

# Rules of Magic

In general, the following should be true of magic practiced at this power level and genre:

## (1) Magic is Difficult

Basically no one should be casting spells at the drop of a hat. Typically this will be represented by requiring skill rolls, cost personal Endurance or require the use of props or other foci. Also things like Gestures & Incantations can help with the flavor of this.

## (2) Magic Takes Time

The more powerful the spell, the longer it usually takes to cast. In general, the rough scale I use is:

- up to 30 Active Points = 1/2 phase
- up to 50 AP = Full Phase
- up to 70 AP = Extra Phase
- higher = Full Turn or more

The exception to this are spells that can be pre-prepped but require a lengthy setup time (similar to how Alchemy works in the *Fantasy Hero Grimoire*).

## (3) Magic is Inherently Dangerous

Like taking time, this is more true of the higher powered spells. In general, however, there should be some risk when using magic. Side Effects are the obvious limitation for this, but other things like 0 DCV concentration or Increased Endurance Cost work as well.

## (4) Magic Uses the Spell Limitation

All magic makes use of the Spell limitation (FH pg 246). Here's a quick summary of what that entails:

- Cannot be used in Multiple Power Attacks
- Cannot be Bounced or Spread
- Cannot be used with the following maneuvers: Blazing Away, Grab By, Haymaker, Hip Shot, Hurry, Move By, Move Through, Pulling A Punch, Rapid Fire, Snap Shot, Suppression Fire or Sweep

## Magic Circles

Magic Circles are frequently used by spell casters to make casting easier and faster. They are also used to contain dangerous magic and magical entities. A Magic Circle is a special type of Focus that is always Obvious, Accessible, Immobile and Fragile (scuffing, marring or otherwise breaking the circle).

### Required Limitations of a Magic Circle:

- OAF Immobile Fragile (-2 1/4)
- Extra Time (1 Minute, Only to draw circle, -3/4)
- Concentration, Must Concentrate throughout drawing of circle (0 DCV; -1)
- Gestures, Requires Gestures throughout drawing of circle (-1/2)
- Requires a flat surface at least 2m in diameter (-1/4)
- Requires A Create Magic Circle Roll (-1/2)

### Sample Magic Circles:

#### *Magic Circle of Containment/Protection:*

FW (8 PD/8 ED/8 Mental Defense/8 Power Defense; 6" long and 1" tall), One-Way Permeable (+1/4), Reduced Endurance (0 END; +1/2) (157 Active Points); OAF Immobile Fragile (-2 1/4), Concentration, Must Concentrate throughout drawing of circle (0 DCV; -1), Extra Time (1 Minute, Only to draw circle, -3/4), Gestures, Requires Gestures throughout drawing of circle (-1/2), Only vs Magic/Magical Beings (-1/2), Requires A Create Magic Circle Roll (-1/2), Restricted Shape (Circle; -1/2), Requires a flat surface at least 2m in diameter (-1/4); Real Cost: 22

*Magic Circle of Focus:*

+3 with Magic Skills (15 Active Points); OAF Immobile Fragile (-2 1/4), Concentration, Must Concentrate throughout drawing of circle (0 DCV; -1), Extra Time (1 Minute, Only to draw circle, -3/4), Requires A Create Magic Circle Roll (-1/2), Gestures, Requires Gestures throughout drawing of circle (-1/2), Requires a flat surface at least 2m in diameter (-1/4); Real Cost: 2

*Magic Circle of Power:*

Aid Magic 2d6, all Magic Spells simultaneously (+2) (60 Active Points); OAF Immobile Fragile (-2 1/4), Concentration, Must Concentrate throughout drawing of circle (0 DCV; -1), Extra Time (1 Minute, Only to draw circle, -3/4), Gestures, Requires Gestures throughout drawing of circle (-1/2), Requires A Create Magic Circle Roll (-1/2), Requires a flat surface at least 2m in diameter (-1/4); Real Cost: 10

*Magic Circle of Magic Damping:*

Suppress Magic 6d6, all Magical powers simultaneously (+2), Reduced Endurance (0 END; +1/2), Continuous (+1/2) (120 Active Points); OAF Immobile Fragile (-2 1/4), Concentration, Must Concentrate throughout drawing of circle (0 DCV; -1), Extra Time (1 Minute, Only to draw circle, -3/4), Gestures, Requires Gestures throughout drawing of circle (-1/2), Requires A Create Magic Circle Roll (-1/2), Requires a flat surface at least 2m in diameter (-1/4); Real Cost: 19

Magic circles may be layered. You must declare the order in which the circles are drawn (which circle is inside which other circle).

*Example: You could place a Magic Circle of Focus inside a Magic Circle of Power which is inside a Magic Circle of Protection. Anyone inside the circle would get the benefits of all 3 circles. Also, anyone outside the circles would first have to get through the Magic Circle of Protection in order to use magic to mar either of the other two circles.*

*Example: You could place a Magic Circle of Magic Damping inside of a Magic Circle of Containment. Anything inside the circle would have its power damped and would have to break through the MCoC to use magic on anything outside the circles. If the circles had been layered the other way, the Magic Circle of Magic Damping would reduce the effectiveness of the Magic Circle of Containment.*

Alternatively, Magic Circles can be directly combined. This has the advantage that counting the layering is always done in the most advantageous way possible (to the caster) for any given effect (with the above combined Magic Damping and Containment circles you'd always have to overcome the Containment before you could try to mar the Damping no matter which direction you come from but the Damping would never suppress the Containment). Doing this requires both circles to be created simultaneously (which would require a large enough Multipower Reserve if these are in a Multipower) taking full time for all combined circles and a single Create Magic Circle roll is made with the combined Active Point penalties.

*Example: The combined Magic Circle of Magic Damping and Magic Circle of Containment would take at least 2 minutes to draw and has a combined Active Point total of 277 for a -28 Magic Roll penalty. You might want to layer on a few bonuses before drawing this one (taking extra time, having some assistants to make Complimentary rolls, and find some good quality magic circle drawing tools).*

## **Magic Circle Skills**

### *Create Magic Circle:*

This is an INT-based 3-point skill that allows the creation of Magic Circles. The GM will make this Skill Roll in secret. If you fail, you will be informed that you messed up the circle somehow. However, if you critically fail, you will not be informed of the failure until use of the circle is attempted. If you critically succeed, the effects of the circle will be boosted by roughly 30 or so Active Points. This skill cannot be used to identify any magic circle you cannot create yourself. Extra Time may be taken with this skill as normal. KS: Magic Circles can be used as a Complimentary Skill.

### *KS: Magic Circles:*

This skill gives you a knowledge of various types of magical circles and will potentially allow you to identify one that was created by someone else. If it is a circle that you can create yourself, then you will get a +2 to the roll to correctly identify the unknown circle. KS: Wards, KS: Signs & Sigals and similar skills may be used as a substitute for this skill at -2 to -6. The GM will make this roll in secret. If you succeed, you will be told the purpose of the magic circle. If you critically succeed, you'll also be able to learn a few things about it's creator based upon his personal style. If you fail, you'll be unable to identify the circle. If you critically fail, you'll identify it as the wrong type of circle.

### **Special Implements**

#### *Chalk/Brush/Ink\* for Creating Magic Circles:*

+3 w/ Create Magic Circle (6 AP); OAF (-1); Real Cost: 3

\* - Ink should also take Charges.