

Peasant Magic

Initially from this thread- <http://www.herogames.com/forums/showthread.php?t=67078>

Also see the [Fantasy Hero Wuxia Skills](#), [Bizarre Spell Ideas](#), [Dark Champions super_skills](#) and the humorous [seemingly_silly_things](#)

Combat

Entertainment

- **Harold's Hand Puppet** Caster constructs a hand puppet that has limited movement and which the caster can see out of, so long as it remains roughly six feet from the caster's eyes. One-handed simple gestures from the caster maintains this spell. The puppet can be animated as long as the puppet remains six feet from the caster's gesturing hand.
No, there's no "does not cross intervening space", so the caster is vulnerable to damage to the magic connection that links his eyes and his hand to the puppet. (*Blue Jogger*)
 - Stretching 1" (5 Active Points); IAF (Hand Puppet; -1/2), Cannot Do Damage (It's just a hand puppet; -1/2), Gestures, Requires Gestures throughout (-1/2), no Noncombat Stretching (-1/4)
2 Real Points

Food

- **Lembas** A carefully guarded secret of the elves, a tiny bite of this wonderous food will sustain a man through one meal. A few slices of Lembas, if stored properly will feed up to four people for up to a month. As a side note, it will not work on truly vile creatures. Although Lembas is incredibly tasty, after a few days, the eater will soon wish for just about anything else. (*Blue Jogger*)
 - Life Support (Eating: Character does not eat), 1 Continuing Fuel Charge lasting 1 Month (Fuel is Difficult to obtain; +0), Usable Simultaneously (up to 4 people at once; +3/4) (5 Active Points); OAF Fragile (Lembas; -1 1/4)
2 Real Points.

Movement

- **Flea's Leg** Leaping +5" = 5 points and you can jump over a building (*CTaylor*)
- **Jackrabbit** Noncombat acceleration/deceleration (+1/4) on running = 4 points (*CTaylor*)
- **Magic Cart** (*Blue Jogger*)
 - 15.... Size: Large Cart (2 Hexes), Carry: 800 Kg
-10... -1 SPD
6..... 0 END on 6" Run (2 / 4 MPH)
- **Swift Mage** Noncombat multiples each cost 5 points, that can be pretty handy (*CTaylor*)
- **Swift Steed** +2" running, usable by one other at a time, must retain contact (ride your horse,

and he runs faster!) (CTaylor)

- **Traving Horse** (Blue Jogger)
 - 5..... Size: Motorcycle (.8 Hexes), Carry: 200 kg
 - 6..... 0 END on 6" Run (4 / 8 MPH)

Other

- **Animate Furniture** Old mages, despite being quite powerful, often are physically weak due to ravages of time. This spell was developed when it was discovered that old wizards had discovered a way of nagging even inanimate objects into helping them. As many sorcerer's apprentices have learned the hard way, this is one spell that it is easy to cast, but hard to control. (Blue Jogger)
 - Animate Furniture: Summon 22-point creatures, Expanded Class of Beings Very Limited Group (+1/4) (5 Active Points); Gestures (Complex; Requires both hands; -3/4), Requires A Skill Roll (-1/2), Side Effects (Side Effect only affects the environment near the character; Creature becomes a bit TOO animated.; -1/4), Antagonistic Annoyed (-1/4), IIF (Magic Hat; -1/4)
2 Real Points
- **Deep Breath** (Life Support: hold breath longer (breathe once per 20 minutes) usable by one other at a time = 5 points) (CTaylor)
- **Fearless** (Aid 1/2D6: presence, only for defense so 1 point of Aid adds 2 points of presence) (CTaylor)
- **Golem** Once a form has been put together, this creates a golem, who if treated fairly well, will slavishly follow you around and do whatever if asked of him/her (within reason). Some golems have been designed to be nine feet tall, while others are only two foot tall and left to play with kids. (Blue Jogger)
 - Summon: Summon 12-point creature, Slavishly Devoted (+1) (4 Active Points); Extra Time (1 Minute, -1 1/2), Requires A Skill Roll (-1/2), Gestures (Requires both hands; Putting together parts; -1/2), Side Effects (If Skill Roll fails, eventually the Golem with turn from Slavishly Loyal to Violent; -1/4)
 - **Tall Golem** Nine Feet Tall: Growth (+10 STR, +2 BODY, +2 STUN, -2" KB, 400 kg, +0 DCV, +0 PER Rolls to perceive character, 3 m tall, 1.5 m wide), Costs END Only To Activate (+1/4) (12 Active Points)
Slow: -1 SPD (-10 Active Points)
Resistant to Damage: +3 rPD, +3 rED Armor (9 Active Points)
- **Repair** Minor Transform 1/2D6 broken to fixed (can fix any small object like a boy's pair of glasses or a wand) (CTaylor)

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