

Magic

Magic is the ability to focus one's will to change one's environment. This is not as easy as it sounds, and it takes a great deal of time to learn exactly how to focus one's will in the correct way. Usually the use of spoken incantations, hand motions, and other such "standards" of magic are needed in order to help one focus their will.

Magic works best when subtle, and when what is being asked in within the realm of natural possibility. Reaching into your empty pocket and pulling out a hundred dollar bill is not a hard thing to do, for no one could say that the bill wasn't in your pocket in the first place. Changing the color of your car is tougher; while you can claim that you recently had it repainted, it is definitely a noticeable change in the environment. Calling forth legions of undead to smite your enemies is both extremely noticeable and exceedingly obviously not natural. How obvious and unnatural the change is affects the cost of the spell.

What the subject is also affects the cost. Affecting an inanimate object is easy, for it exerts no force of its own will. Affecting a single person is tougher, for it usually directly goes against their own will, which while not trained in magic, is still perfectly suitable for defense. Affecting a group of people is extremely difficult, as you must defeat their combined will.

Casting a spell also requires line of sight. This is because if you are trying to affect something you cannot see, you may imagine the setting differently and end up dispersing your will to change the setting to what you imagine it being. Needless to say, chanting and making weird movements is kind of unsubtle when people can see you, therefore there is no real disadvantage for not making any. However, if you do wish to be unsubtle, feel free to make all of the gestures and chants you wish, and the spell will be much easier to cast.

The final ingredient in casting a spell is how it fits your school, either order or chaos. Only the results will be assessed, otherwise order could never cast a spell.

When you wish to cast a spell, go to a GM. He or she will tell you about how much it will cost, mana-wise. You may then spend as much mana as you wish; if you spend less than the necessary, you take a minus to your casting roll; spending more gains you a plus to your casting roll. How effective the spell is is determined by how well you roll. Depending upon the effects of the spell, you may receive mana back for either being extremely orderly or incredibly chaotic.

Big Spells: If you're going to cast a seriously huge spell, the GM may require that you do a ritual. This not only means doing all of the chanting and gestures (although line of sight is not necessary), but that you will need people to help you. While you may have incredible reserves of mana packed away, only so much can go through you at one time. Therefore, having people assisting you as channels of mana can make things a great deal easier for you. This does not mean that they necessarily have to be trained in magic; they

may think that you're just plain crazy and they're doing this just to humor you. Just so long as they take part in the ritual, that's all that's important. The more people that help you, the bigger a spell you can cast.

Please note: even though casting the spell of Reformation requires oodles of mana, casting it as a ritual would be bad. Really, really bad. Unless you really *want* everyone helping you to look exactly like your new form.

Apprentices: You may take on an apprentice and teach them how to cast spells. To do so, you must spend two hours with that person, teaching them how magic works, helping them try to cast magic, and getting them to learn how to focus their will. This does *not* have to be two consecutive hours; you can get in half-an-hour here, fifteen minutes there, etc. As for how you teach them, that's up to you. I'm sure you've seen movies or TV shows involving the young, confused student and the enigmatic teacher. Or maybe you'd like to be Mr. Kotter. Either way's fine by us.

After you have taught your student for two hours, you must give them the choice that your teacher gave you: Chaos or Order. The GM will take the student aside and explain what the two paths mean. The student must then make his or her choice. Yes, this could mean that they choose the opposite path and go on a rampage to eliminate you. This is why mages take on very few apprentices over the years.

Summoning & Banishing: Maybe you'd like to get some spiritual help. Or maybe an opponent has gotten spiritual help, and you'd like that spiritual help to go away. Summoning is the ritual to call forth spirits. All summonings are rituals. You must have something specific in mind to summon. It also helps to have items around as components which are somewhat akin to what you are summoning (a coffeepot for Kuthar, Lord of Energy, for example), as well to be in a location favored by that or those spirits. That spirit will enter the item in question (as its will is the weakest), and from that item slowly work its way into possession of a person (and the less the person resists, the quicker the possession). If there are no items there, the spirit will choose an item of its own liking, and probably won't tell you where it went. One other thing- be *very* careful. Sometimes things get in that you don't want around.

Banishing is the opposite effect; getting rid of some spirit that is annoying you. This is also a ritual, and success can be influenced by having some of the items that the spirit originally possessed, doing the ritual in the same spot where the original summoning occurred, as well as knowing the exact nature of what you are banishing. Failure usually just means a large drain in mana, but occasionally it can let the spirit in question know exactly who's trying to get rid of it. Aggravating powerful spirits can be dangerous.