

Book 1: MANUAL OF MAGIC

PDF Version 1.0



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TSR, Inc.
POB 756
Lake Geneva, WI 53147
ISBN 0-88038-278-3
394-55423-XTSR1200

Thanks to Peter Sanderson and Carl Potts for some clarifications.

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INTRODUCTION

The Campaign Book of the MARVEL SUPER HEROES Role Playing Game contains an abbreviated section on magic for those Judges and referees who like to “dabble” with magical characters in their campaign. Many Judges and players want more, much more, on Marvel magic: how to use it, how to properly generate a magical character, and complete information on how it fits into a game campaign. Fulfilling these desires is the purpose of the REALMS OF MAGIC.

These Marvel Accessory booklets are designed for use with the MARVEL SUPER HEROES Role Playing Game. You need the game in order to play.

Magic in the Marvel Universe is ever-changing. The extent of a character's magic use differs greatly from tale to tale and from author to author. While there exists a pattern and definition for mutants, Inhumans, and so forth in the Marvel Universe, there is very little about magic that is “carved in stone”. Indeed, as time goes by, we discover more and more about the magical creatures that inhabit the various dimensions surrounding Earth.

What we have compiled for you in these booklets is what an Earth observer in the Marvel Universe might be able to gather, given time, study and hard work. It includes information that is as current and complete as we can gather, given the mysteries that often cover Marvel Universe magic.

This first booklet, the Manual of Magic, contains detailed information on how the magic in the Marvel Universe works in the MARVEL SUPER HEROES Role Playing Game. It also includes a new character generation system for magical characters, definitions of magical spells, rules on using magic in combat, and a newly designed character sheet that can be photocopied for the players' convenience.

The second booklet, the Miscellany of Mysticism, covers numerous mystical dimensions and magical artifacts that are part of the Marvel Universe. This booklet can be used to expand the magic involvement of a campaign from the basics established in the first booklet.

The third booklet, the Codex of Characters and Creatures, fully describes many of the most important magic-wielding characters and monsters that inhabit the Marvel Universe.

So tarry no longer, thou who art desirous to learn the true secrets of the ancient arts.

Onward, boldly, into MARVEL SUPER HEROES' REALMS OF MAGIC.

TERMS

There are a few terms that are either new or redefined for magic use.

Artifact. A magical or technological item of great power, antiquity, or fame. Artifacts are usually one-of-a-kind items.

Caster. Someone in the act of using a spell. This word is used to distinguish a person using a spell from a person or thing that is the target of a spell.

Column Shift. Some spells or modifications are in the form of a Column Shift, that is, shifting the column of the Universal Table on which a character's natural ability, spell, etc., normally functions, to the left or right on the Universal Table. This is usually referred to as a positive or negative number, followed by CS: +1 CS (shift the normal column one to the right), -2 CS (shift the normal column twice to the left), and so on.

Magically Enhanced. A character whose abilities have been permanently affected by magic—a type of Altered Human.

Magical Item. An item created by magic or any item that functions by magic.

Magic-Wielder. A character able to use spells. Such characters may also be called magicians, sorcerers, wizards, enchanters, etc.

Spells. The spells of a magical character are just like the powers of another hero, except that they are derived from magical

sources. These are also called enchantments, incantations, etc.

MAGICAL ENERGIES

What energies a magic-wielder draws upon is decided at the outset of the character's creation. Magical energy can be drawn from three different sources: personal, universal, and dimensional. Each source of energy yields a slightly different form of magic, although it is easy to achieve the same result using different sources. Most magic-wielding characters have more than one source that they have learned to tap into. Learning the differences between these energies is the key to being an efficient magic-wielder.

Personal Energies are derived from the personal energy of the character's soul/mind/body. This energy fuels any power or spell that affects the caster himself or a willing subject; trances, astral form, thought projections, physical alterations, and so forth can all use personal energy.

Universal Energies are gained by tapping this universe's ambient magical energy and channeling it for special effects. It is used for spells and powers affecting the world outside the sorcerer. Teleportations, attacks, illusions, and so on, tap the energy fields of the universe, using the magician as a focus.

Dimensional Energies are used by tapping beings or objects of power dwelling in mystical dimensions, tangential to our own. This form of energy is the least wearing upon the user. The sorcerer may only use these energies for powerful spells, groups of spells, or to ask for things that the being or aspect called upon would and/or could provide. The dimensional energies are usually gained by the recitation of spells, either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. If calling upon an extradimensional being it is important to remember that the magic-wielder makes himself known to the being he is calling, and often to other magic-wielding beings powerful enough to monitor the use of dimensional energy.





CHARACTER GENERATION

To understand a character in the Marvel Universe one must look at the three general areas that define a character's magical abilities and personality: how magic shapes a character's life, the character's suitability as a magic user, and what energies he draws upon to use his magic.

There are three different generalized types of magical characters: those who have been magically enhanced, those who have a magical item or items, and those who are magic wielders. Needless to say, some characters can fit into more than one category, but it is how they primarily use magic that is important. Doctor Strange has his magical cloak and amulet, but it is his abilities as a magic wielder that are the basis of his career.

Magically Enhanced characters are those who have touched some magical item or been influenced by some mighty magical being or spell in the past and now have abilities and/or powers that are permanently enhanced. Increased Strength and Endurance, improved eyesight or movement, are all typical examples of magically enhanced abilities and characteristics. Absorbing Man is an excellent example of a character who has been "enhanced" by magical spells.

Magical Items possessed by characters create another kind of hero. The source of magical items is usually a powerful magical being or god who grants the item to the character, or the item is found in a ruin, 'in an ancient temple, hidden away by its previous user, etc. The Black Knight is an example of a character whose power is primarily shaped by a magical item, in his case it is his magical weapon, the Ebony Sword, given to him by the image of his centuries old ancestor, the original Black Knight. Other characters who would fit into this category are Moon Knight and Tigra. Note that many of the characters who have magical items also have developed their natural abilities, such as Fighting, acrobatics, and the like.

Magic Wielders are the most complicated classification, as we will later see. These are characters who wield magic themselves. It sometimes manifests itself as an innate power, but usually is used by means of spells and incantations. Doctor Strange, Baron Mordo, Brother Voodoo, and Shaman all fit into this category. The character's suitability as a magic user depends primarily

on what type of magical character he is. Suitability requirements for characters who have stumbled upon a magical item or have been enhanced magically usually consists of dumb luck, and sometimes a stout heart, pure nature, etc. Suitability requirements for magic wielders are far more stringent and this section is primarily for these characters.

A hero who is a magic wielder must have a Psyche of Good or higher. The reason for this is that Psyche is so often used in a FEAT roll to resist a magical spell that a magic wielder of Typical Psyche just would not last that long.

A magic wielder has usually had training in the past, such as Doctor Strange received from the Ancient One. Most (95%) magic wielders have had to undergo intense training. The other 5% (a percentile roll of 96-00) have an innate ability to use magic, like Talisman, but must immediately find a master to help teach them how to control and use their powers.

The only way for a magic wielder to increase his abilities is to study long and hard under a master who understands the mysterious ways of magic and is of the same school of magic (this will all be explained later on). "Studying" not only includes gaining experience through the actual use of magic "in the field" to combat villains, but also spending free time pouring over ancient tomes, practicing spells, etc. A magic wielder's life is not an easy one. When other characters are out scoring Karma points through a social life, making personal appearances, etc., a magic wielding apprentice must spend many isolated hours a day at study and practice, just to maintain what he has learned.

Creating a Character

To begin, either the player or Judge has determined that the character will be magical by either freely choosing that type of hero, or by using the MARVEL SUPER HEROES Game character generation system, whichever method the Judge is using in his campaign. Before Step 1 below, roll the character's ability ranks, determine his beginning Health, Karma, and Popularity as you normally would. The next step is to determine what kind of magic related character is being created.

STEP 1. Character Type

Roll percentile dice and use Table 1.0 to determine the type of magical character.

Each type is further defined by another Step, referred to in Table 1.0.

Table 1.0: General Character Type

Dice Roll	Character	Go To Step
01-10	Magically Enhanced	#2
11-35	Possesses Magical Item(s)	#3
36-00	Magic Wielder	#4

STEP 2. Magically Enhanced Character

This type of character derives his power from a permanent magical spell or effect placed on him by a powerful magical being or enchantment. This type of character is an Altered Human. To determine the characters powers, use either the character generation system in the Campaign Book or the Enhancement spell in the Magical Spell Definition section. The origin of the character and his powers is up to the Judge and the player.

If the system in the Campaign Book is used to create the character, use the definitions of powers found there, rather than the spell definitions in this book.

STEP 3. Characters Possessing Magic Item(s)

This type of character derives his power from a magical item or items (Judge's discretion as to origin). Roll percentile dice on Table 3.0 for the number of items, then again on the following tables until all of the items have been determined.

Once the types of the items are known, go to Table 3.9 to find if there is a catch or drawback to any of them. Each item has only one power to begin with (a Judge may decide that more than one power is in the item, but that all except one are latent powers that require some time before the character knows of or can control them).

Once the drawbacks (if any) of the items are known, go to Step 5 to determine the "school" that all of the powers belong to (treat all of the items as one for this purpose). Then go to Step 6 to determine what exact power the item is capable of performing or granting to its user. Treat the powers as using either personal or universal energies, whichever the player prefers.

If, after the powers of the items are known, the Judge believes that the item or items are too powerful and could possibly



upset the game balance, he should either reduce their power or return to this section and roll on Table 3.9 to create drawbacks for using them. When the items are completely determined, go to Step 7.

Table 3.0: Number of Magical Items

Dice Roll	Number
01-10	1 item (Character should also have one ability of the player's choice increased by 2 ranks)*. Roll on Table 3.1 for each item.
11-50	2 items (Character should also have one ability of the player's choice increased by 1 rank)*. Roll on Table 3.1 for each item.
51-90	3 items. Roll on Table 3.1 for each item.
91-00	4 items. Roll on Table 3.1 for each item.

*Abilities cannot be increased above Amazing rank.

Table 3.1: Magical Item Categories

Dice Roll	Item Type	Go to Table
01-25	Weapon	3.2
26-35	Armor	3.3
36-45	Gemstone	3.4
46-60	Jewelry I	3.5
61-75	Jewelry II	3.6
76-95	Miscellaneous	3.7
96-00	Creatures	3.8

Table 3.2: Weapons

Dice Roll	Weapon
01-25	Sword
26-30	Two-Handed Sword
31-40	Dagger
41-50	Battle Axe
51-60	War Hammer
61-70	Mace
71-80	Bow
81-90	Spear
91-95	Unusual weapon (Judge's choice)
96-00	Weapon of player's choice

Note: The player should also note on his character sheet the weapon note below that is applicable to him.

Table 3.2.2: Weapons Damage Chart

Weapon	Range	Damage	Notes
Sword	0	10 pts/or as thrown	blade longer than 12 in.
2-Hand* Sword	0	20 pts	blade longer than 36 in.
Dagger	0 or T	4 pts/or as	blade shorter

Battle Axe	0	15 pts	thrown two-handed weapon
War Hammer	0	Strength +2 CS	two-handed weapon*
Mace	0	Strength +1 CS	shift right 1 column when attacking
Bow	5	6 pts	two hands needed to fire
Spear	0 or T	10 pts/or as thrown	blade with a handle over 1 ft. long
Thrown Item	T	Material or Strength rank number whichever is lower	blunt, thrown weapons do not kill-they stun instead

*These two-handed weapons cannot be used effectively by a character unless both hands are on the weapon. However, if the character's Strength is at least Remarkable, he can wield it with one hand only
T Thrown weapons have a range equal to the number of ranks that the thrower's Strength is above Typical, plus one.

Table 3.3: Armor

Dice Roll	Armor Type
01-20	Full Medieval Plate ¹
21-40	Full Chain Mail ¹
41-50	Chest Plate ²
51-60	Shield ³
61-70	Helmet ⁴
71-80	Full Leather Armor ¹
81-90	Unusual or exotic armor (Judge's discretion)
91-00	Armor of player's choice

¹ Covers the wearer's entire body
² Covers the wearer's torso and back only
³ Protects against frontal attack only. If a shield is used in combination with a chest plate or any type of full armor, the shield raises the protection of the other armor by one rank. If used alone or with a helmet only, use the shield's armor rank.
⁴ Covers the wearer's head only

Table 3.4: Gemstone (large as a fist)

Dice Roll	Type
01-10	Diamond
11-20	Ruby
21-30	Pearl
31-40	Emerald
41-50	Sapphire
51-60	Opal
61-70	Amethyst
71-80	Topaz

81-90	Aquamarine
91-95	Judge's Choice
95-00	Player's Choice

Table 3.5: Jewelry I

Dice Roll	Type
01-10	Headband
11-20	Bracelet
21-30	Medallion
31-40	Scarab
41-50	Pendant
51-60	Arm Band
61-70	Necklace/Collar
71-80	Earring(s)
81-90	Belt
91-95	Judge's Choice
96-00	Player's Choice

Table 3.6: Jewelry II

Dice Roll	Type
01-35	Ring
36-55	Amulet
56-65	Scepter
66-70	Charm (Judge's discretion)
71-85	Orb
86-90	Crown
91-95	An exotic or unique piece of jewelry selected by Judge
96-00	An exotic or unique piece of jewelry selected by Player

Table 3.7: Miscellaneous

Dice Roll	Item
01-10	Wand
11-20	Rod
21-25	Staff
26-35	Cloak
36-40	Rug (flying)*
41-45	Mask
46-55	Bag, Pouch, Box, etc.
55-60	Horn or other musical instrument
61-65	Cube, Pyramid, or other polyhedron
66-70	Sculpture (Judge's discretion)
71-75	Boots
76-80	Brazier
81-85	Robe
86-90	Rope, Chain, etc.
91-95	Unusual Item (Judge's choice)
96-00	Unusual Item (Player's choice)

*Judge's discretion on capacity and flying speed



Table 3.8: Creatures

Dice Roll	Type
01-20	Pet
21-60	Mount
61-00	Familiar

Pet indicates a normal-looking animal that is completely obedient to the character. The animal has some magical link to the character, such as, it can magically communicate with the character, the hero can see through the animal's eyes when he wishes, the hero can switch bodies with the pet when he wishes, and so on (Judge's discretion). If the pet is ever destroyed, the player character may be able to find and train a new one (Judge's discretion). The size and type of animal is completely up to the Judge and player.

Mount indicates a large animal such as a horse, giant bird, large cat, etc., that the

hero can ride. The mount usually has at least one powerful magical ability or power of its own, such as, flying, phasing through solid objects, body armor, etc. (Judge's discretion). Valkyrie's winged horse, Aragorn, is an example of a magical mount.

Familiar indicates a being that is very powerful magically and actively assists the hero. Two powers should be rolled randomly or selected by the Judge from the personal and universal energy lists for this familiar. In addition, the familiar is intelligent (Reason and Psyche at least Typical) and can communicate with its owner (the kind of communication is left to the Judge's discretion). The form of the familiar can either be that of a normal animal (usually a cat) or an unusual type, such as a small dragon or other mythical creature. The familiar's form is at the player's discretion.

Table 3.9: Item Conditions

Dice Roll	Condition
01-50	There are no conditions to the item (it operates as described.)
51-53	The item has no effect:
54-56	vs. a certain material*
57-60	vs. a certain type of creature (aliens, mutants, magicians, etc.)*
61-63	when not in plain sight
64-66	vs. one type of magical energy (personal, universal, dimensional)*
67-70	unless used in the light on a condition set by the Judge*
71-73	The item will not work unless it consumes or destroys:
74-76	an evil magical monster (once a year)
77-80	at least 10 resource points of precious metal or jewels (once every two weeks)
81-82	a huge energy charge of some form (once a week)*
83-86	a roomful of light or darkness (once a day)
87-89	a condition and usage rate defined by the Judge*
90-92	The item has a hatred for a specific type of creature or thing and takes over the hero when it is close to it, forcing him to attack. Possibilities include demons, evil mutants, etc.*
93-97	The item doubles its effectiveness under certain conditions. The doubling effect could be damage caused, twice the range, twice the duration, etc.* The conditions could include a certain level of karma points that must be obtained by the hero, if the item is used during certain times of the day, and so forth*
98-00	The item has an additional known power that manifests itself under certain conditions. Roll or select the new power as normal, then assign a condition* The item grants the user knowledge of 3 powers from the list of universal energy. Assign a condition to the item as a single item*.

*Judge's discretion



STEP 4. Magic Wielding Characters

This type of magical character derives his powers from spells using personal, universal, or dimensional energy (see the **MAGICAL ENERGIES** section for the details on these three types of energy). Not all magic wielders are alike. Roll on Tables 4.0 below to determine the nature of the energies this character wields.

After determining what types of energy are available for the character to tap into, roll on Table 4.1 to determine how many spells the magic wielding character has. Then go to Step 5 to find out what "school" of magic the character follows. When finished, go to Step 6 for the specific spells in the categories that have been established. After all of the magic wielder's spells have been completely defined, go to Step 7.

Table 4.0: Magic Wielder Energy Use

Dice Roll	Types of Energies the Character Can Tap Into and Utilize
01-15	Personal Energy Only
16-50	Personal and Universal Energies Only
51-00	All Energies

Personal Energy Only means that the character can only have spells listed on Table 6.1: Personal Energy in Step 6. These spells can only be utilized by the character using his own, personal energy. Roll on Table 4.1, then go to Step 5.

Personal and Universal Energies Only means that the character can use spells from both Tables 6.11: Personal Energies and Table 6.2: Universal Energies, in Step 6. The character's spells will only be able to be utilized by tapping into either his personal energy or the energy of the universe around him. Roll on Table Step 4.1, then go to Step 5.

All Energies indicates that the character is able to use all of the spell tables in Step 6 to determine his spells. Roll on Table 4.1, then go to Step 5.

Table 4.1: Number of Magic Wielder Spells

Dice Roll	Number of Spells Character Wields
01-05	2
06-50	3
51-85	4
86-97	5
98-00	6

STEP 5. Magic Schools

Most mystics, magicians and sorcerers in the Marvel Universe follow a specific school of magic. Magic schools are divided into three general types: magic for the establishment of order in the dimensions (usually referred to as "white" or "good" magic); magic for the breakdown of order that results in chaos in the dimensions (usually referred to as "chaotic", "evil", or "black" magic; magic that neither strives for chaos or for order, but remains neutral in its existence (usually referred to as "neutral" or "gray" magic).

Each magic school is more complicated than the definitions above. Each school includes concepts of nature and the character's place in it, guidelines on what entities to entreat if dimensional magic is being used, and goals to strive for. Furthermore, despite the general tendency of each school ("white", "gray", "black") each school contains sorcerers who violate the principles of the school, such as Baron Mordo violated the teachings of the Ancient One by using evil magic. Such renegade magic wielders usually become outcasts from their original schools, but a wise sorcerer should always beware of them.

The major schools of magic are listed below. Unlike the other Steps, random selection is not involved; the Judge should allow each player to choose his school of magic. The Judge should not interfere in a player's choice unless he believes that the chosen school of magic has no place in his campaign. A random system for school choice is included only for those players who have no preference in schools. A player should not be forced to play a character with a school that is not interesting to the player.

A better feel for the different schools of magic, and of magic overall, can be obtained from reading the *Miscellany of Mysticism*.

Most schools have strengths and vulnerabilities listed in their brief descriptions. These are guidelines for the Judge to determine when a character's magic may receive bonuses (+1 CS, extra Psyche FEAT roll, etc.) or penalties (-1 CS, no Psyche FEAT roll, etc.)

Table 5.0: School Determination

Dice Roll	School
01-10	Magic for Chaos (NPC only)
11-20	Druidic magic

21-30	Voodoo magic
31-40	Faerie magic
41-50	Atlantean magic
51-60	Scientific magic
61-70	Specific Realm/Pantheon magic
71-80	"Nature" magic
81-90	Magic for Order
91-00	Eclectic magic

Magic for Chaos. This is a forbidden or dangerous type of magical school whose goal is to promote chaos, which will lead to an evil tyranny. One of the primary subschools of "chaotic" magic is one that follows the little-known archaic rituals and beliefs based on the existence of the Elder Gods. This type of magic is much more powerful in certain settings (such as ancient temples to the unknown gods) and with the use of "chaotic" magic artifacts. The vulnerability of "chaotic" magic is that it tends to attract "white" magic wielders or creatures who wish to negate it.

Druidic Magic. This school practices Celtic earth magic, drawing strength from the powers of nature. It is particularly powerful in natural Earth settings, but has a special vulnerability to iron or steel. It is a "neutral" magic school.

Voodoo Magic. This is a school derived from the Loa, the spirit-gods of voodoo, a faith originated and practiced in Haiti. The character is most likely a houngan, or voodoo priest. Voodoo magic is particularly effective in its homeland and in locations of the dead. It has no special vulnerabilities and is considered a "white" magic, but can be perverted into a chaotic magic.

Faerie Magic. This school is based on the practices of the faerie, an ancient race of beings with supernatural powers who originated in an extradimensional world that borders upon Britain and Ireland on Earth. This magic school is similar to the Druidic school, except that a character in this school most likely possesses faerie blood. This makes him extremely powerful when wielding an ancient faerie artifact or in Britain or Ireland, but extremely vulnerable to iron or steel.

Atlantean Magic. This school was established eons ago in the ancient Earth civilization of Atlantis. Little is known about the school, except that Dakimh the Enchanter, last disciple of the Atlantean sorceress Zhered-Na, practices it and is now the mentor of Jennifer Kale. Atlantean magic seems to be a "white" magic, that which draws upon the powers of order. Therefore, it can be very powerful if used in conjunction with "white" magical artifacts



or against chaotic magic. Vulnerability would exist in the fact that chaotic magical creatures would be constantly trying to find and neutralize a wielder of “white” magic.

Scientific Magic. This is a school that has no particular philosophy or ethical background. Magic is regarded not as a way of life, but rather as a tactic used to attain one’s goal. Followers of this school are seldom spellcasters themselves, but rather combine elements of magic with obscure or highly advanced forms of science to create effects that seem magical. In this school, the distinction between science and magic is never clear; either or both could be used to produce a single effect. Alchemy is the best example of a semi-magical science. The character, such as Diablo, would be an alchemist, that is, he brings about his effects through the use of potions, powders, and pills he himself creates (sometimes through materials or energy tapped from dimensional or universal sources). A scientific sorcerer is somewhat vulnerable (his items and creations can be destroyed or stolen, robbing him of power; or he could run out of items whereas spells are usually always available). However, a scientific spellcaster is somewhat less restricted in what he can accomplish (add three more spells, 2 of Personal energy and 1 of Universal energy to his capabilities, in artificial forms, of course).

The time required to gather materials and create new items, powders, potions, or tablets are left to the Judge and depend on the spell, how strong it is and what its effects are. It is suggested that times with effects of Remarkable rank or less can be created at the rate of 2 per day, while items up to Amazing rank can be produced at the rate of 1 per day. The creation of items with greater effect, or the creation of any permanent item requires the equivalent of a ceremony and must be handled by the Judge.

A scientific magic wielder begins his career with access to his master’s laboratory, which is stocked with equipment whose cost in resource points equals at least 20 times the master’s Psyche rank number. The magic wielder can use his master’s lab as long as the master agrees. If the student wishes to set up his own lab, he only needs to spend 10 times his Psyche rank number in resource points for equipment (the master makes up the difference). The Judge should use the guidelines on ceremonies and ceremonial

areas to handle the creation of items in laboratories.

A scientific magic wielder automatically receives one scientific talent of his choice (such as engineering, biology, genetics, physics, etc.) in addition to any other talents he may normally receive. The automatic talent received by alchemists is pharmacy (the mixture and preparation of medicines).

Scientific magic is a “neutral” school, and no special bonuses or vulnerabilities apply to it.

Special Realm or Pantheon. This is a school usually reserved for non-player characters, but can be the basis for a player character if carefully defined by a Judge. The magical teachings and spells come from the history of a Special Realm or Pantheon of the Marvel Universe (such as Asgard or Olympus). Bonuses for this type of magic would come with the use of items or spells developed by this pantheon or realm, and when at certain locations (Greece for the Olympian pantheon, etc.) Penalties would exist as items or locations that exist to destroy the specific pantheon or realm (an Asgardian character casting a spell while in the hostile realm of Muspelheim would have a - 1 CS penalty.

“Nature” Magic. This important school of magic is sometimes splintered off into more specialized and defined schools, such as the Druidic and Faerie schools. The belief surrounding all nature schools is that all of nature is sacred and is bound together as one. Therefore it is magic given towards order, though some of its splinter schools tend towards neutral magic in a belief that nature should be balanced between order and chaos.

The bonuses that accompany a nature school are in the form of greater effect upon and communication with nature, especially animals. Most spells rolled for this school would be similar to those used by Shaman (see Book 3): controlling elements, animal control, and so forth. The penalties include drawing the attention of chaotic creatures and characters who desire to destroy nature and the Earth.

Magic for Order. This is the school to which Earth’s former Sorcerer Supreme, the Ancient One, and Earth’s current Sorcerer Supreme, Doctor Strange, belong. It is the most powerful “white” school of magic, striving for order and good by practicing an ascetic, disciplined approach that has its foundations deeply rooted in Oriental philosophy and magic. It is cur-

rently the strongest form of magic on Earth. The bonuses attached to this type of school are the various magical characters that Doctor Strange has managed to ally with over the years and the vast knowledge that Doctor Strange, and others of the same bent, can teach a good pupil. The penalties include Doctor Strange’s enemies, who are numerous and powerful.

Eclectic Magic. This is an unorganized school of magic, that is, it follows no one school of philosophy but is a hodge-podge of “get-as-get-can” magic. It is considered neutral magic. Many of those who “dabble” in magic, and are not up to the level of a Marvel super hero, usually wind up with this type of magic. A spell learned here, an enchantment discovered there, makes up the whole of their philosophy. The bonus with this is that there is very little to bind the character (enemies, rituals, obligations, etc.), the penalty with this type of magic is that there is no one to learn from in a complete and comprehensive manner; thus advancement can be very slow.

STEP 6. Magical Spell Ranks and Definitions

Spell Ranks.

After a character knows how many spells he has, he needs to know their spell rank. The spell rank for each is rolled separately on Table 6.0. Sometimes this rank will not matter, but usually the spell’s effectiveness, range, duration, etc. depends on it. This is the maximum “strength” at which this character can use this spell when he begins the campaign. (For more on magical spell usage see the HOW SPELLS ARE CAST and MAGIC USE AND COMBAT sections.)

Table 6.0: Spell Ranks

Dice Roll	Rank	Rank Number
01-15	GOOD	10
16-45	EXCELLENT	20
46-70	REMARKABLE	30
71-90	INCREDIBLE	40
91-00	AMAZING	50

Spell Selection Methods.

The selection of the appropriate spells can be done in one of three methods: randomization, selection, or a combination of both. The Judge decides what method to use in his campaign but the same



method should be used for all player characters and NPCs.

The player decides how many of his starting spells he will take from each of the lists available to him; however, he must choose at least one from each listing, if possible. (For example, if a player has rolled a character with four spells and has rolled that the energies available are personal and universal only, he must choose at least one personal energy spell and at least one universal energy spell. The type of the other two spells are up to him, as long as they are either personal or universal.

If a character has more energy types available than spells available at the start (for example, two spells at the start, but all three energy types available, he must choose one personal and one universal energy spell and wait to obtain dimensional spells.

Randomization. Here, the player, Simply rolls the dice and takes the spell that matches the roll on the appropriate spell list. While this is one of the fastest methods of character generation and can create an interesting character, the spells sometimes do not work well together, leaving the character in a bind. This problem can be solved by taking the randomized character and turning him into a combination character.

Selection. Here, the player simply chooses the spells he wants the character to have. This can be a slow process, particularly if the player is not familiar with the game. The Judge should be prepared to offer suggestions. The Judge has the final say on the spells the player chooses; the Judge can disallow any spell he does not want used.

Combination. These characters start out with randomized spells, but are then modified by the player and Judge agreeing on certain changes. These modifications usually involve substituting one spell for another or adjusting the spell rank to make it more appropriate for the character.

SPELL LISTS

Below are the listings of the spells available to a beginning character. They are listed by the energies required to use them. Some spells can be found in more than one listing, while others can only be found in one.

The individual spells within a group spell are listed after Table 6.3.

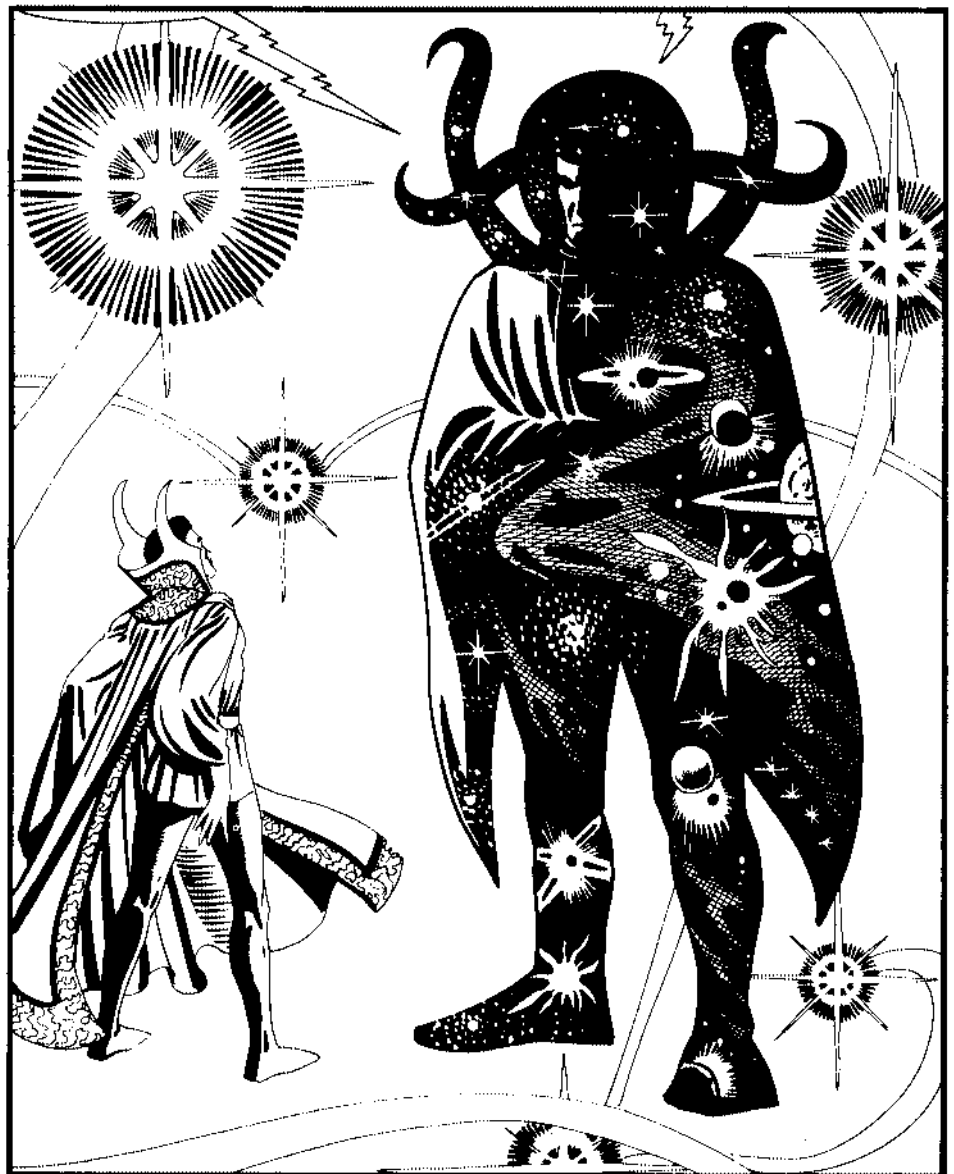
A character who has one or more of the entreaty spells should read about that entity in the Miscellany of Mysticism. Many definitions of incantations are included there.

Once all of the spells have been determined, go to Step 7.

Table 6.1: Personal Energy Spell List

Dice Roll	Spell Title
01	Absorption*
02-03	Admittance
04-05	Alteration-Appearance

06-07	Alteration-Body Weapons
08-09	Alteration-Bone
10-11	Armor
12-13	Apparition
14-17	Astral Projection
18-19	Chameleonic Coloring
20	Damage Absorption*
21	Damage Conversion*
22-23	Density Control-Self
24-25	Dual Persona
26-27	Empathy
28-29	Enchanted Eye
30-31	Flaw
32-35	Flight
36-37	Foretelling
38-39	Gramarye





Die Roll	Spell Title
40-41	Growing
42-43	Heal
44-47	Image Projection
48-49	Immovability
50-51	Invisibility
52-53	Learning
54-57	Levitation
58-59	Luck
60-61	Manipulation
62-63	Mental Barrier
64-65	Post-Cognition
66-67	Protected Senses
68-69	Reflective Aura
70-71	Resistance Aura
72-73	Sensing-Clairaudience
74-75	Sensing-Clairvoyance
76-77	Sensing Danger
78-79	Servant
80-81	Shape-Shifting, Limited
82	Shape-Shifting, Unlimited*
83-84	Shield-Great
85-86	Shield-Individual
87-88	Shrinking
89-90	Telekinesis
91-92	Telepathy
93-94	Tongues
95-96	Trance
97-98	Transformation
99-00	Vapors-Enhancement

* This spell counts as two spell selections when taken from this list. (It can also be found on the Dimensional Energy List as one selection.)

Table 6.2: Universal Energy Spells List

Dice Roll	Spell Title
01-02	Animation
03-06	Bands
07-08	Charm
09-10	Confusion
11-12	Conjure
13-14	Curse
15-16	Density Control-Others
17-22	Eldritch Beams/Bolts
23-24	Eldritch Blast
25-26	Eldritch Breath
27-28	Eldritch Crystals
29-30	Eldritch Flames
31-32	Emotion Control
33-34	Energy Control
35-36	Fear
37-40	Forgetfulness
41-42	Glamor
43-44	Growing-Others
45-46	Healing-Others
47-50	Illusion

51-52	Invisibility-Others
53-54	Matter Rearrangement
55-57	Mental Control
58-60	Mental Probe
61-64	Mesmerism
65-66	Mesmermechanism
67-69	Nature Control
70-71	Net
72-74	Paralyze
75-76	Plant Control
77	Power Block*
78-79	Revival
80-81	Shield-Aura
82-83	Shrinking-Others
84-85	Static Field
86	Teleportation*
87-88	Trap
89-92	Vapors-Obscurity
93-96	Vapors-Sleep
97-98	Vapors-Resist Death
99-00	Wave

* This spell counts as two spell selections when taken from this list. (It can also be found on the Dimensional Energy List as one selection.)

Table 6.3: Dimensional Energy Spells List

Dice Roll	Spell Title
01-03	Absorption
04-06	Cyttorak
07-10	Damage Absorption
11-14	Damage Conversion
15-17	Denak
18-21	Dimensional Aperture
22-24	<i>Disguise</i>
25-28	Eldritch Attacks
29-31	Environmental Independence
32-34	Faltine
35-37	Hoggoth
38-40	Ikonn
41-43	Link
44-46	Munnopor
47-49	Oshtur
50-53	<i>Passing</i>
54-56	Pishogue
57-59	Power Block
60-62	Power Duplication
63-65	Raggadorr
66-69	<i>Scrying</i>
70-72	Sensing
73-75	Seraphim
76-79	Shape Shifting— Unlimited
80-83	Shield-Multiple
84-87	Teleportation
88-90	<i>Thaumaturgy</i>
91-93	Valtorr

94-96	Vishanti
97-00	<i>Witchery</i>

Entreaty spells are in **boldface** type. Please see the Miscellany of Mysticism for more details concerning the beings entreated, and some of the more popular incantations concerning them.

Group spells are in *italic* type. Please see the section following this table for information on group spells.

Group Spells

Each of the following spells is found in the Dimensional Energy List. Each contains five spells, most of which are also found under the personal or universal energy lists. For more information on the use of group spells, please see the HOW SPELLS ARE CAST section.

Disguise. This group of spells all help the user to disguise himself. They include Alteration-Appearance, Chameleonic Coloring, Glamor, Growing, and Shrinking.

Eldritch Attacks. This group of spells are all Eldritch attack spells. They include Eldritch Beams/Bolts, Eldritch Blast, Eldritch Breath, Eldritch Crystals, and Eldritch Flames.

Passing. This group of spells all help the user to pass through or around obstacles. They include Admittance, Alteration-Bone, Astral Projection, Density Control-Self, and Transformation.

Pishogue. This spell takes its name from a kind of magic used in Irish tales of magic and faeries. This group of spells has a similar effect and includes Confusion, Fear, Forgetfulness, Mesmerism, and Paralyze.

Scrying. This group of spells all help the user by gaining information. They include Enchanted Eye, Foretelling, PostCognition, Sensing-Clairaudience, and Sensing-Clairvoyance.

Sensing. This group of spells also helps the user by gaining information, often warning him of a threat to himself. They include Sensing-Danger, Sensing-Evil, Sensing-Fields, Sensing-identity, and Sensing-Mystical Detection.

Thaumaturgy. This group of spells allows the user various types of attacks, some that are more designed to capture than harm. They include Bands, Curse, Net, Trap, and Wave.

Witchery. This group of spells all affect others. They include Density Control-Others, Growing-Others, Healing-Others, Invisibility-Others, and Shrinking-Others.



STEP 7. Determine the Character's Talents.

If the character is a magically enhanced character or derives his powers primarily from magical items, use the procedure on page 39 of the MARVEL SUPER HEROES Campaign Book to determine his talents.

If the character is a magic wielder, most of his time has been spent training for his magical profession. Roll percentile dice and consult Table 7.0: Talents Available for Magic Wielders to determine how many talents the hero has.

Table 7.0: Talents Available for Magic Wielders

Dice Roll	No. of Talents
01-35	1
36-70	2
71-100	3

To determine each talent, roll percentile dice and consult Table 7.1: Magic Wielder Talents. There are no ranks for talents, although a successful Reason FEAT roll is usually required to use them. After the talents are determined, look up their explanations below. Once all details of the talents have been recorded on the player's character sheet, proceed to Step 8.

Table 7.1: Magic Wielder Talents

Dice Roll	Talent
01-35	Normal talent
36-40	Demonologist
41-45	Martial Arts A
46-50	Martial Arts B
51-55	Martial Arts C
56-60	Scholar of Antiquities
61-65	Bibliophile
66-70	Theoginist
71-75	Occultist
76-80	Runesmith
81-85	Stamina
86-90	Zoologist of Magic
91-95	Chronicler of Magic
96-100	New Talent devised by player

Explanation of Talents

Bibliophile. The character has an extensive knowledge of magical books, scrolls, or other primarily informational items, and the lore concerning them. He has a +2 CS when using or researching these.

Chronicler of Magic. The character studies magical societies and their activities.

He has a +2 CS for researching and/or knowing who the adepts and masters are, what their relationship is with each other and with any beings that they entreat, and for any specific facts about most magical cults. (The Judge may wish to modify this bonus for characters or cults that have taken the time and effort to keep their identities from being revealed.)

Demonologist. The character has studied accounts of demons in the Marvel Universe and he knows how dangerous and hostile they are. The character receives a +1 CS in any situation involving demons, including research, communication, identification, and combat. (The Miscellany of Magic contains more information on demons of the Marvel Universe.)

Martial Arts A. The character has undergone training in a particular form of martial arts, and knows the philosophy of it as well as the technique. Martial Arts A allows the character to slam or stun opponents whose Endurance rank is higher than the character's Strength rank.

Martial Arts B. This form of martial arts gives the character a +1 CS to his Fighting ability for the purpose of Slugfest.

Martial Arts C. This form of martial arts gives the character a +1 CS to his Strength for the purpose of Grappling and a +11 CS to his Agility for the purpose of Dodging.

New Talent. The player may create a new talent for his character. It is up to the Judge to set limitations on it in accordance with other talents. The talent should have some definite bearing on the character's powers or background.

Normal Talent. The character has a talent that he learned from his days prior to becoming a magician. Roll on the Talents list on page 39 of the MARVEL SUPER HEROES Campaign Book.

Occultist. The character has made extensive studies into the area of occult happenings, including: unexplained events and mysteries of the world, hauntings, and other manifestations of the spirit world. He has a +2 CS when researching or dealing with occult events.

Runesmith. The character is a transcriber and translator of runes, especially ancient, magical runes. (A rune is a letter in an ancient alphabet. Most ancient magical items have runes on them to warn potential users of the possible harm that

the item can cause. These runes can be any one of a vast array of almost-forgotten codes.)

The character has a +2 CS whenever studying, deciphering, or inscribing runes.

Scholar of Antiquities. The character has an extensive knowledge of antiques, especially ancient magical artifacts and lore concerning them (but not including books, scrolls, or other artifacts that are primarily informational). He has a +2 CS when dealing with them or researching them.

Stamina. The character has trained himself to go many days without eating or sleeping in the pursuit of his magical studies. If researching anything magical or just using a spell (no physical combat or extensive movement allowed), the character can go without food or sleep for up to 6 days.

Theoginist. The character is a scholar on the origins of the powerful extra-dimensional beings and gods of the Marvel Universe (this category includes all of the major entities listed in the Miscellany of Mysticism and those beings that provide dimensional energy when called upon, such as Dormammu). The character has a +2 CS when researching information on this subject.

Zoologist of Magic. The character studies magical creatures and has collected books on the subject. This talent includes not only mythological or fantastic beasts of Earth's legends but also the creatures of other dimensions in the Marvel Universe. He has a +1 CS when attempting to identify magical creatures and their powers. (Please see the Magical Creature section in Book 3 for many known magical creatures.)

STEP 8. Balancing the Powers.

This is a short step primarily completed by the Judge, but usually in consultation with the player. The Judge must look at this character in terms of how he balances with the other player characters and with the campaign as a whole. If the campaign is being run for characters like Daredevil or Black Widow and a powerful magic wielder with a personal energy spell (like Flight), a universal energy spell (like a powerful Eldritch Beam/Bolt), and strong dimensional energy spells (like Environmental Independence, Teleportation, Shield—Multiple, and Thaumaturgy) is added, the magic wielder will soon



overshadow the less-powerful characters, making the campaign less fun for everyone. On the other hand, a campaign suitable for Iron Man or the Hulk would overwhelm a weak sorcerer.

A powerful character can have conditions placed on some of his spells and magical items that will prevent them from being a constant unbalancing force, but gives the character access to them. Look back in the magical item generation section at some of those conditions for an idea on how to limit a powerful sorcerer.

A weak character must be built up a bit and magical items are great for this. If the campaign includes both magical and nonmagical heroes, the Judge should remember that many of the spells have limitations (such as target resistance FEAT rolls, full concentration required, etc.) that nonmagical powers often do not have.

This balancing requires thought, time, and discussion between Judge and player. This is why generating characters, especially magical characters, are best accomplished during non-game time and on a one-to-one basis.

Once the powers and talents have been settled on, it is time to flesh out the character. Go to Step 9.

STEP 9. Finishing the Character.

The player should answer the following questions to help create the character's personality.

1. What is the hero's name?

Supply the character with both a full name and a "heroic" name. Even Reed Richards, whom everybody knows is the leader of the Fantastic Four keeps using his heroic name, Mr. Fantastic. Possibly it has something to do with confidence, or separating the heroic life from the personal life by having two names. Magic wielders are usually even more secretive than other types of heroes and usually use secret identities.

2. What is the hero's age?

Mastery of the ancient arts takes longer to control than most other types of powers. Start with 17 years of age. Roll a die and add the result to 17 (for a span of between 18 and 27 years). If the character is a magic wielder, add 3 years. For every personal energy spell the character knows, add another year. For

every universal energy spell he possesses, add 2 years. For every dimensional energy spell he possesses, add 3 years.

This is just for beginning characters and certainly does not effect the character as he picks up future spells.

Note: In the Marvel Universe, it is possible for certain individuals (such as Magik) to gain considerable skill in sorcery at an early age. This usually happens due to very early training, an extremely high Psyche, or other unusual circumstances. If the Judge wants to make this a possibility for player characters, the young magic wielder must have a Psyche of Amazing rank or higher and must have grown up in the household of a master. In this case, start with 10 years, add the result of one die roll, and add 1 year per spell known, regardless of type.

3. Does the hero have a secret identity? If so, what is it? How does he keep it secret? Does anyone know this secret?

If the character is magically enhanced or is based on magical items alone, then it is up to him whether he has a secret identity or not. But if the character is a magic wielder he will usually have a secret identity for his own safety. As Doctor Strange often tried to explain to Clea, human beings greatly fear that which they do not know.

A sorcerer needs no other complications in his life aside from those associated with his studies and adventures. A secret identity is an absolute must for this simplification of his life.

A sorcerer's secret identity is usually his actual identity. The character maintains his anonymity when in action by using a hero name, by wearing a costume that draws attention away from his face (perhaps a mask as well), and by not drawing attention to himself by using flashy magic. This is one of the reasons why so many magic wielders prefer astral combat or taking the conflict into deserted areas.

The most likely people to know a character's secret identity include sweethearts, wives, etc., the character's master (and later, disciples), and possibly another super hero teammate. Generally, at the start of a character's adventures, no villain knows of his real identity

4. What is the hero's personality like?

The personality of the character can be one of the most enjoyable aspects of roleplaying games. This aspect should be left entirely



up to the player, but should have some general guidelines set down at the beginning of the character's existence.

The personality defined should be more than just "mean" or "heroic". There should be many different facets to the character's personality. By nature, most player character magic wielders are the strong, silent type. They usually need to control their fears and other emotions to be able to fully concentrate on their studies and their spells. Because of their constant practice and studies, along with whatever occupation they may have, they tend to be a quiet, reserved, and isolated lot, oftentimes being referred to as "stern," "reserved" or a "stick-in-the-mud". Certainly, there is no rule that says the character cannot be a happy, carefree individual, but he will most certainly be looked upon by other magic wielders as someone who is not serious about the mystic arts and who is not worth bothering with.

5. What are the hero's Resources?

This measures not only the character's personal wealth, but also his ability to get money or valuable equipment through many channels, including wealthy organizations. The player must roll percentile dice on Table 9.3: Resource Ranks below to determine his rank, then consult Table 5: Resources on page 8 of the MARVEL SUPER HEROES Game Campaign Book to determine how his Resource rank equates to his weekly



rate and purchases. The player should wait until his character is completely generated, then start his purchases with a place to live.

Table 9.11: Resource Ranks

Dice Roll	Resource Rank	Weekly Rate
01-05	Poor	4 rp
06-15	Typical	6 rp
16-45	Good	10 rp
46-75	Excellent	20 rp
76-95	Remarkable	30 rp
96-99	Incredible	40 rp
00	Amazing	50 rp

A character who is a magic wielder has generally been in seclusion for many years, studying with his master. Consequently, he has spent very little money over this time and any money he had saved has been generating interest. This translates into one, large lump sum of Resource Points for the hero at the outset of the campaign. To determine the size of this lump sum, roll a percentile dice on Table 9.4: Magic Wielders Starting Resource Cache. Magically enhanced characters and heroes who wield magic items start the campaign per normal procedures (page 8 of the MARVEL SUPER HEROES Game Campaign Book).

Table 9.2: Magic Wielders Starting Resource Cache

Dice Roll	Lump Sum
01-20	250 rp
21-45	500 rp
46-75	1,000 rp
76-90	2,500 rp
91-00	5,000 rp

6. What nationality is the hero?

The player must now decide what country his character is from and, if the campaign is world-spanning, what country he lives in. If the character has the ability to mystically travel and communicate with others, then nothing prevents him from "commuting". Many foreign-born heroes now reside in the U.S. Some of the ones with magical connections of some kind are Russia's Magik, Transia's Scarlet Witch, and Haiti's Brother Voodoo. Some heroes even come from different planets, realms, or dimensions, such as the Asgardian Thor and the Dark Dimension's Clea.

Any character from a foreign country or

realm automatically speaks his language and English. In addition, if their Reason is better than Excellent, there is a 40% chance they speak a third language. If their Reason is better than Incredible there is a 20% chance that they speak a fourth language.

7. Where does the hero live?

Most of the Marvel Universe heroes tend to live in New York City (as that locale seems to draw super-powered villains like ants), but some have made their base of operations on the West Coast, in other U.S. locales, and in Canada. If the character has the ability to mystically travel and communicate with others, then nothing prevents him from "commuting" across the U.S. If the campaign is going to be mainly situated in New York City, the character may even wish to live in one of the locations shown on one of the many city maps now available in various MARVEL SUPER HERO Game Adventures published by TSR, Inc. The character's Resources, already generated, determine what kind of housing the character can afford.

Note: While magic wielders may continue to learn from their masters, only about 20% live with them. If the player wishes, he may roll percentile dice to see if his master will allow him to live in his abode (01-20 = Lives with master, no living expense required, 21-00 = character must have his own place).

The Housing Costs Chart below gives guidelines for the resource points needed to rent or buy a dwelling in an average sized town.

Housing Costs Chart

RENT (per month)	
Efficiency Apartment	4 rp
1 Bedroom Apartment	8 rp
2 Bedroom Apartment	16 rp
Luxury Apartment	24 rp
One-Story House*	10 rp
Two-Story House*	20 rp
Mansion*	40 rp per floor
Office	20 rp
Office Floor	50 rp
Office Building	1,000 rp per floor
BUY	
Efficiency	
Condominium**	600 rp
1 Bedroom	
Condominium**	900 rp
2 Bedroom	
Condominium**	1,200 rp
Luxury Condominium**	2,000 rp

One-Story House**	1,300 rp
Two-Story House**	1,800 rp
Mansion**	3,000-10,000 rp
Empty Land	500 rp/acre
Construction***	175 rp/room

* = Not including the cost of utilities or maintenance for this size dwelling, which equals an additional 10% of the rent per month.

** = Not including the cost of utilities, insurance, and upkeep for this type of dwelling, which equals an additional 1% of the total cost per month.

*** = Time for construction equals 1 month per room. When constructed, the cost for utilities, insurance, and upkeep equals that of a normal dwelling of equal size and type.

8. How does the hero earn his living?

The character's weekly resource rate will give the Judge and player some guidelines for the character's employment, as he must be employed in an occupation which would logically earn him that rate. Magic wielders usually earn their living in a manner that allows them maximum flexibility in their schedules: private consultants, doctors, writers, and so on.

9. Does the hero have any hobbies or favorite pastimes?

While this facet of the character is generally for the sake of "coloring" his personality, it may have practical applications as well. Photography, cooking, music, and so forth may all have some purpose in an adventure some day, sort of like secondary talents. No character should have over three of these useful pastimes, and if he does not actively pursue them at least once every other month, they should not be considered useful.

10. What does the hero's costume look like?

All heroes have costumes and magic wielders, in particular, have unusual ones. On the back of the new Magical Character Sheet are design forms for costume drawings. Magic wielders usually wear garish colors and bizarre patterns, possibly for some mystic reason. Capes are also quite fashionable with the magical crowd.

11. Who are the hero's friends?

The hero starts with as many close friends and relatives as he has powers and/or items. Most people have many more friends than this, but these few are the



most important. The following question should be answered about the people who are close to the hero: what are the names and occupations of the hero's friends?; how long have they known him?; what is their exact relationship (friend, lover, mentor, brother, etc.?) do any of them know of his true, magical identity?; what are their motivations and personality like?

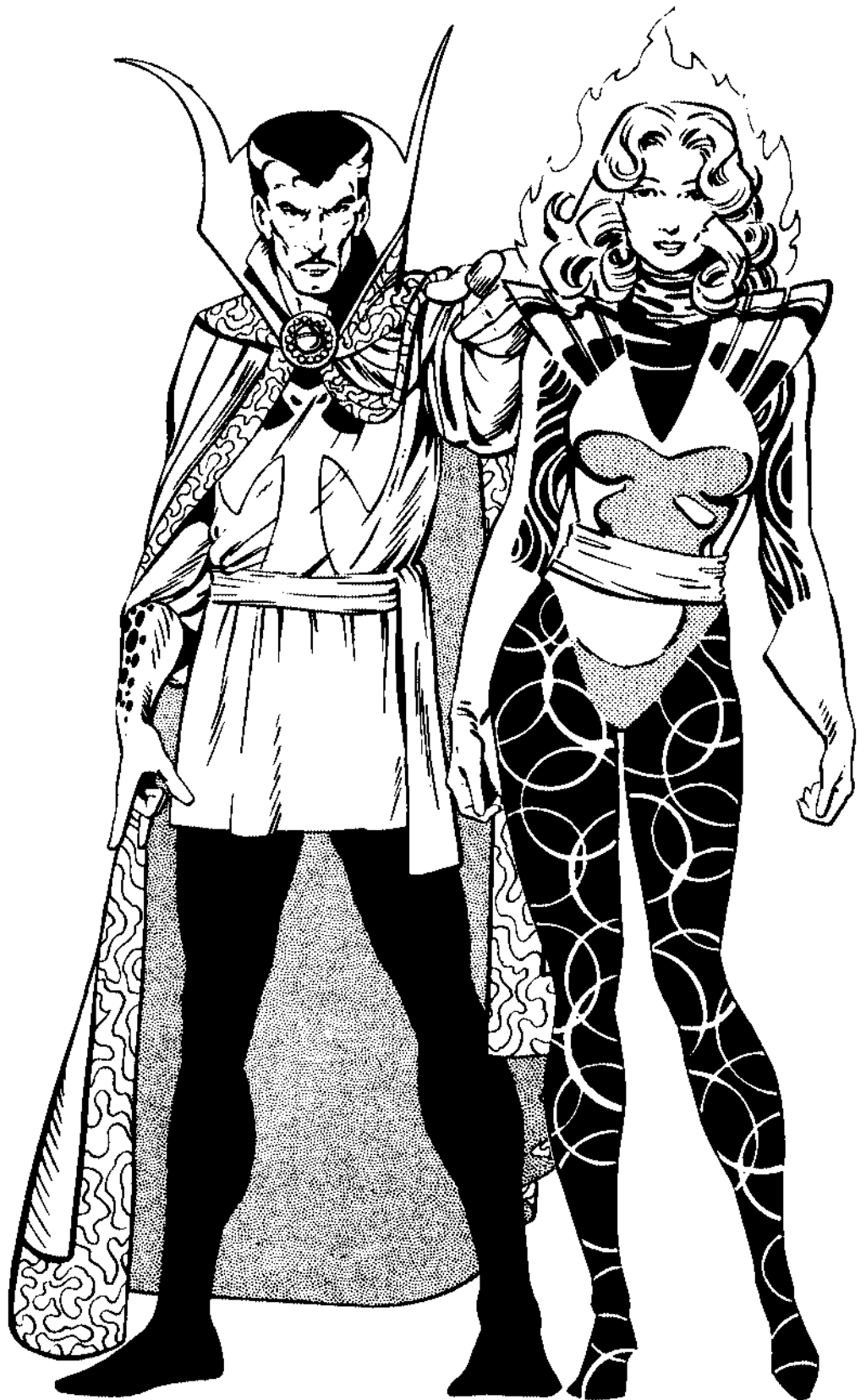
12. If the character is a magic wielder, who is his master?

This is the most important aspect of the hero's personal life. All of the questions asked above, should be asked about the master. In other words, establish a clear identity for him or it. Some masters are spiritual in nature and reside in an item (such as Shaman's grandfather's skull), but most are living, breathing mortals. Reading through the Miscellany of Mysticism may help to spark an idea on the nature of the master. While this need not be answered immediately for the character to play in the campaign, it will be necessary to establish the relationship before too long for the character to progress in his knowledge of magic.

Note: If the Judge finds that he has more than one magic wielder in his campaign, he may wish to have them both (or all) study under one master. It should be remembered that a wise master shows no favoritism in his teaching of many novices. He will strive to bring out the best in each novice and help them find their own identity. By the character's third adventure the master's name, location, school of magic (which should be the same as the character's), and personality should all be known to the player and Judge. The amount of time the hero must spend with the master is left to the Judge's discretion (it is important that the amount of time allocated for study is extensive, but this does not necessarily mean it must be spent with the master).

Final Character Balance

The Judge should fully appraise the character after it is completely generated, and review him after his first one or two adventures. Depending on the level of power used by the other heroes and villains in the campaign, the Judge may wish to limit the character's powers (usually by conditions to their uses) or expand them (usually by granting the character a magical item with 1 or more powers). This should be done no more than once.





SPELL DESCRIPTIONS

* This spell counts as two selections from either the Personal or Universal spell list OR one choice from the Dimensional spell list.

** This spell can only be chosen from the Dimensional spell list.

Absorption*. If the caster makes a successful spell rank FEAT roll, he can take on the properties of any material he touches, giving him the Strength, Endurance, and body armor equivalent to the material rank of the object he touched. (For example, if he grabbed a steel girder, he would gain Remarkable Strength, Endurance, and body armor.) Each time the hero changes form, adjust his Health to the new sum of his Fighting, Agility, Strength, and Endurance, minus Health points he previously lost.

The caster's Strength and Endurance are limited to a maximum of Amazing, even if the object touched has a higher material rank. He can remain in his transformed state as long as he wishes.

If the object touched is holding or emitting energy (such as red-hot metal, etc.) he absorbs the energy properties as well. He absorbs the energy immediately, thereby gaining body armor equal to the damage it would cause. The caster is not hurt by the energy he absorbs. He can retain absorbed energy for a maximum of 10 rounds.

The caster can also absorb physical properties of an object. If he touches a spiked mace, he will get both the strength of iron and spikes.

There is also a negative side to this absorption spell. When a caster absorbs a material's properties, it tends to slow his movement and reactions down proportionately. The higher the rank, the slower the character. For every material rank above Good that the caster absorbs, subtract a rank from his normal Endurance for the purposes of determining his movement rate. A magic wielder in a "hardened" state (material rank of Good or higher) is limited to one spell per round and his spells always take effect at the end of the round.

Admittance. The caster can direct enchanted energy at any locked door or container and it will easily open for him, no matter how many locks it has or how big or

intricate they are, if his spell rank FEAT roll is successful.

Alteration-Appearance. The caster can mystically alter his face and body structure at will. He does this through the complete control he has over his muscles, ligaments, tissues, and skin. By manipulating these he can resemble almost anyone he wishes who is human. He even has control of his hair, making lengthen or shorten at will. If the new shape and face he is turning into is not vastly different from his own, he can change easily and completely in one round. If the change is extreme (very thin to obese, man to woman, adult to child, etc.) the caster must make a successful spell rank FEAT roll to change, and the transformation will take two rounds.

Alteration-Body Weapons. The caster can magically alter his body to grow claws, fangs, or spines. This can be done in one round (he must make a successful power rank FEAT roll if he is distracted or under stress). When attacking, the sorcerer can use his Fighting rank or this spell rank, whichever he prefers. Damage equals the hero's Strength rank + 1 CS, and attacks are resolved on the Bite-Claw column of the Magic Effects Table.

Alteration-Bone. The caster can magically alter all of the bones in the body. They become malleable and the muscle tissue is exceedingly resilient, making his body very flexible and pliant. It is impossible to break a bone or tear a muscle. His flexibility enables him to slither into and out of very tight and small places. He can fit into any hole or slot down to eight inches diameter. Apply a +2 CS to Strength ability for purposes of Escaping a hold when grappled. The caster must make a successful spell rank FEAT roll if distracted or under stress.

Animation. The caster can enchant an inanimate object to become animate and control its movements. The object must be of a material rank that is less than or equal to this spell rank. Only one object at a time can be animated and, while it must be within the area of effect to animate, it can continue to be animated outside of the area of effect, if within the caster's sight. If the caster causes an animate object under his control to attack an opponent, the animated object's Fighting and Agility are equal to the caster's spell rank, but the item's material rank determines its Strength, Endurance, and damage inflicted.

The caster must concentrate on controlling the object. No item over the size of a car can be animated, regardless of the caster's spell rank.

Apparition. The caster can mystically make his body non-corporeal and become an apparition. (This should not be confused with Astral Projection, as that power takes the caster to another dimension and he is invisible to most characters in this dimension.) Once the spell is cast, the caster need not concentrate upon his state to remain an apparition. As an apparition, the caster can still move, speak, cast spells, and perform most other normal actions. His movement rate is the same as if he were corporeal, but he can walk on air, sink through floors, climb up elevations as if he were climbing stairs, etc.

When a caster becomes an apparition his body loses its density, allowing him to pass through solid object and letting solid objects pass through him. The caster can be seen, but is obviously not completely solid. This power grants the caster body armor equal to the spell rank against any physical, energy, or mental attacks. If the apparition/caster physically attacks another character, that character must also be treated as though he has body armor equal to this spell rank. Magical, mental, or energy attacks against the target are treated as normal.

To pass through a solid object, or have a solid object pass through him, the object's material rank must be equal to or less than the spell rank. In addition, the caster can lower the density of an object he touches by making a spell rank FEAT roll and, if succeeding, keeping it in his possession.

Judge's Note: If the player wishes to make a concentrated effort at creating a character who appears like a ghost, striking fear and terror into criminal hearts, then the Judge should keep this effect in mind when the caster walks through a wall, drops through a ceiling, etc. and faces anyone. A character encountering this apparition, especially for the first time, must make a Psyche FEAT roll (see Magic Effects Table) or react as described in the Fear power. There is a price the caster has to pay for this extra "power", however. This frightening effect on people only works if the caster is not famous, thus cutting off his Popularity and some sources of Karma gain. He must remain relatively reclusive and unknown so the criminal element does not recognize him.



Armor. The caster can summon magical body armor equal to this spell rank. There is a 75% chance that the body armor will affect the caster's appearance. The stronger the armor, the more his appearance will be affected. The actual appearance is to be determined by the Judge and player. This spell reduces the character's Agility by one rank.

Astral Projection. The caster can separate his astral self—the sheath of his life essence—from his physical self and travel through space unbound by physical laws while retaining human consciousness. The astral form (also sometimes called the ethereal form or the ectoplasmic form) is invisible, intangible, and incapable of being harmed except by the most powerful magic or by opponents who are themselves in astral form. If the caster wishes to project his astral self while under duress, during a combat or while he is being mentally attacked, he must make his spell rank FEAT roll.

The duration of effect determines how long the caster can remain in this form without physical deterioration occurring to his physical form. If the astral form does not return to its physical body before the duration of effect has elapsed, the caster's body dies; and the astral form can only enter it as it would any other corpse or dummy, creating a blind, zombie-like creature. If the caster's body is destroyed while the astral form is projecting, the caster is stranded in his astral form.

If a character is stranded in his astral form due to the death of his physical body, the astral form itself will dissolve after an amount of time equal to the normal spell duration associated with the character's Psyche rank. (For example, the astral form of a character with Incredible Psyche would endure for one day; the astral form of someone with an Unearthly Psyche would last indefinitely.)

The caster can transport other willing subjects to the astral plane along with himself. When attempting to do so, he must make a Psyche FEAT roll: a white or green result means that the caster traveled and the other(s) did not, a yellow or red result means that the multiple astral travel worked perfectly. Astral projection cannot affect someone against his will.

Characters who are in their astral forms can see and communicate with each other, if both parties desire. If one or both parties do not desire to be seen, they may have to hide behind solid items, just as if they were

in their physical form. If the astral character who is seeking has a lower power rank than the astral character who is attempting to avoid being seen, he must make a Psyche FEAT roll, even if that character is in plain, astral view. If seen, they can have magical combat in that form.

Magical items, though left behind on the physical plane, also have a counterpart that can be taken into the astral plane. It acts in the same manner as its physical counterpart, but its powers are lessened by one rank on the astral plane. Any magic item that the character possesses on the physical plane can be controlled by the owner's astral self. (For example, Doctor Strange has escaped innumerable traps by controlling his Cloak of Levitation and the Eye of Agamotto within his amulet, while he was in his astral form.)

Time alteration spells cast from the astral plane work within the physical plane, but do not affect the astral plane.

Bands. This spell manifests itself in a variety of ways, as the caster chooses: vapors, rings, threads, circles, and so on. When the caster calls up this enchantment, bands (or whatever) form around the target and entrap him. It takes a full round for the bands to completely form. The target can try to dodge through the bands only in the round in which they form and only if the area being entrapped is as large as a 10 foot cube. If the spell is directed at the individual himself, he cannot dodge through it. When a character is surrounded by the bands there is a 75% chance that he is bound, a 25% chance that he is gagged, and a 10% chance that he is blinded (see the Bound, Gag, & Blind rule in the Miscellany of Mysticism). A separate roll is made for each of these effects.

The bands cause no damage to the entrapped character. Bands have a material rank that is equal to the caster's Psyche rank. While normal attacks will not affect bands, magical attacks may free the victim. If the magic attack's spell rank is higher than the bands material rank, it will shatter the bands if the attacker makes a green FEAT roll. If the material rank is the same rank as the magical attack, the attacker must make a successful yellow FEAT roll to shatter the bands. If the material rank is higher than the spell rank of the magical attack, the attacker needs a successful red FEAT roll to break the bands.

The caster does not have to maintain a high level of concentration to maintain the

bands; he can move, cast spells, perform normal actions, etc. However, if the caster is affected by a hostile attack or spell, he must make a successful Psyche FEAT roll to keep the bands from breaking. Bands automatically break if the caster is rendered unconscious.

Chameleonic Coloring. The caster can change color to match his surroundings. If he is not moving quickly and trying not to be noticed, any opponent must make a successful Yellow Intuition FEAT roll to see him. The color change can be performed in one round. If the caster is under stress or distracted (being attacked, etc.) he must make a successful spell rank FEAT roll to change.

Charm. The caster creates a pleasant aura about himself, charming opponents in the area of effect. Every opponent in the area is allowed a Psyche FEAT roll (see Magic Effects Table). If the target is affected, he will quickly change his mind about attacking the caster because "there is just something about him he likes"; if the Psyche FEAT result is "No Effect", the target is not even aware that the caster tried to charm him. A charmed target will not attack the caster, but will attack another opponent, if one is available. The caster cannot give orders of any kind to a charmed character; the spell is not a form of mental control.

A charmed target is allowed to make a Psyche FEAT roll each round to attempt to break the charm. Each charmed opponent must break the charm on his own; he cannot be persuaded that he is charmed by friends, although a counterspell cast by a friend might break the charm. Unless the charm is broken, it will remain in effect for the duration of the spell, even if the caster leaves. A charmed character will not remember that he has been charmed once the spell expires.

If the caster attacks an opponent charmed by his spell, the spell is automatically broken, and the target retains full memories of being charmed and remembers who is responsible.

Confusion. The effects of this spell are unpredictable, but can be devastating. When it is cast, all targets within the area of effect receive a Psyche FEAT roll to avoid the effect. If a target fails the roll, he is affected by the confusion. The Judge rolls a die for each affected target and checks Table 6.4: Confusion Results, to see how each is affected. The duration is



1-10 rounds, rather than the normal duration associated with the spell rank.

Table 6.4: Confusion Results

Die Roll	Confusion Results
1	The target sits down and tries to think things over. If attacked, he defends himself, but otherwise ignores everyone else.
2	The target begins weeping or laughing uncontrollably. He receives a -1 CS to all actions.
3	The target walks around randomly as if lost. If attacked, he defends himself, but takes no other action.
4	The target becomes fascinated with one trivial action and will perform or watch it repeatedly. If attacked, he defends himself, but otherwise ignores everyone else.
5	The target attacks the nearest character, no matter who he is.
6	The target attacks everyone (different character each round.)
7	The target attacks the nearest large building, machine, or creature.
8	The target walks up to the nearest character, throws an arm around his shoulder, and begins discussing his philosophy of life.
9	The target is extremely disoriented; apply a -2 CS to all his actions.
10	The target rolls over and falls asleep.

Conjure. This spell is used to teleport an item, plant, creature or character from its current location to the caster's location. This spell can even restore a broken or decayed item to its original form while in the act of teleporting.

If conjuring a trivial item, plant, or harmless animal, the caster need make no FEAT roll, it simply appears.

If conjuring a complex or dangerous item, plant, or dangerous creature, or attempting to conjure a broken or decayed item, the caster must make a successful spell rank FEAT roll before it appears.

If conjuring forth a willing character (teammate, friend, etc.) the caster must make both a successful spell rank FEAT roll and a successful Psyche FEAT roll before the character appears.

If conjuring forth an unwilling character, the caster must make a successful spell

rank FEAT roll. The subject is allowed a Psyche FEAT roll to resist being brought forth; if the resistance FEAT is successful, the conjuration fails.

The conjuration of the body of a dead character is far beyond the abilities of any caster who does not have an Unearthly spell rank in this spell. The conjure spell only summons or recreates the physical body; however, if the dead character's astral form survives (see the Astral Projection spell), it can reanimate the body, restoring it to true life.

Curse. With this spell, the caster can weave an enchanted curse around an opponent. If the spell rank FEAT roll is successful, the curse will remain with the opponent for the duration of effect. The duration of this spell is unusual; a curse cannot exceed Amazing duration (one month), even if the caster's spell rank exceeds Amazing.

When a curse is attempted, the target can avoid it by making a successful Psyche FEAT roll. If the curse takes effect, the victim can make one Psyche FEAT roll per day to attempt to break it; a successful FEAT roll means the curse is broken. The target will not know who attacked him, regardless of whether or not the curse is successfully cast.

A curse negatively modifies all of the opponent's actions and spells by a 1 Column Shift (plus or minus, as long as it works against the opponent). No more than one curse can normally be placed on a character. The exception is the use of the Link spell, whereby up to two curses can be placed on one opponent, but they cannot, totally, exceed the effect of a -2 Column Shift modifier lasting one month.

The Judge can decide to allow curses that have different effects instead of column shifts, such as: temporary aging; warts and boils; etc., but no curse can cause the death of a character.

Damage Absorption*. This spell enables the caster's body to absorb without harm some of the damage from energy attacks, both magical and non-magical. The character is still vulnerable to physical, missile, and mental attacks. The spell rank indicates how much damage will be absorbed per round before the caster is harmed (i.e., a Remarkable rank would prevent the first 30 points of damage from an energy attack).

Damage Conversion*. The spell enables the caster to magically absorb kinetic

energy and convert it to physical Strength and Health. Whenever the character is physically attacked (slugfest, bite-claw attacks, missile weapons, charging, concussive rays, but not energy attacks or grappling, he may make a spell rank FEAT roll. If he fails the roll, then that damage is dealt with as normal that round. If the FEAT is successful, the appropriate amount of damage is immediately added to his Health, instead of subtracted as damage. In this fashion, the caster's Health can go as high as 200. In addition, the caster's Strength is raised to the same rank as the attack, if the attack's rank is higher.

If the caster using this spell also has some form of body armor, the attack is reduced by the body armor before the caster makes his absorption FEAT roll; the caster can attempt to absorb whatever points of damage remain. The caster's Strength is increased if the points remaining in the attack exceed the rank number of his current Strength rank.

If he wishes, after the caster stores up 100 points he may try another spell rank FEAT roll. A successful roll allows him to redirect this energy by using all of his newly gained Strength to inflict a blow of up to Monstrous damage. If the roll fails, he just keeps storing up damage. This energy dissipates in 10 rounds in any event. Any damage done to him after he reaches a Health of 200 begins to subtract from that number, until he reaches 0 Health or makes his spell rank roll again to add to his energy converted Health.

Density Control-Others. The caster can control the density of another living creature or an inanimate object. He must point at the target and make an Agility FEAT roll for targeting. A living target can attempt to Dodge. If the caster's FEAT roll succeeds, he has control over the molecular cohesion of the target.

The caster can reduce or increase the density of the target by one rank each round. The caster must concentrate on the target, so the caster cannot attack or cast other spells while using this spell. If the caster stops concentrating on the target, it will stay at its present density rank for the duration of the spell, then begin returning to normal, shifting one rank per round until its normal density rank is restored.

For each rank that a living target's density is reduced, apply a -1 CS to the target's Strength. Furthermore, anyone



attacked by the target is considered to have body armor equivalent to the target's current density rank. If the target's density is reduced to Shift 0 rank, his body becomes a cloudy form, like a thick fog, up to two areas in volume. In cloud form, the target is subject to strong wind currents, suction, etc. The target cannot attack or cast spells in this form and has no control over his movement. The cloud cannot be attacked by physical or energy means.

For each rank that a target's density is increased, he gains body armor equivalent to his current density. If his current density is higher than his Strength, he inflicts damage in combat equal to his density rank. If the target's current density rank is higher than his Endurance, apply a -1 CS to his Fighting and Agility for each rank that his density exceeds his Endurance; also apply a -1 CS to his Endurance for purposes of determining his movement rate.

The target's weight at its current density rank is equal to the weight that a person with the same Strength rank could lift. Increasing the density of an intricate object, such as a plant or complex machine, might cause thin and delicate parts to break off.

For purposes of this spell, most living targets have Typical density in their normal state. However, some races have greater density which provides them with body armor (such as Asgardians and Olympians); use the body armor rank of these beings as their normal density. Inanimate objects have normal density equal to their material rank.

Density Control-Self. This spell is the same as the Density Control-Others spell, except that the caster has full control over his cloud-form at Shift 0 density. The caster can surround others with his cloud-form, obscuring their vision. The caster also has a limited ability to fly, at a maximum speed of 2 areas per round. The caster can also seep under doors, through crack, etc., while in cloud-form.

Dimensional Aperture.** This spell causes a temporary opening in the dimension's fabric, allowing the caster to cross from one dimension to another. Look for the section on Dimensions in the Miscellany of Mysticism for more detail. The caster can automatically open a portal to a dimension with which he is familiar, but opening a portal to an unfamiliar dimension requires a successful spell rank FEAT roll. If a FEAT roll is required, failure indicates that the

caster cannot enter the desired dimension that day. A beginning caster who does not really know one dimension from another can stumble into any one of them at random.

A spellcaster who is in a familiar foreign dimension can automatically return to his home dimension. However, if the caster is in an unfamiliar dimension or if his mind has been affected by traveling in a sanity-bending or sanity-threatening dimension, the caster must make a successful spell rank FEAT roll to locate the dimensional position of his home dimension. This roll to return is only allowed once per week. However, the caster can enter another random dimension and try to go home from there.

If the caster tries to take anyone else with him into a dimension, whether they are willing or unwilling, then a Psyche FEAT roll is required of each character passing through into the dimension, every time they enter a new dimension. Anyone who fails the FEAT roll cannot pass through that particular dimensional aperture at this time. Characters who are left behind can try again a day later, if the aperture is still in effect.

This spell also grants the caster

knowledge of a tiny "personal dimension" where he can go with perfect accuracy and safety. This pocket dimension is only accessible from the caster's home dimension and contains no dangerous creatures. There the caster can go for peace, solitude, and can even make it a home away from home. The caster can enter or leave his own little dimension once per day.

Dual Persona. This spell makes the character one with a magic wielder from the past. There are two separate personality patterns in the magic wielder's brain, and the character has at least partial access to the memories and knowledge of his ancient counterpart.

The way in which the character relates to his alter-ego is left to the Judge. Some suggestions include: the alter-ego may exist inside or as part of a magical item the character owns; the alter-ego may be an astral form that inhabits the character's body or is visible to him alone; the alter ego may exist in a specific location which is the only place where the character may communicate with him; etc. The Judge must decide whether or not the ancient spellcaster has some physical form.





If the character casts this spell, the alter-ego is a predecessor from the caster's own school of magic. If the alter-ego is discovered by accident, it might not be friendly to the caster.

While the two are joined, the player character has a strong resistance to all mental probes and attacks, magic or otherwise. This resistance is in the form of a +2 CS in the caster's favor when FEAT rolls are allowed to ignore or defend against mental controls and attacks (not to exceed Monstrous rank).

If the Judge so decides, the other persona might battle for control of the character's body. Circumstances under which could happen include: the caster is in danger of immediate death; the goals and values of the character are different from those of the alter-ego; the character is visiting a location associated with the alter ego in his lifetime; the caster attempts to use a spell or ability available to the alter ego but not available to himself, etc. An entirely new magic wielding character can even be rolled up and it might exchange places with the caster on such occasions, or just give timely advice.

Eldritch Beams/Bolts. This spell unleashes a magical beam or bolt causing damage equal to the spell rank (a beam is a continuous line of energy, a bolt is an interrupted line of energy). A beam or bolt (hereafter referred to as bolt) affects only one target in the target area. When this spell is obtained, the player should roll a die to see where the bolts originate. The bolts will issue forth from the character's: 1-4 = Hands; 5-8 = Eyes; 9 = Chest; 10 = Forehead. The type of bolt the character uses will be one of the following, which the player chooses with the approval of the Judge.

Cold Bolt. This bolt causes freezing damage and is blue.

Darkforce Bolt. This bolt uses the Darkforce, a form of energy from another dimension. The target loses Health points equal to the caster's spell rank. The bolt is black. (This bolt requires dimensional energy; it is not available to characters unable to use dimensional energy.)

Disintegrating Bolt. This bolt disintegrates non-living, inanimate objects up to 2 areas away from the caster. The limit of what it can disintegrate is determined by the spell rank. Compare the spell rank to the material rank of the object to be disintegrated.

If the material rank is higher than the

spell rank, the target's material strength is reduced one rank.

If the material rank is equal to or less than the spell rank, the target is disintegrated. Small objects (fist-sized, for example) can be destroyed automatically. Destroying man-sized objects requires a successful yellow spell rank FEAT roll. Destroying larger objects (like a vehicle) requires a successful red FEAT roll. If the target is an object of no importance, the Judge can waive the FEAT roll and rule that the item is automatically destroyed.

Energy Bolt. (Also commonly called *Bolt of Bedevilment.*) This bolt uses pure universal or dimensional energy. This is the most common form of eldritch bolt.

Fire Bolt. This bolt causes fire and heat damage and is a reddish line of flame.

Impact Bolt. This bolt causes impact damage through reverse gravity, magnetism, etc. The bolt is invisible.

Light Bolt. This bolt causes damage through intense light. The bolt is golden.

Sonic Bolt. This bolt causes damage through sonic disruption, nerve damage, etc.

Eldritch Blast. This spell unleashes a magical blast, causing damage equal to the spell rank to everything in the target area. In addition, the blast has a chance to slam or stun anyone within the target area (see the Magic Effects Table under Power Rank-Blasting). The caster's Psyche is reduced to Typical for an hour afterwards and he will pass out for 1-10 rounds unless he makes a successful Endurance FEAT roll. The type of blast used by the character is decided by the Judge and player when the character obtains the spell (see Eldritch Beams/Bolts for possible types).

The spell rank determines the amount of damage done by the blast, but the area of effect when the spell is obtained has a maximum rank of Excellent (one area), even if the caster's actual spell rank is higher. The area of effect can be increased through experience, but can never exceed the spell rank. Furthermore, this spell has a maximum limit of Amazing rank for its area of effect.

Eldritch Breath. The caster can direct Mystical energy into a breath attack, similar to Eldritch Beams/Bolts or an Eldritch Blast, but issuing forth from the mouth. He can still verbally communicate, taste, etc. The type of damaging breath is up to the Judge and player (see Eldritch Beams/Bolts for suggestions).

Eldritch Crystals. The caster unleashes a stream or swarm of magical crystals that will bombard a target upon his command. The crystals will appear, attack the target, cause physical damage equal to the spell rank, then disappear. These are physical manifestations of magic and are affected by defenses that protect the target from physical damage (body armor, force fields, battlesuits, bullet-proof clothing, etc.). The crystals will attack only one target chosen by the caster, if there are several targets in a single area.

Eldritch Flames. The caster summons forth sorcerous flames that cause damage equal to their spell rank every round a character passes through them. A spell rank FEAT roll is required to bring them forth. The flames are summoned forth in a fixed location, designated by the caster, and cannot be moved. The flames are used as a fiery wall to block movement into or out of the target area. They extend along one side of the target area chosen by the caster and can be any height chosen by the caster, from a few feet to three stories. The wall of flames can be slightly bent by the caster to accommodate structures and obstacles. No more than three walls can ever be maintained by the caster at any one time.

Emotion Control. The caster can magically control the emotions of others, but the caster must establish some link with the target, such as gazing into the target's eyes or talking to the target for a brief moment. The caster must make a successful spell rank FEAT roll to establish control (see the Magic Effects Table under Psyche-Mental Control, treat a successful roll by the caster as a hold). This spell can only affect a single target in the area of effect. The target is allowed a Psyche FEAT roll to attempt to resist this form of mental control. If the target fails his resistance FEAT roll, his emotions are under the caster's control and subject to the caster's suggestions. The caster can summon love, fear, hate, etc. and force his foe to react to those emotions. These emotional upheavals override the target's normal emotional inclination. The caster may only "summon" one strong emotion at a time and only control one target at a time. The duration for the emotional control is the duration of the spell (Table 0.1). When the spell expires, the victim regains his normal emotional reactions.

Empathy. The caster can magically sense



another character or group's strong emotions (not thoughts). This spell not only allows the character to gain a general impression of the mood and intentions of individuals or groups, it also allows him to broadcast his emotions to an individual or group. Broadcasting emotional attitudes like friendship, love, caution, helpfulness, and so forth can sometimes prove invaluable in clearing up a misunderstanding. The character cannot broadcast these emotions unless he truly feels them. These feelings should help dictate his actions. Only one attempt at it can be made per encounter. By using this spell, especially on animals, the caster can sense whether the target is deathly afraid, slightly afraid, in love, full of hate, etc. and the object of their hate, love, fear, and so on.

Enchanted Eye. The caster creates an enchanted eye when he wishes. The caster can automatically summon the enchanted eye for one round only. A successful spell rank FEAT roll brings the eye forth for the full duration of the spell. It can only see as far as sight normally would, but can penetrate darkness (real or magical), show the caster mystical existences (such as astral projections, invisible magical objects,

mystical shields, and so on), and see through illusions. The caster is mentally linked with the eye and sees everything it sees.

The enchanted eye is a separate magical creation capable of flight. Its movement rate is the same as that of the caster. The maximum distance it can be separate from the caster is based on the spell rank (for example, 12 areas for Amazing rank.) The eye can be attacked physically or magically; the eye has Health points equal to the caster's Psyche and any FEAT roll the eye is required to make use the caster's appropriate ability rank. The caster is not affected by any damage suffered by the enchanted eye.

Energy Control. The caster can use his personal, universal, or dimensional energy to control another type of nonmagical energy (not personal, universal, or dimensional). This energy manipulation requires a successful spell rank FEAT roll. Only one type of energy can be chosen by a beginning caster, but with advancement he may learn to control other forms of energy.

The caster can affect all of the individual type of energy within his area of effect with

ease: turning it on or off, making it overload, siphoning it where he chooses, etc. He can channel controlled energy around himself so as not to be harmed by it.

The caster must make a successful red spell rank FEAT roll to use this spell offensively. The attack must be made by touch, no matter what the spell rank. The damage caused equals the spell rank number.

The caster must make a successful yellow or red spell rank FEAT roll to use this spell defensively.

The following energies the ones most often affected by this spell. (The Judge can add others as desired.)

Darkforce. The Darkforce is a semisentient force from another dimension. It can be used to black out an area so completely that even invisibility does not work. It cannot be used as a weapon outside of the area the character is occupying, but within that area anyone enveloped by the Darkforce (except the caster) loses Health points equal to the caster's spell rank number each round. Controlling the Darkforce requires that the caster use dimensional energy; this form of control is not available to casters who cannot use dimensional energy.

Electrical. The caster can absorb and redirect electrical energy. One of the best uses of this spell is as an electrical override. The caster can direct electrical spells to override the controls of electrical equipment, including computers, alarm systems, and unshielded robots. He can either take control or damage this equipment. The ability of control is equal to the spell rank.

Gravity. The caster can reverse or intensify gravity at will. The spell can be used to move objects (use the spell rank as the caster's Strength). A character with this spell can do two gravity related actions at once. When used as an attack, the caster uses the gravitational forces to seize the target in a grappling-like attack. The grappling force starts with Typical Strength, but the caster can automatically increase the strength by one rank each round, up to the spell rank. This requires concentration on the part of the caster (no attacks or other spells cast while the gravity attack is in effect). The target must make a successful Strength FEAT roll to escape the effect.

Reverse gravity can only be lowered to Shift 0, whereby the target can float a few feet above the ground.

Magnetism. A caster with magnetic



control can manipulate any items that contain iron or steel within the area of the spell. He can also manipulate the Earth's magnetic field and use it to control iron or steelbearing items, anchoring them to the ground or twirling them like a top, or create a magnetic force shield with an armor rank equal to the magnetic control spell rank.

Solar. A hero with this spell can redirect, magnify, or diminish the natural light in the area of the spell. A blinding flash can cause damage in that area equal to the spell rank number and temporarily blind a victim. A light barrier does not defend against damage, but no one can see through it and it scares off unintelligent animals and creatures.

Sonics. This spell can amplify sound in an area to the point where everyone except the caster is temporarily deafened. This is particularly distracting for magic wielders using dimensional spells and incantations (successful yellow Psyche FEAT roll required to cast a dimensional spell; see Distractions in the MAGIC USE AND COMBAT Section). The caster can also reverse the effect to completely "dampen" an area so that no sound can be heard whatsoever, including sonic weapons.

Environmental Independence.** The caster can surround himself with an aura of magic that maintains a livable environment for him. He does not need to sleep, eat, drink, or breathe, but can if he wants to. He feels no non-magical cold or heat and can survive in outer space, under water, within the earth, in hostile atmospheres, etc. This spell does not provide protection from or immunity to attack, but it does allow the caster to survive in conditions where survival would normally be impossible. The area of spell is usually just around the caster himself, though the aura can contain an additional character for every rank of the caster's Psyche above Remarkable.

This is a particularly long-lived spell, often used by magic wielders stranded in hostile circumstances or alien dimensions. The duration of this spell is left to the Judge, as different conditions and circumstances (time passage in other dimensions for example) can affect the duration. It is suggested that the caster receive a +3 CS on the duration of the spell. (For example, the spell would have a Unearthly duration for a caster with an Incredible spell rank.) An Unearthly duration means that the spell lasts indefinitely, usually until the caster escapes

from the hostile conditions that caused him to cast the spell.

Fear. This spell affects all targets in the area of effect. The spell releases an unreasoning fear from the target's mind. All targets are allowed a Psyche FEAT roll to resist the effect (see the Magic Effects Table). If the target misses the roll, the frightened character wants nothing more than to run away and hide (all his actions while afraid are at -2 CS). The victim will try to avoid, or if necessary attack, anyone attempting to stop or restrain him. The character can only perform actions (including spellcasting) that will help him to escape. The victim always flees away from the attacker, even if he cannot see the caster. After the first three rounds of being afraid, and every other round after that, if need be, the frightened character is allowed a Psyche FEAT roll to regain his composure. Once made, it will still take him a full round to get complete control of himself.

Though the caster must maintain a high degree of concentration on this spell to keep the target afraid (no attacks or other spellcasting allowed), he does not know when the character breaks the spell. Only when the target attacks the caster or otherwise acts contrary to a state of fear does the caster realize he no longer influences the target.

Flaw. The caster weaves a mystical tendrill around an object and sees the stress points, fracture planes, or weaknesses inherent in the item. The object must be natural, not magical. If this spell is used successfully, the caster can use a magical energy attack (bolt, blast, etc.), and shatter the object if he gets a Bull's-Eye result using a Targeting attack (see the Magic Effects Table), even if the object's material rank is up to three ranks higher than the spell rank. Note; This spell cannot be used to shatter Class 1000 materials unless the caster's spell rank is also Class 1000.)

Flight. With this spell, the caster can magically fly. The spell rank and Psyche of the caster determines how fast he can fly. Consult Table 6.5: Magical Flight Speed, below to determine the movement rate. The normal rate is the speed the character usually flies. If he wishes to achieve top rate flight he must make a Psyche FEAT roll every 5 rounds. A failed roll simply drops the caster's speed back to normal.

Table 6.5: Magical Flight Speed

Power Rank	Normal Speed	Top Speed
Shift 0	Can't Fly	Can't Fly
Feeble	1 area	1 area
Poor	1 area	2 areas
Typical	2 areas	3 areas
Good	3 areas	4 areas
Excellent	4 areas	6 areas
Remarkable	5 areas	9 areas
Incredible	6 area	15 areas
Amazing	7 areas	20 areas
Monstrous	9 areas	30 areas
Unearthly	12 areas	Unlimited
Shift X	14 areas	Unlimited
Class 1000	Unlimited	Unlimited

The caster must make a successful spell rank FEAT roll to perform intricate flight maneuvers, fight while aloft, or perform other magic while aloft. The form of flight that the individual player character has (wings that magically appear, magic control of wind, or simply mystical flight) is up to the player.

Foretelling. The caster can mystically predict the actions of anyone he has studied (defined as observed for at least 10 rounds). This foretelling is short-term only. If he makes a successful spell rank FEAT roll the caster does not have to decide what to do in that round until after the opponent(s) have declared their actions, no matter who has the initiative.

Forgetfulness. The caster can magically effect other characters' minds and cause them to forget events. This is usually used by heroic magic wielders to protect innocent bystanders from the awesome psychic shock caused by some of the sights to be seen during magical combat, etc. It is also used by most magic wielding characters to protect their secret identities. Evil magicians may also use this spell to cover up their trail or their crimes. The duration of the spell is permanent (unless another sorcerer uses a Revival spell of at least equal spell rank to break the spell of Forgetfulness). The number of people that can be ensorcelled by the spell depends on the spell rank: Good = 1 person; Excellent = up to 5 people; Remarkable = everyone in 1 area; Incredible = everyone in a square mile; Amazing = everyone in 100 square miles; Monstrous = everyone on the planet; Unearthly everyone in one dimension; Class 1000 everyone in all dimensions.

Any character with a Psyche equal to or



greater than the caster's may make a Psyche FEAT roll to reduce the effects of the spell. Magic wielding characters have a +2 CS for this FEAT roll. A green result means that vague recollections of the event sometimes surface in the character's memory. A yellow result means that the character knows most of the highlights of the event, but cannot remember who cast the spell of forgetfulness. A red result means that the character can remember everything.

Glamor. The caster can conjure up flashing lights and swirling colors, which distract and confuse opponents. The caster can cause them to appear anywhere within sight in the area of effect. Any characters in that area must make a Psyche FEAT roll; if the FEAT is successful, the target is unaffected. If the roll fails, the target suffers an unfavorable 1 CS on all his actions (plus or minus 1 CS depending on whatever is unfavorable to the target).

If the caster desires, he can try and target the glamor on a specific character; this requires a successful targeting Agility bull's-eye FEAT roll. If successful, the target suffers an unfavorable 2 CS, but the spell effects that target only

Once established the glamor cannot be moved out of the area or exact location it was cast upon. Glamor has no effect on the caster.

Gramarye. The caster has the ability to magically learn information from an item. The caster must make a successful spell rank FEAT roll to learn anything from the item (if the item is of an unfamiliar alien design, the Judge can apply a - 1 CS to the spell rank).

The first information that can be gleaned by a successful spell rank FEAT roll is what the item's purpose is and how to use it. If the caster has no talent in an area that the item might be used for, then he only has a rank of Typical when using it.

Once an artifact's purpose is identified another spell rank FEAT roll is allowed. If successful, it allows the caster to "read" the psychic impressions left on it by the last person who used it. Information that can be gained includes what the user looked like, what he thought of while using it, what he was doing for the last few hours before the item was lost, stolen, or otherwise left his possession, etc. The longer the item has been untouched, the dimmer the impression.

This spell is increased or diminished if the item is magical. If the magic is of the

same school as the caster, he receives a +2 CS. If the magic is not of the same school as the caster, he receives a -1 CS. If the magic is of a school hostile to the caster, he suffers an additional - 1 CS.

Growing. The caster grows taller through this enchantment. The limit on his size is listed on the Maximum Growth column in Table 6.6: Magical Size Changes, and depends on the spell rank (the Shrinking spell also uses this Table). If the caster's Strength rank is less than this spell rank, he uses the spell rank as his Strength when in giant form. If the spell rank is less than the caster's Strength, the Strength is increased one rank when in giant form. Enemies who attack him also get a +1 Column Shift to the right, because the caster's great size makes him easier to attack.

Table 6.6: Magical Size Changes

Rank	Growth Limit	Shrinking Limit
Feeble	8 feet	4 feet
Poor	10 feet	2 feet
Typical	12 feet	1 foot
Good	14 feet	6 inches
Excellent	16 feet	3 inches
Remarkable	18 feet	1 inch
Incredible	20 feet	.5 inch
Amazing	22 feet	.25 inch
Monstrous	25 feet	.1 inch
Unearthly	30 feet	.01 inch

Growing-Others. The caster has a magical spell that is almost identical to the Growing spell, but instead of being able to increase his size, he can increase the size of other characters and objects.

If the character to be grown is willing, then the caster must make a successful spell rank FEAT roll to increase his size. The character will regain his normal height after the duration of spell or when the caster wishes, whichever comes first.

If the character to be grown is not willing, then not only does the caster have to make a successful spell rank FEAT roll but the target is allowed a Psyche F6~ roll to resist the effect. If the target's Psyche FEAT is successful, he is unaffected. If the target is affected, he will return to his normal height after the duration of spell or when the caster wishes, whichever comes first.

The caster can use this spell to enlarge objects with a material rank equal to or less than this spell rank. To increase an object's size, the caster must make a spell rank

FEAT roll. The object will return to its normal size only after the duration of effect has lapsed.

Healing. This spell gives the caster such complete control over his bodily functions that he can heal himself by use of personal or dimensional energy. Use the spell rank number instead of his Endurance rank number to determine the maximum amount of damage healed. The caster can only perform this once per day, in addition to his normal healing rate.

Healing Others. The caster can magically heal other characters by using universal or dimensional energy. The caster must touch the character for two consecutive rounds after casting the spell. A successful spell rank FEAT roll is required. The, maximum amount of damage that can be healed per person is the spell rank number. Any individual character can only be healed once per day by a specific caster. The number of different characters the caster can heal per day is equal to the spell rank number divided by 10 (round fractions up). If the player so desires, this spell could be used to heal a creature instead of a character.

The healing is complete, including the mending of broken bones and torn cartilage. The spell is also effective against disease.

Illusion. This spell creates an illusion in the mind of creatures within the area of effect. The player whose character is using this spell must describe it to the Judge. The illusion looks, sounds, and smells the way it would if it were real, but cannot cause damage. Since the illusion exists only in the mind of the targets, no one outside the area of effect can see it. All characters in the area of effect see the same illusion. The caster must concentrate on the illusion for the entire duration of its existence to be believable.

Each character seeing the illusion may make a Psyche FEAT roll to disbelieve it at the beginning of the illusion and every other round after that. If the FEAT roll is successful, the illusion fades from his mind. Other characters with illusion creating powers, whether magical, mutant, or whatever, receive a +2 Column Shift to their attempts to disbelieve. An unaffected character cannot persuade an affected character of the illusion's true nature.

Characters who are affected will act as they normally would if the illusion were real. If characters attack an illusion, attacks will



not affect it (although the caster could make it seem otherwise); the Judge will have to keep track of the attacks because of the possibility of injury to bystanders or property. Items passing through an illusion may look like they are absorbed by it, like he side-stepped it, or whatever else the caster desires.

If the illusion is of something silly, confusing, or extremely contradictory, then the Judge should secretly roll an Intuition check for those affected to disbelieve it.

Image Projection. The caster can direct his magical energy to form an identical image of himself. For every round he makes a successful spell rank FEAT roll, the image will perform as he desires, thoroughly convincing most characters that the image is the caster. This belief is somewhat like the Illusion spell and should be treated as an illusion for the purposes of combat or touching the image.

The caster can either use this spell while he is visible to create a “double” and confuse his opponents, or he can hide or turn invisible (if he has that spell) and have the image replace him.

The creation of more than one image is possible, but it requires a successful Psyche FEAT roll by the caster for every image made and each image requires a successful spell rank FEAT roll by the caster for each round he is commanding them. The maximum number of images a caster can create during the use of this spell is the spell rank divided by 10 (round fractions up).

Immovability. The caster mystically anchors himself to a surface, after which he is nearly an immovable object. The 11 “planting” takes concentration, a successful spell rank FEAT roll, and one round.

The caster gains body armor equal to the spell rank, and he cannot be Slammed or Stunned in combat in any event. He can also perform magic while “planted” on a wall, ceiling, or whatever.

An attacker can destroy the surface the caster is anchored to only if the attacker’s attack rank or Strength is at least two ranks above this spell rank and if the attacker makes a successful red FEAT roll.

At the end of the duration of effect, the mystical “anchor” disappears, but the caster can cancel the spell earlier if he chooses.

Invisibility. This spell makes the caster invisible to others. Any item on the caster’s

person and anyone holding hands with him (and willing to be affected) also becomes invisible as long as they remain in contact with him. This spell cannot turn an unwilling creature invisible.

Being invisible causes no special problems for the caster, but anyone else affected who is not used to being invisible will have a real problem moving about (movement halved), performing the simplest of actions (-2 CS), and fighting in any fashion (-3 CS for any combat). It requires at least 10 rounds of being invisible before becoming used to it.

Note: an invisible person can be located by persons with superhuman hearing or sense of smell, or by detection powers and devices that do not depend on sight.

Invisibility-Others. With this spell the caster can make objects not on his person invisible by touching them. The size of the object must be equal to or less than that of a medium-sized car. The caster can attempt to make other people invisible only if his spell rank is Amazing or better. If the individual is a willing subject, then the caster must make a spell rank FEAT roll. If the individual is unwilling, then the caster must make a spell rank FEAT roll with a -2CS penalty.

Anyone not used to being invisible will have a real problem moving about (movement halved), performing the simplest of actions (-2 CS)/and fighting in any fashion (-3 CS for any combat). It requires at least 10 rounds of being invisible before becoming used to it.

Learning. This spell is used to give the caster an advantage in combat. It enables him to quickly learn from his mistakes. After this spell is cast the caster must fight his opponent for three consecutive rounds (normal combat, magical combat, astral combat, etc.). When the three rounds have passed the caster suddenly has insight into his opponent’s methods of combat and receives a +1CS when fighting that opponent during this encounter only. The duration and area of effect listed on the Magical Limits Table do not apply for this spell.

If combat is interrupted but later resumed and the Judge is not sure whether to consider it one continual encounter or two separate encounters, the spell still applies if the caster makes a successful spell rank FEAT roll.

Levitation. This spell enables the caster to mystically rise into the air. A successful

spell rank FEAT roll is required. No further FEAT rolls are needed unless the caster descends to the ground, and then want to levitate again during the duration of the spell. The maximum altitude a levitating character can reach is 1 area at Good rank, with an additional 2 areas for every spell rank above Good (thus, a caster with a Remarkable Levitation spell can reach an altitude of 5 areas). The movement speed (rising or descending) per round is 1 area for a character with Good Psyche with an additional area for each Psyche rank above Good. The character cannot use this spell to lift any weight greater than his normal clothing and equipment. This spell affects the caster only.

The character can perform other actions while airborne, including combat, but is limited to one spell per round regardless of the type of energy (personal, universal, or dimensional). If knocked unconscious while levitated, a character will immediately fall to the ground.

This spell should not be mistaken for the ability to fly (see the Flight spell). Levitation only allows vertical movement. Sideways movement is only achievable by the levitating character pulling himself along an object. A levitating character cannot create forward momentum to affect the direction of his ascent. It is always straight up. While wind has no affect on a floating caster’s ascent direction, it can slow him down if the Judge feels it is strong enough.

Link.** The caster can link his mind with other, willing magic wielders, thus giving him additional power. Up to four magic wielders can be linked in this manner. For every magic wielder linked to his mind, the caster gains a + 1 CS to the spell rank of any spell he casts, up to a maximum of Shift X rank. (Exception: this spell cannot increase the rank or effects of Link spells.) If the spell involves a range factor, the range is increased to that of the shifted spell rank. If the spell inflicts damage, the area of effect and the spell rank is shifted, for purposes of FEAT rolls, but damage is increased by 10 points (not 1 rank) for each additional mind linked. (For example, if three magic wielders are linked to a caster with an Incredible rank in Eldritch Crystals, he would receive a + 3 CS for the area of effect and chance of a successful spell rank FEAT roll, but any damage caused would be 70 points, not 100.)

Only the caster who initiates the Link spell can perform any actions. All other magic wielders who are linked must remain



in place and concentrate. If the caster they are linked to sustains damage, they absorb one-tenth of that damage too, rounded down. The link also increases the caster's Psyche for resistance to mental attack. For every additional mind linked, apply a +1 CS to the caster's Psyche when defending against mental attack.

The link is automatically broken if the caster is rendered unconscious or if he loses control of his own mind (due to Confusion spells, Fear spells, Mental Control spells, etc.)

Luck. The caster can disrupt probability fields so that very unlikely events can occur, somewhat like creating his own luck. For example, he could cause a table to collapse or a machine to tip over. He can not cause something to happen if that event is impossible; tables can not be created from nothing, and machines just can't cease to exist. When the caster uses his spell, the player describes exactly what effect is wanted, and the Judge decides whether or not that effect is within the spell's power and assigns an appropriate FEAT color. To use the spell the caster must make a successful spell rank FEAT roll. If the caster is trying to alter probabilities around magic materials or energies, such as magical artifacts or temples, apply a - 2 CS to the spell rank when making the FEAT roll.

Manipulation. This spell creates invisible magic tendrils that can manipulate materials. "Soft" materials, like organic tissue and fabric are easily manipulated while "hard" inorganic materials require a successful spell rank FEAT roll. No material can be manipulated if its Material Strength rank is greater than the spell rank. The caster can easily manipulate the hair or clothing of another character, causing them to constrict or bind the target (Strength for grappling would equal the spell rank). If the caster is attempting to affect organic tissues or muscles in another creature, the caster must make a successful Psyche FEAT roll. If successful, the victim must make an Endurance FEAT roll or suffer damage equal to this spell rank. The spell can only be used on one target at a time.

Matter Rearrangement. The caster can magically reshape inanimate objects in the same area that he occupies (ignore normal area of effect). He cannot change the material rank of the object or increase or

decrease the mass. (Examples of how to use this spell include: changing a hood's pistol into a wrench; turning a wooden door into a table; altering a bulletproof glass windshield into a large bulletproof glass salad bowl; etc. The caster can only change objects whose Material Strength are equal to or less than his spell rank. Once magically altered the item remains that way unless this spell is used again.

The Judge should start the caster with a size or mass limitation ("about the size of a bread box") and let him slowly build it up as he becomes more experienced.

This spell does not penetrate force fields of any type.

Mental Barrier. This spell creates a magical invisible headgear which does not hinder the caster's normal senses. It allows the caster to know when someone is trying to intrude on his thoughts, magically attack his mind through mesmerism, illusion, etc. It does not indicate who is doing the attacking or intruding, nor does it reveal what spell is being used.

In the round following the one in which the hostile spell is detected, the caster can, secure the barrier, preventing illusions, telepathy, empathy, etc., from affecting the caster. It also protects him from magical attacks on the mind (Emotion Control, Confusion, Fear, Mental Control, etc.) by giving him a +3 CS for any Psyche FEAT roll to resist the attack. While the barrier is up the caster can perform no spells that require/a great deal of concentration.

Treat the spell rank as body armor for the sake of defense against attempted mental penetration by non-magical powers.

The Judge should make sure this spell is not abused. A character who constantly has the barrier up will become easily exhausted and can even suffer Psyche loss due to the mind damaging effects of trying to always be mentally protected. The maximum safe duration rank is Excellent.

Mental Control. The caster can magically attack another character's mind and attempt to control it. The target must be visible and the attacker's spell rank-must be equal to or higher than the victim's Psyche rank to attempt the control. The caster must make a successful spell rank FEAT roll to control the target. The victim is controlled until the attacker releases him or until the duration of effect is up, whichever comes first. If the victim is ordered to do something he would normally be strongly

opposed to, such as hurting himself or a friend, turn himself in to the police (if he's a villain), etc. he is allowed a Psyche FEAT roll, and, if successful, breaks the mind control.

Mental Probe. The caster creates a tiny, magical tendril that can probe another person's mind. If the caster succeeds in his spell rank FEAT roll, the probe will reveal the target's true identity and details concerning it. This spell should not be confused with Empathy, Mental Control, or other, stronger spells. This spell does not allow the caster to manipulate the target's mind.

Mesmerism. This is a basic magical form of hypnotism that permits the caster to communicate with and command specific creatures of less than human intelligence. To communicate with a creature requires a successful Psyche FEAT roll. Commanding a creature is possible only if the caster's spell rank is greater than the creature's Endurance rank, and also requires a successful spell rank FEAT roll.

The target must be able to see the caster to be affected by this spell. If the caster is affected by an attack in the round he casts this spell, the mesmerism is automatically broken.

When this spell is obtained, the caster will be able to mesmerize only one specific type of animal: mammals, birds, reptiles, amphibians, fish, insects, etc. As he becomes experienced he can learn how to mesmerize other types (Judge's discretion).

Mesmermechanism. This spell operates in the same fashion as Mesmerism, but communication and command is between the character and intelligent artificial life forms, such as robots and androids. The caster's spell rank must be higher than the mechanism's Reason. A mechanism that has an organic brain, such as a cyborg, receives a Psyche FEAT roll to resist this spell: if it is successful, the target is unaffected.

Nature Control. The caster can manipulate one of the four elemental materials (fire, water, earth, air) or the weather. In all cases, the spell rank functions as Strength. A caster with Incredible Strength can lift 10 tons; a caster with Incredible earth control can use his spell to manipulate up to 10 tons of mineral matter. The spell only affects existing elements within the area of effect; the caster cannot create elements.



Any Nature Control spell can be used as an attack by forming columns of the elements which strike the target; the damage caused equals the spell rank number. A caster can manipulate the appropriate elements within the area of effect, but they must be within sight. Affecting anything further away than five areas requires a successful yellow FEAT roll; a successful red FEAT roll is needed to affect anything more than ten areas away.

Only non-living, inanimate material can be manipulated. The player may pick the type of control his character will possess.

Air Control. By using this spell, the caster may create winds or a partial vacuum. Defensively, thrown objects and missile weapons are deflected (as if the caster was dodging) and all character's in the same area as the caster are protected. Offensively, this spell creates a whirlwind that functions as a grappling attack. This spell can push objects around, using the spell rank as Strength.

Earth Control. This spell enables the caster to manipulate naturally occurring minerals or items consisting mostly of minerals, such as concrete, pavement, refined metal, and glass. It does not include artificially manufactured devices, such as guns or plastic items.

Fire Control. The caster has the spell to increase or decrease the intensity of an existing fire, or the temperature of an object, causing damage up to his spell rank number. The caster cannot, however, generate fire from his body.

Water Control. The caster can control the movement of water, creating whirlpools, water spouts, etc. Any boat or ship with a Speed rank below the caster's spell rank can be stopped in the water.

Weather Control. This spell is a unique combination of all four elemental control spells. It allows the caster to manipulate the weather within his area of spell. Storms, rain, wind, and snow can be summoned. The temperature can be raised or lowered. Lightning bolts can be called down. Each weather effect requires a spell rank FEAT roll to succeed, and causes damage equal to the spell rank if used to attack someone. If the caster is knocked unconscious after controlling the weather, it will return to normal the following round, unless the caster is knocked unconscious during wildly violent weather (storm, tornado, blizzard, etc.), in which case the caster must make a spell rank FEAT roll; if successful, the violent weather abates, if unsuccessful, the weather goes wild.

Net. The caster can weave an enchanted net from his magical energy. This net radiates from the caster in all directions, and imprisons anyone within a one area range, whether it is friend or foe (ignore the usual area of effect). The web is a physical manifestation that has a material rank equal to the spell rank. It can be ripped or shredded, and will disappear if the caster is knocked unconscious. The caster can move when radiating this net only if he makes a successful red Psyche FEAT roll; the net disappears if he fails the roll. If he teleports out of the net, or in some other mystical way leaves the net without physically moving it, the net will remain in place and intact for the duration of effect.

Paralyze. This spell creates a magical tendril that attacks the target's mind, making him unable to move. If the caster's spell rank FEAT roll is unsuccessful, the target will not even suspect he has been attacked. If the caster's spell rank FEAT roll is successful, the target is allowed a Psyche FEAT roll to resist. If the target's resistance roll is successful, he is unaffected but knows that he has been attacked. If the target's resistance roll is unsuccessful, he becomes completely paralyzed for a number of rounds equal to the roll of one die, plus 2 additional rounds. A paralyzed character cannot move or speak, but he can see, hear, smell, and use mental spells (if he has any). Only a creature with a brain (including cyborgs) can be paralyzed. Medical treatment cannot cure magical paralysis.

Plant Control. The caster can communicate with and control all forms of vegetation within the area of effect. Plants can be used to attack (damage and Strength or Agility equals the plant's Material Strength + 1 CS, usually Typical or Good), as spies (the caster can verbally communicate with the controlled plants) and a wide range of miscellaneous uses (as ladders, cushions, bindings, etc.).

A magic wielder of a Nature magic school using this spell shifts the plants' attack abilities up another + 1 CS, and can communicate through a chain of plants (for example, a tree talking to a field of wheat, which asks a moss covered embankment what the caster wishes to know) as well as directly with one plant.

Note: Whenever communications with plants occur two things must be kept in mind: plants are not too bright and cannot





identify things by sight but by feeling their size and weight as they pass by; fields and other large groupings of small plants are considered as one entity.

Post-cognition. The caster, by remaining immobile and concentrating fully, can look back in time, seeing a vision of past events. The maximum area he can observe is his area of effect. He cannot be seen by those shades of the past and he can hear no sound. This spell requires full concentration. A successful spell rank FEAT roll is required.

The range of time that may be traveled back is 3 months multiplied by the caster's Psyche rank number. For example, a character with an Amazing Psyche (50 points) can go back 150 months, or 12 years, 6 months. The vision starts at the far end of the time span and runs towards the present. If the caster makes another successful FEAT roll he can "freeze" the vision, or replay an event already shown. He cannot interfere in any way with time, only observe what has happened in the space he is concentrating on.

Note: The Judge can rule that magic artifacts or ancient rites will allow a character to look back over millennia.

Power Block.* The caster fills the area he is occupying with an enchantment that prevents the use of all natural non-magical super powers (regardless of origin) with a power rank less than the spell rank of the Power Block. This does not work against any spell or power that has a rank exceeding the caster's Power Block spell rank. Technological powers, natural talents, and magic are not affected. Dampened powers are returned to normal once the character is out of the caster's area, but those powers cannot enter the area and operate (for example, power beams that are fired into the caster's area will dissipate). Natural phenomena created outside of the area, such as a storm delivering lightning bolts, will not affect the caster's area.

Power Duplication.** The caster can duplicate one of the powers of a being possessing natural, non-magical super powers. The caster must touch the character to use the spell. If the other character is willing, the normal spell rank FEAT roll is not necessary. Only one power can be duplicated at any one time. The duplication of power does not remove the power from the target. The duration, area, and damage of the duplicated power is that

of the caster's spell rank, not the power rank of the original power.

The caster can choose the power duplicated, if the caster knows the other character. If the character who is touched is relatively unknown to the caster, and the powers he possesses are not completely known, than the Judge should randomize what power the caster duplicates.

The caster cannot duplicate magical spells, talents, artificial abilities (like Iron Man's Strength), or extra limbs or other extreme physical differences (like Nightcrawler's tail.)

Protected Senses. The caster creates an invisible, magical headgear that completely surrounds the head without hindering his senses. Four of the caster's senses (sight, hearing, smell, and taste) are magically protected against damage from attacks based on sensory overload (such as loud noise, blinding light, or nauseating smells.) If the caster would normally make a FEAT roll to resist one of these sensory attacks, use the spell rank of this spell if it is higher than the appropriate ability rank. If the ability rank is higher, shift the ability rank one column to the right for the resistance FEAT roll. If the attack normally succeeds automatically, the spell rank acts like body armor that protects the senses.

Reflective Aura. The caster surrounds himself with an invisible aura that reflects non-magical energy attacks back to the sender or device. Energy attacks with a power rank equal to or less than the spell rank literally reflect off him and are directed, in full force, back at the attacker. Energy attacks of a greater spell rank are reduced by one rank for the purposes of damage caused to the target. This has no effect on mental or magical attacks.

The spell requires full concentration by the caster. It cannot be used while the caster is engaged in physical combat.

Resistance Aura. The caster surrounds himself with an invisible magical aura that protects him against a specific type of hostile environment or condition. The spell rank is treated as body armor against the hostile effect.

The following are the most common kind of resistances.

Atmospheric. Resistance to the effects of all types of gases, spores, and airborne microbes.

Cold. Resistance to the effects of cold.

Corrosives. Resistance to acids and corrosives of all types.

Electricity. Resistance to damaging electrical currents and lightning.

Heat and Flame. Resistance to fire, flames, and natural or artificial heat sources.

Poison. Resistance to all types of natural and synthetic poisons.

Radiation. Resistance to a specific type of radiation, such as gamma rays or cosmic rays. The player and Judge should agree on a useful resistance.

Solar. Resistance to sun stroke, sunburn, light attacks, and solar radiation.

Sonics. Resistance to all types of damaging sonic waves and sounds.

Revival. The spell counters the effects of other spells that preventing a character from acting or thinking with complete control. Spells that can be countered by a Revival spell include Mesmerism, Emotion Control, Confusion, Fear, Illusion, Charm, Mental Control, Paralyze, Forgetfulness, and the like.

If the spell rank of the Revival spell is stronger than the spell rank of the controlling spell, then the controlling spell is automatically broken. If the spell ranks are equal, a successful spell rank FEAT roll is needed to break the spell. If the holding spell is a higher spell rank than the Revival spell, then the caster must make a successful spell rank FEAT roll to break the spell subtracting as many ranks from his spell's normal spell rank as the holding spell exceeds it.

A Revival spell can only be used against a specific spell enthralling a specific character once a day.

Sensing-Clairaudience. The caster can listen through any objects or structures that normally would baffle sound within a specific range. The range equals the area of effect (see the Magical Limits Table). The character can quickly scan the area of spell for conversation, unusual sounds, etc., but the actual area listened to, within his range, cannot be larger than a 20 foot radius. When zeroed in on, sounds from the area can be heard as if the caster was there himself. Any sound attack in the area has full effect on the character using this spell.

This spell requires a great deal of concentration. It can be used simultaneously only with similar Sensing spells.

Sensing-Clairvoyance. The caster can see within a specific range through obstacles and structures. The range is equal to the



area of spell (see the Magical Limits Table). The character can quickly scan the area of spell for any unusual activities, but the actual area focused in on and viewed, within this range, may be no larger than a 20 foot sphere. It is affected as sight normally would be by darkness, light attacks, and so on.

This spell requires a great deal of concentration. It can be used simultaneously only with similar Sensing spells.

Sensing-Danger. The caster can scan the area of spell using mystic waves that will warn him of danger. If this spell rank is higher than the caster's Intuition rank, use this spell rank when the caster makes Intuition FEAT rolls. If the spell rank is lower than the caster's Intuition, increase his Intuition by one level when making Intuition FEAT checks.

Sensing-Evil. The caster can mystically sense the presence of great evil in his area of spell. This includes the presence of evil creatures (demons, evil magic wielders, super villains bent on destruction, etc.), artifacts of evil design or exceptionally evil deeds. This spell is automatic (FEAT rolls are not needed). As the caster gets closer to the source of the evil emanations, his sensing gets stronger. Thus, he can usually root out the evil if he goes looking for it.

If the spell duration is permanent, the spell functions constantly, even when the caster is asleep.

Sensing-Fields. The caster can magically detect the presence of force fields, magical or otherwise in the area of effect. The caster must make a successful yellow FEAT to detect fields smaller than man-sized at ranges greater than five areas. At ranges of a mile or more, the caster must make a successful red FEAT to detect fields smaller than building-sized.

Unlike some of the other sensing spells, this spell does not require a great deal of concentration.

Sensing-identity. The caster can mystically scan the mind of anybody he can see within his area of spell and determine that person's true identity. If the target is another magic wielder or a character with mental powers of any kind, he is allowed a Psyche FEAT roll to resist the probe. If the resistance FEAT roll is successful, he is unaffected.

Sensing-Mystical Detection. The caster is sensitive to the use of magic. He can detect magic use and its specific source

within the area of effect. Among the specific things he can detect are: magicians casting spells, magical items that are being used or that have a protective spell cast on them, magical portals, and magical creatures.

Unlike some sensing spells, this spell does not require a great deal of concentration.

Servant. The caster can summon forth his own, personal servant to do his bidding. This servant will require quite a bit of Judge's discretion as to its nature, abilities, spell, etc.

The servant's abilities are generated as for any other character. The Judge then gives it two spells, and gives it an origin appropriate to the character it serves. Various types of magical servants exist, including jinn, demons, familiars, ghosts, and the like. The servant is obedient, helpful, and useful. The caster can automatically talk to or otherwise communicate with the servant.

This spell cannot use human beings as servants.

Shape-Shifting, Limited. The caster can mystically change into the shape of one animal, plant, or object of his choice. The exact creature or object must be specified when the spell is first learned and whenever the character changes, it is into that shape. Changes to the shape are automatic, but to become a perfect duplicate, complete with its abilities, requires a successful spell rank FEAT roll. The caster cannot change into another super powered character.

A shape-shifted magic wielder can only use spells that rely on his own personal energy. Universal energy spells and dimensional energy spells are not usable unless he is in his natural state.

Shape-Shifting, Unlimited*. The caster can mystically change into the shape of any animal, plant, or object he wishes. He retains his normal size and mass, unless he also has the Growth or Shrinking spell. Changes to a the shape are automatic, but to become a perfect duplicate, complete with its abilities, requires a successful spell rank FEAT roll. The caster cannot change into another super powered character. The caster can also shape-shift other, willing characters, but must make a successful spell rank FEAT roll with a - 1 CS penalty to the spell rank.

The caster retains his normal consciousness and can magically see and

hear, even if in an "inanimate" form.

A shape-shifted magic wielder can only use spells that rely on his own personal energy. Universal energy spells and dimensional energy spells are not usable unless he is in his natural state.

Shield-Aura. The caster surrounds himself or another character with a shining aura that acts as body armor against all forms of attack. It does not hinder the caster in any way. An aura shield has an armor rank equal to the spell rank - 1 CS. If it is hit by an attack with a higher power rank it is shattered and disappears, though no damage reaches the caster during that round. Only one aura shield can surround a character at any given time.

Shield-Great. This shield protects an area. Unlike the other shields, the great shield is immobile and the caster assigns it to a fixed position when he casts it. The size of the great shield can be anywhere from the size of an individual shield up to a plane that is 1 area wide and 3 stories tall. It can be located anywhere within the area of effect, but the caster must see the location to place it. The great shield has an armor rank equal to the spell rank + 2 CS. It is usually transparent, but strange runes can be seen scrawled around the edge. If it is struck by an attack with a higher power rank it is shattered and disappears, though no damage penetrates it to harm the caster during that round.

A caster can have only one great shield in effect at any time.

Shield-individual. The caster create a sorcerous shield to protect himself. The shield has an armor rank equal to the spell rank. This shield is usually invisible to all but magic wielders and can be projected out away from the caster's outstretched hand a few feet. The caster moves the shield to block attacks. If the caster is attacked from a number of sources at once the shield will only protect him from one attack. If the caster is surprised, or if the attacking character succeeds in targeting a magical beam or bolt as a bull's-eye, it means the caster could not move his shield fast enough to deflect the attack. If the shield is hit by an attack with a higher spell rank it shatters, though no damage penetrates it to harm the caster during that round.

The caster can also use this spell to encircle himself with four weaker shields (armor rank equalling the spell rank -1 CS).

If any of the shields are broken, the



remainder are unaffected. The caster cannot leave the circle of shields until they dissipate or are destroyed.

Shield-Multiple.** This spell uses extradimensional energies to create a Multiple Shield. It is identical to an Individual Shield, except that there are actually multiple shields behind the one that appears. For every spell rank above Good, the caster has another Shield that immediately appears when the previous shield has been shattered. For example, a caster with a Remarkable spell rank has three Individual Shields, one right behind the other to protect him.

If the outermost shield is struck by an attack that is at least two ranks higher than the shield rank, one or more inner shields are also broken; if the attack is 2 ranks higher, a second shield is broken, at 3 ranks higher, a third shield, and so on. No damage will reach the caster in the round the last shield is broken.

Shrinking. The caster can mystically shrink himself. The limit depends on his spell rank, and is listed on the Magical Size Changes table, under the Growth spell. The caster's Strength rank is unaffected by size reduction, but he gets a +1CS when attacking, and opponents have a -2CS when they attack him. Damage caused is as normal. Area effect attacks do not use these modifiers.

Shrinking Others. The caster has a magical spell that is almost identical to the Shrinking spell, but instead of being able to shrink himself, he can shrink other characters and objects.

If the character to be shrunk is willing, then the caster must make a successful spell rank FEAT roll to shrink him. The character will regain his normal height after the duration of spell or when the caster wishes, whichever comes first.

If the character to be shrunk is not willing, then not only does the caster have to make a spell rank FEAT roll, but the target is allowed a Psyche FEAT roll to resist the effect (see the Magic Effects Table). The target will return to his normal height after the duration of spell or when the caster wishes, whichever comes first.

If an object is to be shrunk, its material rank must be equal to or less than this spell rank. To shrink an object, the caster must make a successful spell rank FEAT roll. The object will return to its normal size only after the duration of effect has lapsed.

Static Field. The caster can set up an

invisible static field with his magical energy. This field, which blankets his area of effect, disrupts television, radio, CB, walkie-talkie, and other broadcasting devices. It also disrupts all closed-circuited monitoring security systems and scanners, most computer systems, robotic "brains", and any other highly sophisticated electronic devices. The field moves with the caster and once an item is outside the field, it works as before.

Any attack that uses broadcast power, such as a maser (microwave), must punch through the field first. Treat the spell rank as body armor for purposes of defense.

Telekinesis. The caster can use his Universal or Dimensional energy to move objects within the area of effect. He must see the object to initially move it, but once moving he can keep it moving if he loses sight of it. However, if he drops an object he cannot see, he cannot lift it again. The spell rank determines how much weight can be moved, as if it were Strength.

This spell can be used to attack in two different ways. The caster can ensnare someone telekinetically; the victim is considered grappled by a Strength equal to the spell rank. The caster may also form a telekinetic fist and attack from a distance (but within the area of spell), making a Psyche FEAT roll to hit his target. This will cause damage equal to the attacker's Psyche rank.

Telepathy. The caster can direct his Universal or Dimensional energy broadcast his thoughts to others and to read ' their thoughts. The person receiving the caster's thoughts is not forced to respond. If attempting to communicate with a being of a higher Psyche rank, the caster must make a successful spell rank FEAT roll. While this spell is mainly communicative it is also a support spell which adds a + 1 CS for any of the following spells used by the caster at the same time as he is using Telepathy: Mental Probe, Mental Control, and Mesmerism.

Teleportation*. The caster can channel his Universal or Dimensional energy into a special type of movement that allows him to travel instantaneously from one spot to another without physically crossing any of the space between. The caster can teleport as far as his area of effect allows. If the caster is familiar with the location he is teleporting to, or is able to see it, then he need make no FEAT roll. If he is attempting to teleport into an unknown location he

must make a spell rank FEAT roll. A failed roll means he could not complete the movement and was "bumped" back to his original point of departure.

If a caster tries teleporting into a solid object (because he is unaware of its presence) he must make an Endurance FEAT roll; if this roll fails, he materializes outside the object but suffers damage equal to the material rank of the object. The character is automatically slammed (1 area) and may be stunned (make a FEAT roll for exact result).

The visual effects that accompany teleporting (vapors rising, flash of light, slow fade out, etc.) are up to the player.

Tongues. The caster mystically alters his senses so he can read, write, speak, and hear unknown language spoken or written in his presence. The area of effect has no significance with this spell. If the language is native to his world, no FEAT roll is needed. If the language is an alien one, he must make a successful spell rank FEAT roll to be able to comprehend it.

Trance. The caster has two options with this spell, he can mystically slow down or speed up his metabolism.

The slowed metabolism reduces the potency of any poison in his body (- 3 CS). The character can almost hibernate, thus lasting longer on fewer supplies in harsh climates. The character can feign death and has a chance to fool even the best doctors into believing he has died; feigning death requires a successful spell rank FEAT roll. While the caster's body metabolism is slowed down, healing is also slower (one-half his Endurance rank number per day).

The accelerated metabolism speeds up medicinal drugs injected into the caster's system, thus doubling the effects of healing. He can feign a fever, heart attack, and other maladies.

Once the character has started his mystical trance he cannot move or do any action except concentrate. He can come out of the trance whenever he desires, but it takes 2 rounds for his body to return to full consciousness.

Transformation. The caster can, upon a successful spell rank FEAT roll, magically turn his body into another substance, retaining his own shape. There is a 15% chance that this spell is the type that can transform the caster into any substance he wishes. Otherwise the caster must pick one of the transformations listed below. In his



altered form, the caster may assume the properties of that material: water flows, energy travels at the speed of light, fire ignites flammable materials, and so on. If the form is solid or sonic, the caster can use its material rank as body armor.

Darkforce. A caster who transforms himself into the Darkforce can drain Health points equal to the spell rank by touching or enveloping the victim. This requires the use of dimensional energy.

Energy. There are many options available: solar, electrical, various types of radiation, etc. The Judge should assign any special abilities that are unique to the particular energy's nature.

Fire and/or Heat. The caster has limited body armor equal to the spell rank against weapons that melt or burn. The grasp of a character transformed into fire causes damage equal to the spell rank number and can ignite flammable items.

Gas. The caster decides on whether he wishes to be air, smoke, toxic gas, etc. Nothing affects the gaseous caster that would not normally effect gas (but his mind can be attacked by mental spell).

Ice. The caster can freeze anything freezable. His grasp causes damage equal

to the spell rank number, when he is transformed.

Metal or Mineral. Among the options are sand, steel, diamond, etc.

Sound. The caster's body can be composed of "living sound", very similar to the villain Klaw. He has mass, so he can be touched or hit, but the only environment he needs is some type of matter around him, a medium through which sound can travel. Sonic attacks will have no effect on him.

Water. The caster can retain his body shape, or collapse and flow through small openings and cracks. Body armor also equals spell rank because attacks pass right through him (except for heat attacks, which cause full damage or electricity which causes half of its normal damage.)

Trap. The caster uses this spell if he expects to be mentally attacked (magical or otherwise). Once set, the trap will last for 5 rounds (ignore the normal duration of spell) or until the character is successfully struck by a magical mental attack or other form of mental probe. When this happens, the caster must make a spell rank FEAT roll. If he succeeds, the caster's stored magical Universal or Dimensional energy lashes

out, causing damage to the attacker's mind that is equal to the trap's spell rank. If he fails, the attack against the caster will be successful, but apply a - 2 CS to the spell rank of the hostile spell.

Vapors-Enhancement. The caster can conjure forth magical vapors, which pour out from around his feet, hands, or just suddenly begin to swirl in the air (caster's discretion). These vapors are thin and wispy and constantly swirl around the caster's body. During the duration of these vapors one of the caster's abilities is enhanced; the player picks the ability when the character obtains the spell-it can be Agility, Strength, Endurance, or Psyche). The caster can then perform as normal without having to concentrate on his enhancement. If the rank of this spell is higher than the caster's normal ability, use the spell rank. If the ability is higher than the spell rank, add one rank to the ability when using this spell.

Vapors-Obscurity. The caster can conjure forth magical vapors, which pour out from around his feet, hands, or just suddenly begin to swirl in the air (caster's discretion). The vapors resemble dense smoke of a color specified by the caster. They fill the area he is occupying in one round. The caster can continue to fill areas at a rate of one per round until some or all of his area of effect is full. These vapors prevent anyone from seeing the caster, and even radar, sonar, and infrared devices cannot penetrate them. The caster, on the other hand, can see through the vapors perfectly.

The effect that the vapors have on combat is to provide the caster with a + 1 CS when striking an opponent who is in the vapors and to penalize the opponent with a -2 CS Shift for striking at the caster, while the opponent is in the vapors.

Vapors-Sleep. The caster can conjure forth magical vapors, which pour out from around his feet, hands, or just suddenly begin to swirl in the air (caster's discretion). These vapors resemble soft, billowy, white clouds and will only cover the caster's immediate area (if the spell rank is Good or less) or the caster's area and one adjacent area of his choice (if the spell rank is Excellent or better). The vapors are not of sufficient density to affect anyone's vision.

Everyone but the caster who is in the vaporous area(s) must make an Endurance FEAT roll or fall asleep for 1-10 rounds plus an additional 2 rounds. Loud noises, being



nudged, and other “awakening” conditions will arouse the characters affected. These vapors only last for one round, then dissipate.

Vapors-Resist Death. The caster can conjure forth magical vapors, which pour out from around his feet, hands, or just suddenly begin to swirl in the air (caster’s discretion). These vapors will only cover one individual the caster chooses within the area of spell. This character must be dying or dead for no more than 2 rounds when the spell is cast. These extremely powerful vapors will bring the character up to 0 Health points and keep him there (if he has died) or will freeze him at the level of his current Health and Endurance. This “freezing” of the character will last for the duration of effect and allows for time to treat his wounds or the condition which is killing him (taking him to a hospital, applying spells that heal, etc.)

Once applied, these vapors wrap the target in a black, swirling shroud. The target remains unconscious while in the vapors.

The caster can dissipate the vapors at will. Once gone, by the caster’s will or at the end of the duration of spell, the character starts dying and must follow the procedure on page 11 of the MARVEL SUPER HEROES Game Battle Book.

If the character the caster is trying to save has been dead for over 2 rounds, but less than 3 hours, the caster can try to create a special, potent vapor which will have the same effect as described above. To create this special vapor requires the caster to make a spell rank FEAT roll and deduct one rank from his Psyche (for a week) whether he succeeds in the spell or not. The caster can keep attempting this spell, but must deduct the Psyche rank each time he tries. If his Psyche rank drops to Feeble or below, due to the exercising of this spell, he permanently loses a Psyche rank.

Wave. The caster unleashes a sorcerous “wave” of mystical force causing damage equal to the spell rank. The wave can be linear and directional or cover the complete area of spell, effecting everyone and everything in its range. Whenever a wave of Remarkable intensity or higher ripples forth, all in the area(s) must make an Agility FEAT roll to remain standing, otherwise they fall to the ground. The duration of the wave is one round.

Enhancement Spell

This spell is presented out of alphabetical order because it is one that a player character would not normally obtain for his own use. This powerful enchantment is used by the Judge to create magically enhanced characters-Altered Humans of magical origin. The Judge can use this spell to create player characters as well as NPCs.

To create a character, roll percentile dice on the Magical Enhancements Table for the type of enchantment, then again on the Special Conditions Table for special conditions of the enchantment. Read and note any descriptions below the Tables. If the character is granted a power, go to Step 5 to determine the power’s “school”, then to Step 6 and treat the power as personal energy. If no powers have been granted, determine the enhanced abilities, then go to Step 7.

Magical Enhancements Table

Dice Roll	Enhancement
01-10	Raises 1 select ability by 1 rank*
11-25	Raises 2 select abilities by 1 rank each. *
26-40	Raises 2 random abilities by 2 ranks each*
41-60	Raises 2 random abilities by 2 ranks each* and grants one magical power
61-75	Raises 2 select abilities by 2 ranks each*
76-90	Raises three random abilities by 2 ranks each*
91-95	Raises 3 select abilities by 2 ranks each*
96-98	Raises 3 random abilities by 2 ranks* each and grants one magical power
99-00	Raises 3 select abilities by 2 ranks each* and grants one magical power

*Abilities have an upper limit of Amazing; any enhancement above Amazing is ignored.

Raising a select ability indicates that the player can choose the ability he wants raised. The ability is then increased.

Raising a random ability indicates that the referee should roll a die randomly for the ability that will be increased: 1 or 2 = FIGHTING, 3 or 4 = AGILITY, 5 or 6 = STRENGTH, 7 or 8 = ENDURANCE, 9 =

REASON or INTUITION (player’s choice), and 10 = PSYCHE. It is then increased.

Granting a magical power indicates that the character has been imbued with one magical power that uses personal energies (roll on the list of personal spells).

Special Enhancement Conditions

Dice Roll	Special Conditions
01-60	No special conditions, abilities and/or powers are permanently imbued.
61-70	Abilities and powers are only effective during certain time periods.
71-80	Abilities and powers require self-sacrifices to maintain.
81-90	Abilities and powers require a keyword or gesture to activate.
91-00	Abilities and powers require a condition laid down by the Judge to maintain.

No special conditions indicate that the character’s enhancement is constant and permanent.

Effective during certain time periods indicates that the powers only work during night, do not work for more than 8 hours at a stretch, or whatever period the Judge decides.

Requires self-sacrifices to maintain indicates that something must be given up by the character to keep his magical enhancements. Possibilities include sacrificing wealth (character must not exceed a Resource rank of Poor), his personal life (no secret identity allowed), friends (character is thought of as a rogue or questionable hero, at best), and so on. The Judge makes the final decision).

Keyword or gestures indicates the character can only increase his abilities and/or gain his power when he performs a certain gesture or says a keyword, such as “By the Mists of Merlin, let the Silver Sorceress appear” or some symbol must be displayed (Judge’s discretion). The character would then be magically enhanced for a set time period, say 1 day.

Conditions laid down by the Judge indicates some other requirement than those listed beforehand must exist for the character to become enhanced (Judge’s discretion).



HOW SPELLS ARE CAST

When a spell or magical power is used, there are four factors to consider: the rank of the spell or power; whether or not Psyche FEAT rolls are involved; column shifts due to special circumstances affecting the caster or target; the type of energy used.

Spell Rank

As is explained in the Character Generation section, each spell or power has a spell rank assigned to it, rolled randomly when the spells are selected; random spell ranks range from Good to Amazing. Spell ranks are used in the same way as power ranks for non-magical powers. The spell rank of a spell, enchantment, etc., at the time it is used, dictates, if applicable, the duration of effect, area of effect, and damage potential of the spell. This information is given in the Magical Limits Table.

Note that as the spell ranks of the character's individual spells increase, he becomes increasingly potent. A magic wielder with an Unearthly spell rank in certain spells can affect whole planets. A magic wielder with only a Good spell rank in the same spell may have difficulty casting it. In some cases a caster must be touching an object to cast a spell on it; if the object is very large, the area of effect is limited to the caster's arm span.

The original spell rank of any spell may be modified due to circumstances; see Target Column Shifts, below.

A magic wielder can attempt to cast his spells at less than their maximum effect (see Voluntary Reductions in Spell Effects, in the MAGIC USE AND COMBAT section).

Table 0.1: Magical Limits

Spell Rank	Duration of Effect	Area of Effect	Damage
Shift 0*	Can't Cast	None	None
Feeble*	1 round	Touching	2
Poor*	1 round	Touching	4
Typical*	1 round	Touching	6
Good	1 round	User's Area	10
Excellent	10 rounds	1 area	20
Remarkable	1 hour	2 areas	30
Incredible	1 day	5 areas	40
Amazing	1 month	12 areas	50
Monstrous	1 year	10 sq. miles	75
Unearthly	Permanent	1 planet	100
Shift X	Permanent	1 planet	150
Class 1000**	Permanent	1 dimension	1000

* Ranks of Typical or less are possible

only due to negative column shifts.

** Spells and abilities below Class 1000 rank can be increased by column shifts to a maximum of Shift X. Spells and abilities less than Class 1000 rank cannot be increased to Class 1000 by column shifts regardless of the number of column shifts the caster or target receives. A negative column shift reduces Class 1000 spells and abilities to Unearthly, not Shift X.

Psyche FEAT Rolls.

Some spells used to attack or control another being allow the target a Psyche FEAT roll; in these cases, the target is unaffected if the FEAT roll is successful. This is only true for spells which use personal and universal energies. Dimensional energy enchantments do not allow the target to avoid the effect with a Psyche FEAT Roll.

Target Column Shifts

The third factor affecting a spell's effectiveness is the target itself. Table 0.2: Casting Shifts lists the column shifts that apply to spellcasting because of certain properties of the target. All column shifts start at the current spell rank of the spell being used and shift either to the right (plus) or left (minus).

Shift the spell rank column for every column shift modifier that applies.

Table 0.2: Casting Shifts

Column Shift	Condition That Applies
-2CS	If the target is an item or being more than 30' tall (3 stories) or at least 2 areas wide.
-1CS	If the target is a creature or being from another dimension.
-1CS	To a target's Psyche FEAT roll (to save himself from an attack, control, etc.) if the attacker has a stronger Psyche.
-1CS	To the spell rank of a caster's allowed personal or universal spell if the caster fails in an attempt to cast two spells this round (see Number of Spells Allowed Per Round in the MAGIC USE AND COMBAT section).
- 1 CS	If the caster is engaged in astral combat (see Astral Combat in the MAGIC USE AND COMBAT section).

Variable If a caster is attempting to break or alter an existing spell cast by another magic wielder, apply column shifts based upon which sorcerer has the higher spell rank involved. If the magic wielder who created the spell has the higher rank, apply a -1 CS for each rank the creator has above the breaker's spell rank. If the breaker's spell rank is higher, apply a + 1 CS for each rank the breaker has above the creator's spell rank.

- +1CS To a target's Psyche FEAT roll (to save himself from an attack, control, etc.) if the defender has a stronger Psyche.
- +1CS To any spell used against a target that is considered "vulnerable" to the caster's particular school of magic (order vs. chaotic magic, etc.)*
- + 1 CS To any spell used in an area that is considered beneficial to the caster's school of magic.*
- +2 CS If the spell is cast during a ceremony. **
- +2CS If the spell being used was learned, during the game campaign, from an ancient book.
- +3 CS If the target is willing to be affected by the spell. This shift applies only if the target is truly willing. This shift does not apply if an otherwise unwilling target is under some form of mental control.





* = For more on schools of magic and the bonuses and vulnerabilities that accompany them, see the Character Generation Section.

** = A ceremony or rite is a pre-planned spell, complete with candles, spices, and all the other necessary magical implements. If a ceremony or rite is required for use of a spell, it will be noted as such in that spell's definition.

Differences in Magical Energies

Personal Spells. If a FEAT roll is required of the spell, any green, yellow, or red result indicates success. Personal energy spells, because they primarily affect the user, are usually "quiet" spells and enchantments, that is, no chanting or special gestures are required.

Universal Spells. These spells, because they can affect others, sometimes allow for a Psyche FEAT roll by the target to reduce or ignore the affect of the spell. Universal energy spells draw on the ambient energy found in this universe, and a brief chant or gestures are sometimes used by the caster.

Dimensional Spells. These spells are unique. They all draw the energy needed for the spell from another dimension and they require a special spell rank FEAT roll to tap the dimensional energy.

Group Spells. These spells allow the caster to select from a collection of similar personal and universal energy spells; the spells available in each group spell are called "sub-spells." Each day, a magic wielder must choose one sub-spell listed in his group spell; the one he chooses is the only sub-spell he can use from that group that day. A magic wielder is allowed to choose the same or a different sub-spell each day (note that the length of a "day" can be very different in other dimensions!).

The spells within a group use the same definitions as the personal or universal spell of the same name, with three important differences: group spells use dimensional energy; a FEAT roll is only successful on a yellow or red result; the target of a group sub-spell is not allowed a defensive Psyche FEAT roll to avoid the effect, no matter what the normal personal or universal definition of the spell says.

Entreaty Spells. These spells request an extra-dimensional being, artifact, or entity to allow its energy to be used by the caster for completion of his spell. These require

the caster to call out the name of the being entreated, usually in some prosaic chant (the player does not have to do this aloud!). The Miscellany of Mysticism features a section on these entities, their intentions and inclination towards order or chaos, and some of the more famous entreaty spells associated with them. The player tells the Judge the desired effect of the entreaty spell and the Judge assigns a colored FEAT roll result that he feels is appropriate for success. The player must then make a FEAT roll that equals the assigned result in order to succeed. The Judge can use his discretion in assigning FEAT colors, but the following guidelines are suggested:

FEAT Required*	Effect Desired
Green	Entreaty duplicates effect of a Personal or Universal spell.* **
Green	Entreaty spell is one normally associated with the being (see Book 2 for associated spells).
Yellow	Effect desired is not one normally associated with the being, but not contrary to its nature or purpose.
Red	Effect desired is contrary to the being's nature or purpose.

* Assumes that the being entreated is friendly to the caster or his school. If the being is neutral, increase the FEAT result needed by one color (from Green to Yellow, for example). If the being is hostile to the caster, increase the FEAT result by two colors (from Green to Red, for example). An increase beyond Red is not possible.

** Assumes that the effect does not duplicate any group sub-spell that the caster has chosen for that day's use (see Group Spells). If the effect duplicated would normally allow a Psyche FEAT roll to avoid its effect, the target is allowed the FEAT roll.

If an entreaty FEAT roll is successful, the magic wielder has successfully tapped the dimensional energy. Usually, sorcerers will get best results by using dimensional energy from friendly sources-, but as explained in the Miscellany of Mysticism, some entities are neutral (not tending toward order or chaos), meaning that they can be called on at any time by any magic wielding character, despite his tendency towards order or chaos.

A player might not always have to make a FEAT roll to use an entreaty spell. For every entreaty being a player rolls, the Judge should assign at least one spell connected with that being that the character can automatically use. However, this "automatic use" is allowed only for beings and spells that correspond to the character's school of magic. If the first entreaty being rolled is hostile or neutral to the character's school, the Judge should substitute a friendly being instead.

Gaining Special Attention From Extra-Dimensional Beings

Sorcerers often call upon extra-dimensional beings, dimensions, and sources of power to tap the energy needed to cast dimensional spells. Such entreaties are so common that extra-dimensional beings seldom investigate the identities and motives of the magic wielders who call upon them. However, the possibility of such investigation always exists if a magic wielder is calling upon a being not associated with his school of magic or if he is abusing the power of an otherwise friendly being. When an extra-dimensional being does take special notice of a sorcerer, it will almost always do so in order to put a presumptuous sorcerer in his place.

Making Attention Checks. Gaining the special attention of extra-dimensional beings is a problem usually faced only by Adept, Master, or Sorcerer Supreme level characters; Novices and Disciples are generally not powerful enough to provoke a hostile reaction from extra-dimensional beings. (See Book 2 for an explanation of these levels of mystic mastery.)

When an Adept, Master, or Sorcerer Supreme successfully makes an entreaty to a being that is neutral or hostile to the sorcerer's school of magic, the Judge must secretly make a FEAT roll on the Typical column; the character is not allowed to spend Karma to influence the Judge's roll. If the being is neutral to the magic wielder's school, the being will take notice on a Red FEAT roll. If the being is hostile to the caster's school, the being will take notice on a Yellow or Red FEAT roll. The being will then either attack him, send him on a mission, restrict the further use of that spell, or just keep the character in mind for future reckoning (Judge's discretion based on what the intent of the spell is, who is



being called, how often the spell is used, if the character has been noticed before, etc.)

Each time a magic wielder increases his spell rank in a neutral or hostile entreaty spell, the Judge should increase the rank for being noticed by the neutral or hostile being by one rank. (As can be seen, the more powerful a magic wielder becomes, the more dangerous it is for him to call upon neutral or hostile extra-dimensional beings.)

Abusing Dimensional Entreaties. If a magic wielder flagrantly abuses dimensional entreaties (by calling upon the same neutral or hostile being more than once per day, or more than five times in one week) the Judge can rule that the being's reaction is automatically hostile (no FEAT roll needed). The same procedure can be used if a character abuses entreaties to a being usually friendly (such as a "good"

sorcerer using entreaties to a good being to achieve evil goals.

Codex of Characters and Creatures. When the Adepts, Masters, and Sorcerers Supreme listed in Book 3 make dimensional entreaties to neutral or hostile extra-dimensional beings, the Judge should make Typical FEAT rolls to see if the beings have hostile reactions. If a character increases an entreaty spell rank above that listed in Book 3, the Judge should increase the FEAT roll as usual.

Countering or Altering Spells

Unless otherwise stated under the spell's description, spells can usually be broken or altered by a magic wielding character who meets the following restrictions: the character attempting to break the spell must have knowledge of or access to the spell that he is attempting to break or alter (he cannot attempt to break a spell he has never or seldom experienced); the character attempting to break the spell must make a successful yellow Psyche FEAT roll. Also see the previous modifier section for modifying column shifts when attempting to counter or alter a spell.

A character cannot counter a spell that uses energy unavailable to him (for example, a character who cannot use dimensional energies cannot attempt to counter a dimensional spell).



MAGIC USE AND COMBAT

The rules in this section are particularly important in combat situations.

Number of Spells Allowed Per Round

Personal and Universal Spells. A magic wielder can normally cast one personal or universal spell per round. However, at the beginning of the round, the magic wielder can announce that he will attempt to cast two spells that round. He then makes an Agility FEAT roll. If he obtains a Red result, he can successfully cast both spells. If the FEAT roll fails, he is limited to one spell that round, and a -1CS is applied to the spell rank (in his haste, he has garbled the spell slightly).

If the sorcerer succeeds in his attempt to cast two spells in one round, he can cast two personal or two universal spells, or one of each type.

A magic wielder cannot cast a dimensional spell in the same round that he casts a personal or universal spell.

Dimensional and Entreaty Spells. A magic wielder can cast only one dimensional spell (including entreaty spells) per round, and cannot cast a personal or universal spell in the same round that he casts a dimensional spell.

Group Spells. Group spells use dimensional energies, and only one group subspell can be cast per round.

Distracting Situations

If conditions surrounding a spellcaster are extremely distracting, he must make a Psyche FEAT roll to get his spell off in one round. If he fails the FEAT roll, the spell will take two rounds to cast. Distracting conditions may include:

- *Caster has been affected by an opponent's spell or attack this round.
- *Caster's friend or loved one is in danger of immediate death.
- *An innocent bystander is in danger of immediate death (evil spellcasters are generally not distracted by this).
- *Caster's mind has been affected by travel in a sanity-bending or sanity-threatening dimension (see Book 2).

The Judge can define other events as distractions. Note that evil spellcasters often

endanger bystanders or the loved ones of an opponent in order to gain time to escape or to put their opponent at a disadvantage. The Judge should not delay the spellcasting of heroes who are trying to rescue endangered heroes or innocents, but should delay the spellcasting of a hero who ignores the danger to others and continues the battle.

Casting Shifts and Modifications.

Previously discussed column shifts and modifications (a target's Psyche difference and the distraction of the spellcaster being the two most important) are applicable in combat.

Timing of Spell Effects

Spells drawing upon personal or universal energies go into effect during the magic wielder's part of the round. Dimensional energy spells, because they require a few more seconds to tap into the dimensional energy flow, do not go into effect until the end of the round; however, the dimensional spell of a caster who won initiative goes into effect before the dimensional spell of a caster who lost initiative.

Astral Combat

A favorite tactic among sorcerers of "white" or "order" magic is astral combat. Astral combat occurs when the combatants are capable of Astral Projection and choose to enter the astral plane and use it as their battlefield. Magic works for a sorcerer while in astral form and astral combat can be devastating for the combatants while not affecting anything in the physical plane (the "real world"); however, a character who is in astral form can still control his magical items (if any) on the physical plane.

Astral combat cannot be seen, heard, or felt by those not in the astral plane, so no one in the real world even knows combat is happening (which is why the "white" sorcerers prefer it, to save lives and reduce damage).

Note: The rule on astral combat not affecting the physical plane is true for the Earth dimension, but does not always apply to other dimensions. Some dimensions are so structured as to allow spells from the astral plane to enter and affect the physical plane.

Magic wielders are usually less powerful when in the astral plane than when in the physical plane. Apply a -1 CS to the spell

rank of any spell cast by a magic wielder in the astral plane.

A character cannot use his Astral projection spell to force an unwilling opponent to enter the astral plane for astral combat.

Voluntary Reductions in Spell Effects

A character usually casts spells at full power—the maximum rank available for the spell. However, a magic wielder can attempt to "pull his punch", that is, reduce the effect of a spell he casts. If a magic wielder wants to reduce the effect of an attack or other spell, the player must first make the usual FEAT roll for success (if a FEAT roll is required), then make a separate spell rank FEAT roll to reduce the effect. If the reduction FEAT roll succeeds, any or all of the effects associated with the spell (duration of effect, area of effect, damage) can be reduced. A caster can reduce some of the associated effects, while leaving others at maximum. The caster can also reduce the color of the result on the Universal table by one color (from red to yellow or from yellow to green). A failed reduction FEAT roll means that the effort to control the spell failed and the spell was cast at maximum rank.





USING THE MAGIC EFFECTS TABLE

Magical combat is somewhat different from other forms of combat. In magical combat, strength of mind and willpower are the key to victory, and physical combat between magic wielders is rare. The Magic Effects Table included here reflects those differences. It includes new results that are special to magical combat and also replaces some of the effects shown on the Battle Effects Table.

The Magic Effects Table is used in the same way as the Battle Effects Table (see page 13 of the Battle Book. New categories of FEATs are explained below.

Bite-Claw. This replaces the Hack & Slash column of the Battle Effects Table. This column is used for attacks by extradimensional creatures and monsters, by animals, and by any character attacking with a sharp weapon, such as a sword or knife. Note that "Kill" results are not possible on this column.

Targeting. This replaces the Shooting & Throwing column of the Battle Effects Table. It is used when a magic wielder

wants to try for a Bull's-Eye effect, like shooting a magical wand out of an opponent's hand or avoiding an opponent's Individual Shield spell. This column is also used for all thrown weapons and all missile weapons except those that fire some kind of energy blast.

Blasting. This column is used for most common forms of attack spells, such as Eldritch Beams/Bolts, and for magical energy weapons as well. This column also applies to attacks by non-magical energy weapons, such as the blasters in Doctor Doom's armor (the Doctor can be found in Book 3). The title "POWER RANK" used here refer to the "ability" being used, that is, the spell rank of an attack spell, or the power rank of a magical or non-magical energy weapon.

Mental Control. This column is used for any spell that attempts to seize control of the target's mind.

Hold? (See the explanation of results section.)

FEAT Roll. This column is used for any spell that allows the target to avoid the effect by making a successful Psyche FEAT roll (except "mental control" type spells, which use the "Hold?" column).

Dodging attempts, charge attacks and FEATs based upon Strength ability use the appropriate column from the Battle Effects Table.

Following is the explanations for each result:

Miss. The attacker did not succeed. He can usually try again in the next round.

Hit. The target is struck. The target loses Health points if the attack was damaging.

Slam. In addition to receiving the damage of the attack (as a Hit), the target may be slammed if the attacker's Strength or the spell rank of his attack, whichever applies, is equal to or higher than the target's Endurance rank; the target must make an Endurance FEAT roll and consult the "Slam?" column on the Magic Effects Table.

Stun. In addition to receiving the damage of the attack (as a Hit), the target may be stunned if the attacker's Strength or the spell rank of his attack, whichever applies, is equal to or higher than the target's Endurance rank; the target must make an Endurance FEAT roll and consult the "Stun?" column on the Magic Effects Table.

Bull's-Eye. The attacker hits the target wherever he wants. There are some limits on this: first, the attacker cannot kill or maim a living target by hitting him in a vital area, like the heart or head. (There are no killing shots in the Magic Effects Table.) The attacker can temporarily disable the target by hitting him in the arm or leg. He can also knock an object out of somebody's hand, or even hit a lever or button on a machine. In any case, the attacker must say he is trying for a bull's-eye (and say what he is trying to hit) before rolling the dice. Otherwise, this is just a normal hit.

Hold. The attacker's magical control is taking hold. The target must make a Psyche FEAT roll and consult the "Hold?" column of the Magic Effects Table.

Escape. The target has managed to escape the attacker's magical control. The target remembers that he has been attacked.

Reverse. The target has not only escaped the attacker's magical control but, if the target's Psyche rank is greater than the attacker's, the target has seized control of the attacker's mind. If the target has a Psyche equal to or less than the attacker, treat this result as an Escape.

Affected. The target is unsuccessful in his attempt to avoid the effect of the attacker's spell.

Not Affected. The target has avoided the effects of the attacker's spell.

1 Area. In addition to the magical attack doing its normal damage, the target gets knocked right out of his area into an adjacent one. The attacker picks the area. The two areas must be next to each other. If there is an obstacle between the two areas the spell rank of the attack must be checked. If it is stronger than the material strength of the obstacle, the magic attack and target go through it. Otherwise, the target bounces off. In either case, the slammed target loses additional Health points, equal to the amount he received from the hit.

Same Area: In addition to the magical attack doing its normal damage, the target gets knocked down in the same area. Getting up will require a full round, during which he can do nothing else.

1-10 Rounds: The target loses all of his Health points and passes out. The Judge rolls one die to see how many rounds the target will be unconscious. When he awakens he recovers as many Health points as his Endurance rank number. He does not make an Endurance FEAT roll to see if he starts losing Endurance ranks.



THE UNIVERSAL TABLE

	SHIFT 0	FEEBLE	POOR	TYPICAL	GOOD	EXCELLENT	REMARKABLE	INCREDIBLE	AMAZING	MONSTROUS	UNEARTHLY	SHIFT X	CLASS 1000
	0	2	4	6	10	20	30	40	50	75	100	150	1000
01-05													
06-10													
11-15													
16-20													
21-25													
26-30													
31-35													
36-40													
41-45													
46-50													
51-55													
56-60													
61-65													
66-70													
71-75													
76-80													
81-85													
86-90													
91-94													
95-97													
98-99													
100													

THE MAGIC EFFECTS TABLE

Fighting-Creature		Agility	Power Rank	Psyche			Endurance	
Slugfest	Bite-Claw	Targeting	Blasting	Mental Control	Hold?	FEAT Roll	Slam?	Stun?
Miss	Miss	Miss	Miss	Miss	Miss	Affected	1 area	1-10 rounds
Hit	Hit	Hit	Hit	Hit	Miss	Affected	Same area	No Stun
Slam	Hit	Bull's-Eye	Slam	Hold	Escape	No Effect	No Slam	No Stun
Stun	Stun	Bull's-Eye	Stun	Hold	Reverse	No Effect	No Slam	No Stun



KARMA AND ADVANCEMENT

Karma. No player character should be evil or chaotic—that is definitely not heroic and runs against the grain of the MARVEL SUPER HEROES game and the Marvel Universe; however, the character generation system allows the creation of nonplayer character villains.

The sorcerous community is a pride and the reputation of a character almost always precedes him. As will later be explained, complete confidence in yourself as a magic wielder is extremely important. Although magic wielders earn Karma at the normal rate, they lose it at double the normal amount if they do extremely foolish or cowardly acts. Their Popularity will also take a nosedive due to this type of activity.

A mage who is excessively boastful and conceited (in the opinion of the Judge) will often begin to draw foes who are great and mighty mages themselves. They will be eager to test the newcomer or put him in his proper place.

Advancement.

Advancement for magically enhanced characters and heroes whose power is primarily found in their magic items is as normal (described on page 45 of the MARVEL SUPER HEROES Game Campaign Book). Magic wielders differ in the following areas:

Improvement Fund. If the character has a master, the Improvement Fund already exists for the character (the master set it up) and he may start investing in it already, without the 200 Karma point expenditure. If he has no master, the character must create the improvement fund as usual.

Learning Spells. New personal, universal, and entreaty spells cost 2500 Karma points with no additions for spell rank.

The cost of learning a new Group spell is equal to 1500 Karma for each spell in the group. The caster cannot use any spell in the group until all have been learned. The character can interrupt his study of a group spell to learn a different spell, but of course this delays the learning of the group spell. If a caster has a personal or universal spell that duplicates the effect of a spell in the group, he can use the other spell while still learning the group spell (remember that group spells use dimensional energy). As with other spells, there is no additional Karma cost for spell ranks.

The Karma costs for all new spells assume two things: that the character is being taught by a master (or is Master rank himself); or that the character has reached a rank (Disciple or Adept) at which he can learn spells from books and items on his own, with little supervision from a master. If a character has no master and is not capable of self-teaching, the Judge can either declare that he cannot learn new spells, or that he must spend extra time and pay a substantial increase in Karma (usually double). Character ranks are explained in the Miscellany of Mysticism.

Spell Ranks. The spell rank of a newly-learned spell is fixed, not randomly determined (this is why there is no additional Karma cost for the spell rank of the new spell). If the spell is learned from a master, the initial spell rank is Excellent. If the spell is learned from an item or text, the initial spell rank is Good.

Improving Abilities and Known Spells. Magic wielders use the procedure on page 45 of the MARVEL SUPER HEROES Campaign Book to increase an ability rank or the spell rank of a spell that the caster already knows.

Certain spells (Eldritch Blast, Matter Rearrangement, Mesmerism) can be improved in effect at their current rank, without increasing the spell rank. An improvement at the current spell rank costs 500 Karma for each improvement.

Popularity. In reading Book 3, you will see that some villains have negative popularity. This represents how feared that villain is. Those with an evil reputation can get others to cooperate, but it is because of fear, rather than respect. Most NPCs will cooperate with a person with negative popularity, but seek to get away as soon as possible.

CHARACTER GENERATION EXAMPLE

To better illustrate the step-by-step process by which a magical character is created, I have included a brand new character and show you how he was randomly created. Follow the steps in order, using the Character Generation section of this booklet.

Preliminary Step. Normal Determination of Abilities

The following abilities are rolled for the character using the character generation system in the MARVEL SUPER HEROES Game.

Ability	Dice Roll	Rank	No.
Fighting	65	Remarkable	30
Agility	76	Remarkable	30
Strength	07	Poor	4
Endurance	44	Excellent	20
Reason	78	Remarkable	30
Intuition	31	Good	10
Psyche	53	Excellent	20
Health	84		
Karma	60		
Popularity	10	(Secret identity and new in the area)	

STEP 1. Character Type

On Table 1.0: General Character Type, I roll a 42, which indicates that the character is a Magic Wielder. The table refers me to Step 4.

STEP 4. Magic Wielding Characters

I roll a 94 on Table 4.0. This means that my character can use all the energies, not just personal or universal. Needless to say I am extremely happy about this. I roll on Table 4.1 and find out how many spells my character has. The percentile roll is 45, giving him 3 spells. Since my character can use all three types of energy, but must have at least 1 from each of the personal and universal energy lists, I know that he will end up with 1 Personal Energy Power, 1 Universal Energy Power, and 1 Dimensional Energy Power.

The text tells me to proceed to Step 5.



STEP 5. Magic School

This is where I begin to shape my character's personality a little. If I wished to, I could pick his school of magic, but since I have randomized this character this far, I decide to complete it by rolling the dice. My roll of 82 places him in the Ancient One/Doctor Strange school of magic. This does not necessarily mean that Doctor Strange is going to tutor the character. It means that someone of the same order as the Ancient One and Doctor Strange will be the master. It also means that the character is dedicated to not taking a life and that he believes highly in the forces of good and order. Possibly in the future, depending on the Judge, the character may have limited access to some of the spells in Doctor Strange's Book of the Vishanti.

STEP 6. Magical Spell Ranks and Definitions

I determine the spell rank for each of my character's three spells by rolling on Table 6.0: Power Ranks. The results are below:

Type of Spell	Dice Roll	Rank
Personal Energy	95	Amazing
Universal Energy	44	Excellent
Dimensional Energy	16	Excellent

The spells themselves are rolled on their respective energy lists. The roll on Table 6.1: Personal Energy Powers is 48, Immovability. The roll on Table 6.2: Universal Energy Powers is 60, Mental Probe. And the roll on Table 6.3: Dimensional Energy Powers is 51, Passing.

The character's Amazing Immovability provides him with a great defense. His Excellent Mental Probe provides him with a good possibility at subtly gaining information. The Excellent Passing spells give him many options for gaining entrance into a villain's den. Not bad.

STEP 7. Determining the Character's Talents

Since this new character is a magic wielder, I must roll on Table 7.0: Talents Available for Magic Wielders to see how many talents he has. My roll is 49, giving him 2 talents.

Rolling on Table 7.1: Magic Wielder Talents will indicate which talents he has. My rolls are 85, Stamina, and 37,

Demonologist. After reading their descriptions I see that my character is developing more of a persona. His Stamina allows him to go up to 6 days without resting or eating. His Demonology talent gives him a +1 CS in all situations involving demons. Combined with some of my spells, this makes him quite a formidable character when fighting against demons.

Note: If I had rolled the same spells or talents twice it would be up to the Judge as to whether I should roll again for a different selection, or whether the spell or talent would be more potent than normal.

STEP 8. Balancing the Powers

Now is the time to look at the character and decide if the powers are balanced. While the character is okay, as a Judge I think he would be better if he had some type of attack ability. The Mental Probe is not an important part of this character, and I would ask the player if he would like to switch it for an Eldritch Beam of the same rank, Excellent. This would give the character a nice balance of movement, defense, and attack, with a few special talents.

STEP 9. Finishing the Character.

I decide that his real name is Bernard Byrne but he is known to the world as ...what? The character can pass through obstacles, but become an obstacle himself, and he's a fierce opponent for any demon. I'll call him Cerberus, after the three-headed dog who guards the gates to the underworld in Greek Mythology. This character will watch to make sure no evil escapes the nether regions.

The roll of 77 for Resources on Table 9.3: Resource Ranks shows that Cerberus has a Remarkable rank, which means he earns a weekly rate of at least 30 rp. This is just to begin with, of course. And since this is a few ranks above a Professional Occupation, I decide that the character must be a highly paid free-lance something or other. An author would be a good choice, though I would have to clear it with the Judge first.

The roll of 25 on Table 9.4: Magic Wielders Starting Cache shows Cerberus didn't save a lot of his earnings. I wait until the character is finished before spending the resource points.

Because most of the adventures in the campaigns I would run in take place on the

city maps in New York, I'll place him close by. Can't afford the city itself, so I think he'll live in New Jersey. I rolled 04 on his 20% chance to live with his master. Apparently the master's Sanctum Sanctorum in New Jersey. This way Cerberus can save resources until he is out on his own.

Cerberus, because he has three spells, has three important friends. I decide that all three of them are his brothers. They own a publishing firm in NYC, and have a bad habit of dropping in unexpectedly. Of course they have no idea he is a practitioner of the ancient arts.

Cerberus's master is Omar the Crabby, who is old, bent, a sourpuss, and a dedicated demon-hunter who likes to have his students "learn in the field", that is to say, learn about demons by fighting them. He is a cantankerous oldster and can really provide the Judge with a fun time in a game campaign.

Final Balance

After a quick glance, I like this character and think he will do just fine. If he was too tough for a campaign, you could lower the spell rank of the body armor or not switch the Mental Probe spell to the Eldritch Beam. If he is not tough enough, you could roll him up a magical item, or Omar could lend him a Staff of Whatever to increase his attacks, movement, defenses, mental spells, or whatever best fits the campaign.

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MARVEL SUPER HEROES™

CHARACTER INFORMATION SHEET

 Hero's Name

 Character Name Secret Public

 Player Name

 Age

 Occupation

 Base of Operations

 Group Affiliation

 Sex

 Magic Type

ABILITIES FIGHTING AGILITY STRENGTH ENDURANCE REASON INTUITION PSYCHE	RANK NO.		HEALTH	KARMA	RESOURCES	POPULARITY
TALENTS						
FRIENDS, RELATIVES, CONTACTS						
MAGICAL ITEMS						
MASTER/SCHOOL						
RUNNING THE CHARACTER						

