

ELEGANT MAGICK

by Gregor Hutton and David Bruns
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A Supplement to Elegant Role-Playing (ERP).

Introduction

This document covers the use of the arcane arts and enchanted items. It follows the ERP principle of 'Simplicity is Elegant'. It is fully compatible with standard ERP 2.0 core rules and is based on ideas found in previous versions of the system.

Mechanics

Prerequisites

Not everyone is able to cast spells, a magic user (wizard, mage, witch, etc.), generally referred to as 'sorcerer', needs an according Gift – *Magical Aptitude* – to manipulate the arcane powers. *Domain Skills* cover different fields of magic, deepening the knowledge and abilities of the character.

Magical Aptitude

Magical Aptitude is a Gift that allows characters to cast spells, summon supernatural beings, or create magical artifacts. A sorcerer can employ all types of magic, Domain Skills characterize the specializations.

Domain Skills

Domain Skills cover limited fields of the arcane arts. Their exact nature depends on the campaign background; examples are Illusionism, Dæmonology, Diablerie, Mystical Healing, Elemental Magick (Earth, Wind, Fire or Water), Necromancy, etc. They are bought like regular skills as long as the character has the Magical Aptitude Gift.

Practising Magick

Casting Spells

Practising magic usually involves a test of Power against an opposing value dependent on the situation. Glory and Attributes are used as with common tasks.

Spells can be demanding on the body and mind, and commonly the caster gains 1 wound for casting a spell (more dangerous spells can cause more than this and it is said that some spells such as summoning demi-Gods can kill the caster outright!).

Wounds gained in this way are contested against Power to see if they render the sorcerer unconscious or dead. Injured sorcerers often have to rest before casting



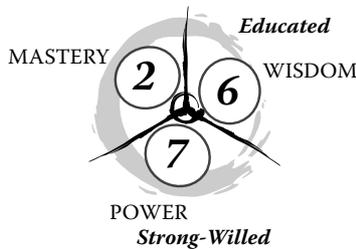
An Example Character (Glory costs of upgrades are noted in brackets).

Johann, the Wizard

Mastery: 2,

Wisdom: 6, Educated (3)

Power: 7, Strong-Willed (0)



Skills: Healing Magic (0), Natural History/Herbal Lore (1)

Gifts: Magical Aptitude (10)

Glory: 1

Possessions: Robes, 'Eysener's Almanac of Healing Herbs' (book), walking stick (often mistaken as a wizard's wand), some herbs.

again, lest their own art finishes them off where a barbarian's sword failed. Of course the quickest way to heal is to cast a spell... and healing spells are notoriously dangerous to cast on fellow sorcerors.

Note that sorceror can usually only cast their Power rating in spells a day. Armour encumbrance penalties are doubled for the use of magic.

Example: Let There Be Light!

Johann the Wizard (left) is lost in a cave while searching for the rest of his adventuring party. He stumbles and drops his oil lantern, which falls down a vertical shaft. Poor Johann is now trapped alone in complete darkness. Blindly he searches the floor and finds an iron pipe and tries to improvise a torch by magically setting it on fire. The GM rules that setting a piece of iron on fire with magic is a really daunting task (OV 10) and Johann's player rolls two dice because of his strong will, giving a 2 and a 4. His result is 1 (7 + 4 - 10) and Johann can now see again, but suffers 1 point of damage. He does not need to roll against this damage, since any result will keep him alive and conscious. He can cast 6 more spells this day.

Using Domain Skills

Domain Skills work like regular skills, granting an additional die to roll if the spell/enchantment/ritual at hand is related to the Domain.

Example: Stand Up, My Friend!

After wandering through the caves for some time, Johann finds his friend Jargo, the Thief, lying injured next to half a dozen slain cave goblins. Jargo is bleeding from a large wound (5 Wounds) and can barely move. Johann wastes no time and casts a healing spell (OV 6) and rolls three dice, since - in addition to his strong will - he is well read in the arts of mystical healing. He scores a result of 4, healing 4 of Jargo's 5 Wounds. Jargo, still a bit bruised (1 Wound), is back on his feet and able to continue the quest. Johann suffers another Wound (totalling 2) and can cast 5 more spells this day. Now they have to rescue Jenna, the Ranger, who has been taken prisoner by the cave goblins (as she was most responsible for their dead brethren).

FURTHER TOPICS IN THIS DOCUMENT ARE CURRENTLY IN DEVELOPMENT. FEEDBACK/THOUGHTS WELCOME.

Rituals

[We are thinking about using the 'lengthy task' rules, where a certain amount of result points have to be accumulated, multiple sorcerors may contribute to this, yielding the points quicker and keeping the participants alive. Wounds are dealt to the caster per roll! Note that some rituals will give out more than 1 Wound, although this can be split equally among the casters. Still, remember to round up when splitting these Wounds.]

Example: In The Shadow Of The Tusked Rat!

[In the example J&J enter the goblin cave, where three goblin shamans are performing a Ritual to summon some horrible beast (The Tusked Rat?) to offer it Jenna as a living sacrifice. The example centers around the (successful) shamans, not Johann! The PCs barely make it (including rescuing Jenna) and can flee, goblin warriors chasing them. One wounded goblin passes away from the strain of summoning the Tusked Rat, which manifests d6 rounds after the summoning is complete...]

Enchantments

[Deals with 'regular' enchantments. The result determines the power and duration of a the enchantment.]

Example 4: You Will Not Pass!

[Johann casts a barrier in one of the tunnels to stop the goblins. After some time the

barrier collapses, but the party can escape. The Barrier has a Wound rating of Johann's Power, and he can invest result points in extra duration (time) or durability (Wounds). The GM awards some Glory.]

Creating Magical Items

[Covers the creation of weak magical items (powerful ones - 'Artifacts' - should be beyond player characters' capabilities, these require the investment of raw Glory!). The result determines the power and quality of the magical item created.]

Example: With A Decent Blade!

[The party flees to the nearby village and rests. Johann and Simon, the local blacksmith, team up to create a magical sword that Jargo or Jenna will use later to slay the Tusked Rat. The OV should be demanding, with Johann spending additional Glory to buy an extra d6. He also suffers a huge amount of Wounds.]

Sample Magick

Sample Spells

Lance of Fire

[Single target fire attack, OV 6, result = Wounds, Caster suffers 1 Wound]

Sphere of Flames

[Classic Fireball, OV 9 or higher, result = Wounds to all targets within area, Caster suffers 2 Wounds]

Heal Minor Injuries

[Healing while victim is still conscious, OV 6, result = Wounds healed, Caster suffers 1 Wound]

Heal Major Injuries

[Healing an unconscious victim, OV 9, result = Wounds healed, Caster suffers 2 Wounds]

Animate Corpse

[Create a mindless skeleton or zombie, OV = 9 or higher, result = duration of spell, Caster suffers 2 Wounds]

Summon Lesser Creature

Sample Rituals

Summon Lesser Demon

[OV = varies (9? 12?), total points needed depending on demon (5? 10?), Caster suffers 3 Wounds per roll]

Fertile Lands

[Yields better harvest, OV = 9, total points needed = 12, Caster suffers 2 Wounds per roll]

Resurrection

[Bring a dead friend back to life, OV = sum of targets Mastery, Power and Wisdom, total points needed = sum of Mastery, Power, Wisdom, Number of Attributes, Number of Skills and Glory left, Caster suffers (Power of the target) Wounds per roll, this one is really hard!!!]

Sample Enchantments

Sign of Warding





[Like a Circle of Protection or The Elder Sign]

Sample Magical Items

Arrows of True Flight

[Better chances to hit]

Artifacts

[Powerful Magical Items, beyond PC's ability to create]

Rings

Rings of Protection

Rings of Protection typically reduce damage by either 1 or 2 points depending on the strength of the magic, these can reduce a blow to causing no wounds (unlike armour). Protective magic is subtracted from the damage before any armour is taken into account. Rings of Protection also protect against almost all sorts of damage (psychic attacks and so on). Strangely Rings don't protect against the damaging effects of casting spells, and some say that the rings even take pleasure in being bathed in such damage... Legend also says that rings can gain Glory and grant Gifts such as Invisibility...

Magical Weapons

[Better damage OR can wound magical beats]

Magical Armour

[Better protection OR less encumbrance]

Potions and Scrolls

[Treat like Enchantments?]

]END 17 OCTOBER 2002