This will not fix a totally destroyed magical item, but a partially damaged will be fixed.

If sufficient materials are not on hand to actually repair the item then the difficulty of the spell goes up by at least two Levels (10 points), and the energy cost increases by another Five points, all depending on just how much replacement material there is.

Extra Magical Energy points must be spent if you wish the item to be fully repaired in one go, with 5 extra MEP per every extra 25% of the item repaired.

Name:	Dispel Magic
Level Of Magic Needed:	2+
Schools and Levels Needed:	Enchantment / Creation 3+
Casting Time Modifier:	x1.5
Duration:	Instant
ME Cost:	5 (plus see below)
Casting Difficulty:	Fair (15)
Range:	10 meters
Damage:	N/A
Resistance:	Casters Magical Power Level (dice) vs Spells Magic Power Level (dice)
Additional Notes:	

This spell if successful will cancel out another spell and render it inactive. It also works against magical items but it doesn't render them unmagical, it only renders magical items inert for 1 hour per every level of Magical Power level of the caster of the Dispel Magic spell.

Generally this spell must be targeted on another spell for it to

render it inactive, but Dispel Magic can be cast upon an area of 2 meters for double the original casting cost. For every 3 extra MEP spent on this Dispel Magic the area can be increased by another two meters.

Each spell that is in the area of affect or is targeted by the Dispel Magic spell must make a resisted roll of the Caster's Magical Power Level and the Spells equivalent Magical Power Level. (That is, the original level of the spell caster's Magical Power Level) The 'spell' that succeeds by the most wins the contest. If the Dispel Magic spell wins the 'victim' spell or item becomes inactive.

For an extra 5 MEP, the 'effective' Magical Power Level for the Dispel Magic spell can be increased by one to aid in the dispelling of magic. This cannot be increased past any more than $\frac{1}{2}$ again of the casters original Magical Power Level. E.G A Mage with Magical Power level of 7 cannot spend more than 15 ME points ($\frac{1}{2}$ of 7 is 3, 3 Levels \times 5 = 15 points) to boost his Dispel Magic Strength, but it would take him to an effective strength of 10 total.

E.G This same mage tries to dispel a Haste spell cast by another mage with a Magical power level of 4. The dispel Magic Mage rolls his boosted Magic power level of 10, and the Haste casting Mage rolls his 4 dice. The highest roller wins.

Movement Spells:

Name:	Escape Sideways
Level Of Magic Needed:	3+
Schools and Levels Needed:	Travel 2+, Spirit 2+, Enchantment / Creation 2+
Casting Time Modifier:	x.75
ME Cost:	10
Duration:	1 Round + 1 per 3 MEP
Casting Difficulty:	Fair (15)
Range:	NA
Damage:	N/A
Resistance:	None unless unwilling, Spell casting roll vs victims Brains
Additional Notes:	

This spell lets the user 'step sideways' up to several meters doing a small teleport to either escape an attack or defend from something in some way. This spell, if there is enough room, can be used to defend against almost every attack against the caster during the duration of the spell.

When used as a defense, Escape Sideways modifies the caster's Defense roll, adding the Caster's Magical Power Level to the standard Agility + Defense roll. When this spell is cast upon someone else the modifier is only equal to Half the Caster's Magical Power Level.

When the user casts Escape Sideways, there is a small pop of inrushing air replacing that which the caster took with him, and so a resulting noise appears at the other end of transport as well, semi shocking the Escapee, doing no damage, but it will halt any attempt at spell casting for a couple of actions. (Maximum of two, but not cumulative)

Name:	Haste
Level Of Magic Needed:	3+
Schools and Levels Needed:	Travel 1+, Time 3+, Life 2+, Enchantment / Creation 2+
Casting Time Modifier:	x1.25
ME Cost:	14

Duration: 1 round per point of Magical Power +1 round per 4 MEP
 Casting Difficulty: Fair (15)
 Range: Touch
 Damage: NA
 Resistance: None unless unwilling, Casting spell roll vs victims Toughness
 Additional Notes:

This spell speeds up the caster or one person who is the subject of this spell by several times. The recipient gains for the duration of this spell +2 actions per round, plus 1 dice to melee attack and defense rolls.

As soon as this spell wears off though, the recipient is at -1 dice to all skill tests and defenses for twice the amount of time that the spell lasted due to the strain and stresses placed upon the hastened persons body.

Name: Slow
 Level Of Magic Needed: 2+
 Schools and Levels Needed: Travel 1+, Time 3+, Death 2+, Enchantment / Creation 2+
 Casting Time Modifier: x1.0
 ME Cost: 12
 Duration: 1 round per point of Magical Power, +1 per round per 3 MEP
 Casting Difficulty: Fair (15)
 Range: Touch or 5 meters
 Resistance: None unless unwilling, Casting spell roll vs victims Toughness
 Damage: NA
 Additional Notes:

This spell is the opposite of Haste, it can either be used to cancel a Haste spell previously cast on someone, or it can be used to slow someone down. If not used to cancel a haste spell the victim has to put up with, for the duration of this spell, -2 actions per round, and a 1 dice penalty to melee attack and defense rolls.

If Slow is used to cancel out a Haste spell there is no bad effects, as described in Haste, as it totally cancels out the benefits.

Name: Dragon Flight
 Level Of Magic Needed: 3+
 Schools and Levels Needed: Air 2+, Life 1+, Travel 2+, Enchantment / Creation 2+
 Casting Time Modifier: x1
 Duration: 5 minutes + 1 minute per 4 MEP extra spent
 ME Cost: 12
 Casting Difficulty: Fair (15)
 Range: Self or touch
 Resistance: Self - none, on unwilling subject Casting Roll vs subjects Brains
 Damage: N/A
 Additional Notes:

The Dragon Flight spell allows the subject to fly very fast and with relatively good maneuverability in the air. This spell can be used by, either the caster or one other person, but only one subject is allowed per casting.

This spell allows the user to fly, carrying up to 10 kilograms per Magical Power Level of the Caster, in excess of the subject's own weight. Double this weight reduces the speed by half, but the carrying capacity can't be increased past this.

If the flying subject needs to perform either a Defense or an Attack against a foe then this spell places a penalty of 1 dice on any of the particular rolls.

The actual flying speed of the person using this spell is equal to 15 Kilometers per hour, per Magical Power Level of the caster.

For example a Mage with a Magic Power of 3, (the minimum needed to cast Dragon Flight) casting this spell would move at 45 Kilometers an hour, and be able to carry up to an excess weight of 30 kilograms, and still move at 12.5 meters a second, or just over 62 meters a combat round!

Name:	Teleport
Level Of Magic Needed:	3+
Schools and Levels Needed:	Elemental Schools 1+, Travel 3+, Enchantment / Creation 2+
Casting Time Modifier:	x1.5
Duration:	Instant
ME Cost:	13 + a certain amount according to distance
Casting difficulty:	Average (10) + modifiers (see below)
Range:	Touch
Damage:	N/A
Resistance:	None unless unwilling, then it is Casters Spell roll vs victims Toughness (Or Magical Power level in dice)

Additional Notes:

This spell allows the caster or one other person or object to teleport to a location willed by the caster. This spell also allows you take or carry with you an amount of extra weight equal to the caster's Magical Power Level x20 in kilograms.

There are quite a few modifiers to the difficulty of this spell, amongst them are familiarity and knowledge of the place you are transporting to, extra weight and so on.

If the caster fails his spell casting roll then (Anime Masters choice) the teleport can either fail outright, or just do a small amount of damage (1d damage probably the maximum - no soak though)

A successful roll gets you at your designated Teleport point, but the caster is slightly dazed for 2 dice minutes minus his Toughness. (-1 dice on all rolls)

If the caster gets a critical failure on the spell roll then that person (and anyone with him - if within the weight limit), will take 5 dice Hurt Point damage - non-soakable.

Knowledge of location:

Barely described +2 levels of Difficulty (10 points harder)

Fairly knowledgeable, but haven't been there for quite a while +1 level of difficulty (5 points harder)

Very well known, go there every day, or its like home to you -1 level of difficulty. (Its 5 points easier to go there)

Distance Teleported	Magical Energy Cost (added)	Difficulty Added to base.
Within 100 meters	0	+ 0
Up to 250 meters	+1	+ 0
Up to 500 meters	+2	+1/2 level (+2 points)
Up to 1 kilometer	+4	+4 points
Up to 5 kilometers	+6	+1 level (5 points)
Up to 20 kilometers	+8	+2 levels (10 points)
Up to 100 Kilometers	+10	+3 levels (15 points)
Up to 500 kilometers	+12	+4 levels (20 points)
Up to 1000 Kilometers	+14	+ 5 levels (25 points)
And So on		

Elemental Spells:

Name:	Create Element
Level Of Magic Needed:	1+
Schools and Levels Needed:	Elemental School 1+, Enchantment / Creation 2+
Casting Time Modifier:	x1
Duration:	Permanent
ME Cost:	8 + 4 MEP per each multiple of created material
Casting Difficulty:	Average (10)
Range:	5 meters
Damage:	N/A
Resistance:	Nil

Additional Notes:

This spell allows the caster to permanently create a certain amount of one substance, one of the elements. This created element is permanent, unless it is created in a way that it will be destroyed or annihilated, for instance Water in a fire, or Fire in a river.

If the caster has got higher levels in the schools needed to create this element, the element may be stronger or purer. Basically if this spell is used to do damage, say Water to an Fire Elemental or something similar it will do damage equal to half of the casters Magical Power level in dice. This is not an offensive spell.

Each base casting of this spell creates up to 5 kilograms of material or the equivalent of 1 meter. Extra Magical energy Points can be spent to increase the base amount of material to be created in this casting.

Name:	Change Element
Level Of Magic Needed:	2+
Schools and Levels Needed:	Any 2 Elemental Schools 2+, Enchantment / Creation 3+
Casting time Modifier:	x1
Duration:	Instant
ME Cost:	10 + 4 MEP per each multiple of Element changed
Casting Difficulty:	Fair (15) + modifiers (see below)
Range:	5 meters or touch
Damage:	N/A
Resistance:	None, unless it is part of an object.

Additional Notes:

This spell allows the caster to change one form of element into another, like earth to water, water to air, or even stone to earth, and so on. With increased difficulties the form of element can be changed into something even more pure. For example, a piece of rock can be changed into a flawed jewel, or water into a highly pure liquid.

Each base casting of this spell can change up to 5 kilograms of material or affect 1 meter worth of that same material. Extra Magical Energy Points can be spent to increase the amount of material that is affected by this spell.

Please note that if you are changing one element to another you don't end up with exactly the same amount at the end. Changing 10 kilograms of earth into pure earth, and then changing them into jewels doesn't mean you'll have 10 kilograms of pure jewels. The transformation would most probably half the actual amount of material.

Modifiers:

From one element to its opposed element: (E.G Fire to water) +2 levels of difficulty (+5 MEP)

From one unopposed element to another: (Earth to Air) +1 level of difficulty (+2 MEP)
 Enhancing the purity of the element: (E.G Purer water or air) +1 level of Difficulty
 Changing the element and enhancing the purity: (rock into jewel) +2 levels of Difficulty (+6 MEP)

The caster can also do multiples of changing at the same time, for example, changing a pool of water into a small jewel would cost the following.

Water to Earth (+1 level of Difficulty, and +2 MEP), Changing Earth to Jewel (+2 levels of difficulty, and +5 MEP) for a total difficulty of Great (30) and a Magical Energy Point cost of 17 MEP.

Name:	Resist Element
Level Of Magic Needed:	4+
Schools and Levels Needed:	Any 1 Elemental School 3+, Life 3+, Spirit 3+, Enchantment / Creation 3+
Casting Time Modifier:	x1.5
Duration:	1 minute, plus 1 minute for every 4 MEP extra spent
ME Cost:	15
Casting difficulty:	Fair (15)
Range:	Self or touch
Damage:	N/A
Resistance:	None, unless unwilling then it is a contest between spell roll and subjects Toughness

Additional Notes:

This spell grants a partial immunity to one chosen form of element. The Caster of this spell must know the element that is to be resisted against, as a school. If the caster does not know any single one of the elemental schools, then it can't be used as a basis of this Resist Element spell.

The effects of this spell are that when this spell is cast it allows the subject, whether it is the caster of the spell or someone that the spell is cast upon, to resist taking damage or facing the effects of the specified Element. This spell protects against the equivalent of one dice of damage per Magical Power Level of the Spell caster.

For Example a Mage with a power level of five casts a Resist Element spell, with the Fire school as the focus of the spell, on a party member. That party member has an equivalent protection against 5 dice of fire attacks, and will only take damage if the fire attack goes over 5 dice in a single action.

Control Spells:

Name:	Bless
Level Of Magic Needed:	2+
Schools and Levels Needed:	Life 2+, Spirit 2+, Enchantment / Creation 2+
Casting time Modifier:	x1
Duration:	2 rounds, + 1 round per extra 4 MEP
ME Cost:	10
Casting Difficulty:	Average (10)
Range:	5 meters
Damage:	N/A
Resistance:	None unless unwilling, and then it is Brains of subject
Additional Notes:	

This spell aids and protects those that it is cast upon. The caster can 'place' this spell on one person per level of Magical power.

This spell gives the recipient, throughout the duration, a bonus of 1 dice to any physical task, whether it is attacking a foe, defending against an attacker, or simply trying to pick a lock during combat. It doesn't aid in soak rolls or anything of that sort, it just 'bends' fate towards those that the spell is cast upon.

Name: Sleep
 Level Of Magic Needed: 2+
 Schools and Levels Needed: Life 2+, Spirit 2+, Enchantment / Creation 2+
 Casting Time Modifier: x.75
 Duration: 10 minutes
 ME Cost: 10 +2 MEP for every extra minute duration
 Casting Difficulty: Average (10)
 Range: 5 meters
 Damage: Nil
 Resistance: Subjects Toughness
 Additional Notes:

Obviously this spell allows you to put one person into a sudden sleep. If the person is standing up and he falls, the spell will not be broken, the only way to awake someone from this spell is from brute force, slapping or otherwise intently trying to hurt the subject.

When this spell is first cast on the subject, he gets to make a Toughness roll to see if he resists the compulsion to sleep. If the subject rolls higher on his resistance roll the spell fails. If the caster gets a critical (10 or more higher than the resisted Toughness roll) the subject sleeps for double the amount of time and needs up to 5 Hurt Points of damage done to him to wake him. With a Superb Critical (+20 points) the time and amount of damage is doubled again!

The subject of this spell sleeps, unless awakened, for $2d6 + 2$ hours - the subjects Toughness. E.G. A roll of 10 hours minus the subjects Toughness of 4 is 6 hours sleep time.

Name: Stupidity
 Level Of Magic Needed: 3+
 Schools and Levels Needed: Life 3+, Death 3+, Spirit 3+, Enchantment / Creation 3+
 Casting Time Modifier: x1.5
 ME Cost: 15 + 5 MEP per extra Brains modifier
 Duration: 1 minute + 1 extra minute for every extra 4 MEP
 Casting Difficulty: Good (20)
 Range: 10 meters or Touch
 Damage: N/A
 Resistance: Casters Magical Power Level vs. Subjects Brains (Or Magical Power Level in dice, or Mental Cloaking Spell)

Additional Notes:

This spell is used to lower an opponent's intelligence or Brains statistic. It can be used to severely hamper an opponent's chances to cast magic, use skills, talk or even do anything intelligently. Depending on how much the opponents Brains statistic is temporarily reduced to, will show just how bad the opponent's reactions will be.

The subject of this spell may be reduced to a drooling, idiotic mess, who will not be able to focus on anything for more than short periods at a time.

When this spell is first cast the two parties must make a resistance check, of which

several factors may be dominant. If the victim is a spell caster then the victim's magic Power Level comes into play, and the two opponents face off, whoever has the highest dice roll wins. If the victim is not a spell caster, then his defense relies upon his unmodified Brains Statistic.

Note the victims Brains cannot be reduced any lower than what would be an equivalent of -1. (Since Zero is classed as just a severely poor individual. The -1 Brains rated person is a drooling non-sensical idiot)

This spell reduces the opponents Brains, for the duration of the spell, by $\frac{1}{2}$ the casters Magical Power Level, any spells that the victim has going last their durations and then stop.

Name: Beast Control
 Level Of Magic Needed: 2+
 Schools and Levels Needed: Life 2+, Spirit 2+, Enchantment / Creation 2+
 Casting time Modifier: x.75
 ME Cost: 11
 Duration: 1 minute, +1 minute for every extra 4 MEP Spent
 Casting Difficulty: Fair (15)
 Range: Within sight
 Damage: N/A
 Resistance: Casters Magical Power Level (In dice) vs. Average Brains of creatures
 Additional Notes:

This spell allows you to control either one large animal or a large group of any small animals. The type of animal must be specified at the beginning of spell casting, and any creatures of that type will be 'summoned' from the surrounding area by the control spell.

The caster must concentrate and cannot move anymore than $\frac{1}{2}$ his allowed movement rate or even defend at a penalty of -2 dice to his defenses without possibly losing control of his Ensorcelled animals. If the caster loses concentration it us to the anime Master whether he loses control of the animal or the animal just gets another Resistance roll.

This spell will not work on an even slightly intelligent creature. (Brains 1+)

Name: Summon Animal
 Level Of Magic Needed: 1+
 Schools and Levels Needed: Life 1+, Spirit 1+, Enchantment / Creation 1+
 Casting Time Modifier: x.75
 ME Cost: 6
 Duration: 1 minute + 1 minute for every extra 3 MEP spent
 Casting Difficulty: Average (10)
 Range: Approximately 10 Kilometers
 Damage: N/A
 Resistance: Casters Magical Power Level vs. Brains of Creature (in dice)
 Additional Notes:

This spell allows the caster to 'call' a specified type of animal that will try to reach the caster within the time limit of the spell. The nearest creature of the specified type will try to respond.

If the spell is successful the caster will know the location of the nearest creature of the specified type, and just how long it will take that creature to get there.

If the animal gets to the caster within the time limit it will stay in sight, not attacking until the caster does something or attacks it, with which the spell will be broken.

Please note that this spell doesn't allow the caster to control the animal (which

should be of the unintelligent variety), it just call's the animal. Controlling the animal requires Beast Control.

Name:	Charm
Level Of Magic Needed:	Life 3+, Death 3+, Spirit 3+, Enchantment / Creation 3+
Casting time Modifier:	x1.0
ME Cost:	20
Duration:	5 minutes+ 1minute per every 5 extra MEP spent
Casting Difficulty:	Fair (15)
Range:	20 meters, but must at least make eye contact
Damage:	N/A
Resistance:	Casting roll vs. Average of Victims Toughness and Brains (Or Mental Cloaking spell or similar)

Additional Notes:

This spell makes one intelligent subject, either living or undead, the caster's loyal follower for the duration of the spell, the subject will be friendly and consider doing everything in a way that would make the caster happy. This spell does not make a slave of the victim, but will make the victim see the caster as a trusted ally and someone to be protected and looked after at all costs.

This spell will not make the victim put 'his life on the line' for the caster, but will make him try to do his utmost for his new friend.

There is no form of mental link between the caster and the subject of this spell, so if any 'commands' (Commands should be phrased 'friendly like') are to be followed they must be spoken or written in a language common to both parties.

The subject of this spell will trust anything that the caster says implicitly (Well almost anyway), as he has no reason to disbelieve what he says. If the caster treats the subject of this spell well, there might remain friendly or companion like feelings between the caster and subject even after the duration of the spell elapses. If the caster mistreated the subject of this spell, there may be feelings of animosity or at the least distrust towards the caster.

The effects of the Charm spell may be made permanent at a cost of 5 times the original casting cost, but they must be spent at the time of casting or before the elapsing of the spells duration.

Illusion Spells:

Name:	Continual Light
Level Of Magic Needed:	2+
Schools and Levels Needed:	Light / Dark 2+, Time 2+, Enchantment / Creation 2+
Casting time Modifier:	x.5
ME Cost:	10 + 3 MEP per brightness level
Duration:	Permanent unless dispelled
Casting Difficulty:	Average (10)
Range:	Personal
Damage:	None
Resistance:	None, but must be cast on an object not a being

Additional Notes:

This spell allows the spell-caster to create a permanent light when cast upon a single

object. This light at base level is equal to that of a candle, and can be taken up to a level where the brightness radiates out several meters and is glaring and almost painful to the eye.

There are four extra brightness levels, each one twice as strong as the previous, the first is equal to a candle (Base level 1), the second equal to a small fire, the third is roughly equivalent to a bonfire and the fourth is almost as strong as sunlight at midday.

Name:	Flash
Level Of Magic Needed:	2+
Schools and Levels Needed:	Light / Dark 1+, Enchantment / Creation 1+
Casting time Modifier:	x.5
ME Cost:	5
Duration:	Instant
Casting Difficulty:	Average (10)
Range:	2 meters (Day), 5 Meters (night)
Damage:	N/A
Resistance:	Casting roll vs victims Toughness
Additional Notes:	

This spell, which can be cast at both day and night, creates a short sharp blinding flash that affects anyway in its area of affect. During daytime the Flash can only affect those within 2 meters of the caster, and at night up to 5 meters from the caster.

Due to the strength of this flash, it seems that it can affect creatures that are harmed or affected by daylight. If any creature like this, namely undead, such as vampires or ghouls and the such, are hit by this blinding flash, they are affected twice as bad as normal, and may even take a small amount of damage. (The maximum would be the Mages Magical Power level in points of damage per use, of course the Critical successes described later would also modify this.)

Anyone caught in the affected area of the flash spell (The caster is immune to his own flash of course, but not necessarily his comrades!) must make a resisted Toughness roll and try to beat what the caster originally rolled to cast the spell.

A failure blinds the victim for 2d6 - Toughness rounds, a Critical Success (The resistance roll shows that the caster beat the victim by 10 points) blinds the victim for twice as long, and a Superb success for Quadruple as long (x4)

A blinded person has a -2 dice modifier on all attacks and defenses during combat, unless he has some other way to sense accurately enough his foes.

Name:	Darkness
Level Of Magic Needed:	2+
Schools and Levels Needed:	Light / Dark 2+, Enchantment / Creation 2+
Casting Time Modifier:	x1.0
ME Cost:	8, +4 MEP for every 2 extra meter area affected
Duration:	1 minute, +3 MEP for every extra minute duration
Casting Difficulty:	Average (10) - in normal conditions see below
Range:	Up to 50 meters away
Damage:	N/A
Resistance:	N/A
Additional Notes:	

This spell creates a thick inky black darkness over a chosen area, almost similar to that of a very cloudy moonless night, over a three-meter area. This area can be increased in increments of 2 meters at casting time, or during the duration of the spell, by spending more

Magical Energy Points.

Those inside the Darkness can see out without any penalty, but those outside have a penalty to attack in, as they cannot see just where the Darkness cloaked opponents are. There is at least a 2 level penalty to attack into a Darkness cloaked area in anyway accurately (10 points harder) (There is no penalty to attack out of the darkness, but there is to attack in)

This spell may be cast offensively in a different way. It may be cast upon an individual or group of people to make it impossible for them to do anything due to lack of light. The only way for a victim of this spell, used in this way, to see out is to either have some sort of special vision like Dark vision or Elvish Infravision.

Name:	Invisibility
Level Of Magic Needed:	3+
Schools and Levels Needed:	Earth 2+, Air 2+, Light / Dark 3+, Enchantment / Creation 3+
Casting Time Modifier:	x1.5
ME Cost:	15
Duration:	1 minute, +1 minute for every 5 extra MEP spent
Casting Difficulty:	Fair (15)
Range:	Personal or one subject touched
Damage:	N/A
Resistance:	N/A

Additional Notes:

This spell makes the subject, who is either the caster or someone who has this spell placed upon them self, invisible. They will not show up in mirrors, have shadows, or even be visible to magical vision. (With the exception of the See Invisible or Spirit Sight spells)

This spell allows the victim to move completely silently and not leave footprints or any revealing markings of any sort behind.

If the Invisible person attacks anyone with this spell in force they get a +1 dice bonus to attack, and the victim gets a -2 dice penalty to defend. One thing in the victims favour is that if the Invisible attacker gets wounded, the bloody wounds dripping will not be invisible. Anything picked up, or any wounds and so on, caused or done after the casting of the Invisibility spell will be visible, halving the penalty to hit and defend.

Name:	Simple Illusion
Level Of Magic Needed:	2+
Schools and Levels Needed:	Air 2+, Light / Dark 2+, Enchantment / Creation 2+
Casting time Modifier:	x.75
ME Cost:	9
Duration:	1 minute, +1 minute for every 3 extra MEP Spent
Casting difficulty:	Average (10)
Range:	Up to 20 meters away
Damage:	N/A
Resistance:	Casters Spell Roll vs. victims Brains

Additional Notes:

This spell allows the caster to create a simple but believable illusion, it can appear to move, only slowly though, and it can have faint sounds emanating from it, but it cannot be touched, felt or smelt. The illusion will be dispelled if it is attacked or touched.

This illusion can take the form of anything that is up to 3 meters in size or diameter, and can be up to 20 meters from the caster. The caster needs only to concentrate on the spell when it is supposed to do something other than it's 'basic programming' (For Example reacting to some influence, or to dodge out of the way of an attack)

Index

Advantages

Descriptions16 - 19, List14

Conjured Magic

Description4, Example13

Disadvantages

Descriptions19 - 21, List14,

Dragon Lines

Descriptions and Tables9 -10

Forms Of Magic

Descriptions4 - 6

Inherent Magic

Descriptions4, Energy Cost Table23, Example13, Spells24 - 44

Magical Aspect

Descriptions and Tables11

Magical Energy Points

Burning Energy9 - 10, Description8, Regaining Energy9

Magic Power

Description2, Uppers for the Power6, Downers for the Power6 - 7

Mixing Uppers and Downers

Examples7

Powers

Descriptions21 - 22, List14

Schools of Magic

Explanation2, Description of Schools3

Scrolls

Making and Creation of12

Skills

Descriptions15, List14