

Magic

Magic within Igard is a rare and fanciful thing. The Igardians are not particularly adept at its use and no Igardian has ever discovered any particular form of it. The few non-religious spell-casters that exist within Igard are generally Doresti Runeschrijvers.

In fact, Runeschrijver is the only “commonly” used form of magic within the continent of Aleron. The exception to this is the widespread priests of the various gods. Faith based spell-casters are far more common than any other type.

Magic within Kamarathin

This document is intended to outline the way magic works within the world of Kamarathin. As with anything else within the game world I will attempt to codify and classify the way it works.

First is to establish the high level mechanics. This entails breaking magic up into three main groups; Source, Methodology and Structure.

Source indicates where the magic energy comes from while methodology is how the spell-caster manipulates the energy. Structure dictates how the spells are “bought” or grouped within game terms.

Sources

- Ambient: The world is imbued with magic; the energy flows through the air and is contained within every object.
 - Must have an END Reserve
- Self: This represents the magical energy within the spell caster.
 - Can not have an END Reserve
- Bestowed: This represents magical energy supplied by an external being and given to the caster.
 - Only Usable While In Good Standing With Faith (can't be removed; -1/4)
- Favors: This represents an external being actually performing the magic for the “spell-caster”.

Methodology

- Stored: The spell-caster imbues objects with the source to create a result.
 - Must have a Focus
- Willpower: The spell-caster manipulates the source with his force of will.
 - Can not have a Focus
- Channeled: The spell-caster becomes a conduit for the source.
 - Only Usable While In Good Standing With Faith (can't be removed; -1/4)
- Formulaic: The spell-caster learns/develops formulaic patterns to manipulate the source.

Structure

- **Individual:** In this structure, the spell-caster develops each “spell” individually. This is, by far, the most expensive and limiting structure. It generally represents someone without any formal training (such as Wild Talents or Dabblers) or has a suite of “spell-like” abilities (such as paladins or rangers)
- **Multipower:** This structure represents someone with a solid training and doesn't have the need to constantly “re-study” their spells. Not quite as flexible as a Variable Power Pool, but much easier to comprehend.
- **Variable Power Pool:** This structure has the potential to be the most flexible if the spell-caster has enough time to prepare. However, it is limited in that the spell-caster must spend time re-memorizing his spells and has the potential to “run-out” during a given time period.
- **Elemental Control:** This structure represents a spell-caster that draws their power from a single, well-defined source and is usually only utilized by those whose spells are Bestowed.

Requirements

All spells must have the “Requires Skill Roll” and “Costs END” limitations. All non-faith based spell-casters must have the Awakened Package Deal.

The Grid

As I (or the players) develop new forms of magic use, they will be listed in the grid below. This will serve as a quick reference for new and old players alike to see the similarities of their magic system when compared to another. This will also show areas that are lacking an established magic style in case the GM or players wish to develop a new style that has yet to be seen in the game world.

		Sources			
Methodology	Structure	Ambient	Bestowed	Favors	Self
Channeled	EC		Prism Priest		
	Individual		Devoted		
	MP				
	VPP				
Formulaic	EC				
	Individual				
	MP				
	VPP				
Stored	EC	Runeschrivjer			
	Individual				
	MP				
	VPP				
Willpower	EC				
	Individual				
	MP			Spirit Binding	
	VPP				

Spirit Binding



The Spirit Binder is based upon the mage summoning and then dominating various types of spirits. During the mages training they will acquire one or more spirits which they “train” to perform certain tasks upon command.

The spirits are generally not too fond of this arrangement and are constantly attempting to break the control of the mage.

Source: Favors

Methodology: Willpower

Structure: Multipower

Multipower Requirements: Each spirit is represented by a Multipower. The slots within the multipower represent tricks/abilities that the spirit has been trained to do.

A Spirit Binder can only have a number of spirits bound to him equal to his Ego divided by 5.

Spirits can only be trained to perform tasks that are within their nature (For example a spirit of Anger cannot be trained to make someone fall in love). Lists of possible spirits will be generated as the need arises.

Spell Requirements: There are no mandatory restrictions for individual spells.

Spirit Types: There are myriad spirits available to the Spirit Binder. Each has its own style and uses. The following list is a general breakdown of spirit types as creating a truly exhaustive list just isn't feasible. As players determine that they wish to play a Spirit Binder, I will develop any special requirements and list them here.

- Emotional
 - Emotional spirits are those that represent the emotions of the mortals that exist on Kamarathin. Spirits of Anger, Love, Fear, Sorrow, and Joy are just a few of the possibilities.
- Demonic
 - These are spirits from the infernal realms. They are generally the most powerful but also come with the risk of corrupting the Spirit Binder.
- Divine
 - These spirits are tied to specific deities and though they can be just as powerful as the demonic spirits they generally don't corrupt in the same way. However, they tend to look poorly to Spell Binders that do not follow their patron god.
- Dead
 - Spirits of the dead are commonplace throughout the world. Ghosts and specters of long lost ancestors, these spirits tend to be amazingly proficient with informational spells.
- Elemental
 - Raw and powerful, the elemental spirits are the least subtle of all of the spirits and they have a knack for not disappearing once summoned.
- Natural
 - Natural spirits represent the spirits of nature; trees, rocks, rivers, and plants are just some of the possibilities.
- Animal

- Animal spirits are another common type of spirit. Spirit Binders find that these are the easiest to control, though they do tend to be limited in their abilities.

Sample Fire Spirit:

Cost	Slot	Power	Endurance
11	-	Fire Spirit: Multipower, 30-point reserve, (30 Active Points); all slots Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	-
1u	1)	Eyes of the Fire Spirit: Infrared Perception (Sight Group) (5 Active Points); Costs Endurance (-1/2), Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	1 END
1u	2)	Heart of the Fire Spirit: Life Support (Safe in Intense Heat; Self-Contained Breathing) (12 Active Points); Costs Endurance (-1/2), Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	1 END
1u	3)	Heated Wind: Energy Blast 3d6, Area Of Effect (4" Cone; +1) (30 Active Points); Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Limited Range (-1/4), No Knockback (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	3 END
1u	4)	Sunlight: Sight Group Flash 3d6, Personal Immunity (+1/4), Area Of Effect (One Hex; +1/2) (26 Active Points); No Range (-1/2), Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	3 END
1u	5)	Fireball: Killing Attack - Ranged 2d6 (30 Active Points); Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Limited Range (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	3 END

Runeschrivjer



Runeschrivjer was discovered nearly 3500 years ago by Kinet Themel, a Doresti smith and bard of local renown in the town of Ashliret after the fall of the Kingdom of Nelel. Kinet was fond of engraving runes in the swords and armor of his Warlords soldiers. This passion soon led to him inscribing heroic tales from his people's history.

Overtime a few patrons regaled the smith with stories of how their armor or weapon performed miraculous feats in battle. Kinet enjoyed the stories but initially refused to believe that he had anything to do with it. As more and more customers came back to him with similar tales Kinet found it harder and harder to disbelieve.

Eventually he began to compare the runes he had inscribed into the suspect equipment and through experimentation he finally unlocked the secrets to what he had been doing inadvertently. With help from a priest of Testian, Kinet was able to codify his talents and it wasn't long before other smiths began asking to learn from the first Runeschrivjer.

Source: Ambient

Methodology: Stored

Structure: Elemental Control

A Runeschrijver is a mage that works "spells" through the medium of magical writing. The specific words themselves are inherently magical but not enough to work on their own. The Runeschrijver enhances this innate energy through concentration, chanting and placing the runes in a specific order to achieve a specific result.

Runeschrijvers learn Runes, which they can then inscribe upon objects of various Media. They use these Runes to make both powerful Permanent Magic Items and Ephemeral temporary effects. Thus a Runeschrijver might spend weeks crafting a Magical weapon, or suit of armor, or mystic sigil to be incorporated into a structure that will last for ages, or a few hours inscribing a Rune holding a temporary effect such as a Glyphic Trap instead.

Runes are broken down into several categories. Each of these categories reflects the overall function of the runes. Each category must be bought as a separate Elemental Control.

Bescherming: Rune of Protection

Aanval: Rune of Attack

Fysiek: Rune of Physical Enhancement

Geestelijk: Rune of Mental Enhancement

Betekenenissen: Rune of Senses

Heel: Rune of Healing

Runeschrijvers can inscribe simple Runes that are not meant to last forever, but which can be very useful while they last. Ephemeral Magic Items are Magic Items that are built with Non-recoverable Charges and do not cost Character Points to make. All Ephemeral Runes must be built with a specific Trigger.

In order to inscribe an Ephemeral Rune a Runeschrijver must have the appropriate skill for the Media they wish to add a Rune to as well as the appropriate materials and tools.

Thus if a Runeschrijver wanted to add a Rune to a garment they need PS: Embroidery, a needle, and sufficient thread but if they wished to inscribe the same Rune in stone they must have PS: Sculpting and have a hammer and chisel. It is left up to the GM's discretion whether a Runeschrijver has the correct materials in sufficient quantity for a given Rune.

It is assumed that all Elemental Controls are bought as ephemeral and the following Elemental Control is written up with that in mind:

- Elemental Control (Chose specific rune type), 30-point powers, (15 Active Points); all slots Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), OAF (Object Rune is inscribed upon; -1), Concentration (0 DCV; -1/2), Incantations (Complex; -1/2)

If the Runeschrijver wishes to make the rune permanent then he or she must purchase separate Elemental Controls to indicate this.

Absoluut Bescherming: Permanent Rune of Protection

Absoluut Aanval: Permanent Rune of Attack

Absoluut Fysiek: Permanent Rune of Physical Enhancement

Absoluut Geestelijk: Permanent Rune of Mental Enhancement

Absoluut Betekenissen: Permanent Rune of Senses

Absoluut Heel: Permanent Rune of Healing

And here is how the permanent Elemental Control is written up:

- Elemental Control (Select Runic Type), 30-point powers, (15 Active Points); all slots Extra Time (1 Month, Character May Take No Other Actions, -5 1/4), OAF (Object Rune is inscribed upon; -1), Incantations (Complex; -1/2), Concentration (0 DCV; -1/2)

Items can have multiple runes inscribed onto them and each rune must be written separately and takes the indicated amount of time. The creation of permanent runes must also include the creation of the object that is being inscribed upon and this must be manufactured by the Runeschrivjer himself.

Items enchanted with permanent runes must be paid for with character points by the Runeschrivjer doing the inscribing.

Many Runeschrivjers will find the following skills/abilities rather handy in their careers, particularly if they intend to create permanent runic items.

- Detect Magical Symbols, Runes, Glyphs (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense (22 Active Points); Sense Affected As Another Sense (Mystic Sense; -1/4); Real Cost: 18 points
- KS: Cloth
- KS: Famous Craftsmen
- KS: Famous Runeschrivjers
- KS: Inks
- KS: Metallurgy
- KS: Paper & Parchment
- KS: Stone Lore
- KS: Wood Lore
- PS: Armor smith
- PS: Blacksmith
- PS: Carpentry
- PS: Create Inks
- PS: Make Paper
- PS: Mason
- PS: Tailor
- PS: Weapon smith

Psionics within Kamarathin

People with psionic powers do exist within Kamarathin. Psionics are not magical and thus cannot affect nor be affected by magical spells. Psionics are inherent abilities based on the power of the mind. That being said, psionics are very rare among the people of Kamarathin with only the Kolajik (and their sub-species) having it naturally.

Killershrike explains psionics quite well and most of the information he has on his website is how I plan on utilizing them in Kamarathin.

Anything written in italics is taken directly from his site.

A staple of some Fantasy settings, Psion's are powerful complements to any adventuring group. Perhaps the most versatile of all the professions, no two Psion's are exactly the same and there is a tremendous amount of room for customization. Each Psion's personal ability set is a story just waiting

to be told; the best Psion characters have abilities backed up by a detailed background establishing why a particular Psion is more of an expert at subtle Telepathic Powers than at overt Psychokinesis, or has much more experience with Clairsentient information gathering Powers than with Psychometabolic form manipulation, etc.

Compared to other professions Psion's emphasize inner power. While Wizards need their books and Priests need their deities, Psion's need only a strong will. Psionicists trade the certainty and raw magnitude of Magic for a less reliable but infinitely more flexible power. Many Psionicists use their Powers to enhance their skill in another profession; such as a Psychometabolist that uses his mastery over his own flesh to improve his fighting ability.

There are four groupings of Psionic Powers called Disciplines. They are Psychometabolism, Telepathy, Psychokinesis, and Clairsentience.

While some Psion's are generalists, learning all types of Disciplines, most Psion's learn the majority of their Powers from a single Discipline. Such specialized Psion's are often referred to by their chosen focus Discipline; thus a specialist in Telepathy might be called a Telepath.

Psionic Powers are grouped into four Disciplines. Each Discipline concerns itself with distinct applications of Psionic Power; with a focus on the end result rather than the means. The four Disciplines are described below.

In order to utilize any powers from a specific Discipline, the character must have the appropriate Power Skill. In addition, a Psion that does acquire a Power Skill may purchase the special ability listed in the Discipline description.

In addition to the Power Skills, all potential Psion's must have the Talent: Psionic Gift which costs 5 Points.

Psychometabolism

- *The Psionic pursuit of Mind over Body. By means of this Discipline the Psionicist develops incredible physical capabilities, not only harnessing their natural capabilities to their maximum human limits, but with advanced techniques far exceeding them. Psychometabolists are usually the most physically powerful of all Psionicists, capable of astounding displays and amazing feats such as secreting acid from their hands or changing into something else. Many have such minute control over their body that they repair damage at a phenomenal rate.*
- *Power Skill: Psychometabolism (CON); Real Cost: 3 points*
- **Psychometabolic Gift:** *Fast Healing: Regenerate 1 BODY/Turn plus +1 BODY; Real Cost: 9 points*

Psychokinesis

- *The Psionic pursuit of Mind over Matter, this Discipline allows Psionicists to wreak terrible havoc and damage upon their environment, reconstruct items at the molecular level, cause items burst into flames, and an endless variation of other effects. Psychokinetic's tend to be extremely forceful in their mindset, used to getting their own way. Many become so good at bending matter to their will that they reflexively use their minds for even mundane tasks of manual effort.*
- *Power Skill: Psychokinesis (EGO); Real Cost: 3 points*

- **Psychokinetic Will:** (Total: 25 Active Cost, 9 Real Cost) Extra Limbs (5 Active Points); 1 Limb (-2), Linked to Stretching (-1/2) (Real Cost: 1) plus Stretching 2", Does Not Cross Intervening Space (+1/4), Invisible Power Effects (Sight Group, Hearing Group; +3/4) (20 Active Points); Cannot Do Damage (-1/2), Always Direct (-1/4), No Noncombat Stretching (-1/4), Limited Body Parts (-1/4), Concentration 1/2 DCV (-1/4) (Real Cost: 8) (Costs 2 END per Phase); Real Cost: 9 points

Telepathy

- The Psionic gift most feared by non-Psionics, this is the Discipline that allows a Psionicist to peel away a persons inner thoughts like layers from an onion, sousing out hidden secrets and reading people's inner demons like a book. Telepaths tend to be subtle, quiet and unassuming. Many of their arts take time to work best, so Telepaths develop patience and time their actions for best effect. Telepaths often have incredibly powerful wills, capable of absurd feats of willpower.
- Power Skill: Telepathy (EGO); Real Cost: 3 points
- **Telepathic Contact:** Mind Scan 6d6 (30 Active Points); Concentration 0 DCV, Must Concentrate throughout use of Constant Power (-1), Extra Time 1 Turn (Post-Segment 12), Only to Activate Constant or Persistent Power (-1/2), Character May Take No Other Actions (-1/4), Stops Working If Mentalist Is Stunned (-1/2) (Costs 3 END per use); Real Cost: 9 points

Clairsentience

- The Psionic gift of extra sensory perception, masters of this Discipline have little effect on the material world, but often possess phenomenal awareness, with some practitioners even able to peer into the future itself. Very little escapes the attention of a Clairsentient, and their shrewd perception has upset the schemes of many a foe.
- Power Skill: Clairsentience (INT); Real Cost: 3 points
- **Precognitive Avoidance:** +4 with DCV (20 Active Points); Activation Roll 13-, Jammed (-1 1/4); Real Cost: 9 points

Endurance Reserves

Psionicists must take an Endurance Reserve for their Psionic Powers, and run their Powers off of this Reserve. By default the Recovery Requires a Meditation Roll (and 1 TURN of Meditation).

Power Construction Restrictions

As a Campaign Rule the following restrictions apply to the creation of Psionic Powers.

- All Powers must have an Endurance Cost.
- Must use a Multipower Power Framework
- Each Power must Require a Skill Roll using the appropriate Psionic Discipline Power Skill
- Each Power must run off of a Psionic Strength END Reserve
- Must be an Ultra Slot (aka Fixed Slot)
- May not have Incantations
- May not have Gestures

- *May not have No Conscious Control*
- *May not have FOCl*
- *May not have Charges*

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