
SIMPLIFIED SPELL-CASTING FOR ROLEMASTER

INTRODUCTION

Simply stated, many aspects of the original Rolemaster spell casting system feel unintuitive and artificial to me. The spell casting character classes do not differ widely in their development point costs and profession bonuses, but their spells do differ. Why not implement these differences with training packages? By comparison, a fighter can specialize as a weapon master, gladiator, or soldier by selecting a training package. This approach could also be used for spell casters.

Learning spells is another strange thing in Rolemaster: Spell casters learn lists of spells that are loosely organized by topic. Advancement in a list provides a character with very different spell effects, while technically developing the same skill. This mechanism does not really make sense in my opinion. Why not re-work the spell casting system to reflect the mechanics

behind all the other skills and categories? Each skill should be a separate spell with scalable effects, similar to HARP.

HARP served as the inspiration for the changes presented in this article. From HARP I adapted some of the spell casting mechanics and the way spells are learned, including converting many Spell Law spells to a HARP-like format.

In addition, this article introduces new professions and allows any profession to learn spells. The spell-casting + resistance roll system is replaced by a single static maneuver roll. Similar to an attack, the target's magic DB is subtracted from the maneuver roll and a target may use counter spells to "parry" the attempt. Finally, the difficulty associated with spell casting is based not on the character's level, but on the number of ranks the character has in that spell.

CHANGES TO EXISTING RULES

PROFESSION CHANGES

Using these rules, every profession has access to fully fledged spell power.

This is done by removing all spell casting professions and introducing talents that represent different levels of spell casting ability. As a replacement for the original spell casting professions, three new professions are introduced to handle less athletic and more academic or political types of characters.

The new professions *Academic*, *Wirepuller*, and *Clergyman* and the existing *Explorer* receive additional talent points because their overall skill development costs are somewhat higher than the costs of the former Arms realm classes.

As a result, only Arms realm professions remain. By default, all professions are *magically unaware* and use the same set of development point costs for magical skills:

Skill Category	Development Point Costs
Power Awareness	7

Power Manipulation	18
Power Point Development	20
Spells – Common	25
Spells – Higher	40
Spells – Primary	n/a

TABLE 1 - BASE DEVELOPMENT POINT COSTS

No profession receives profession bonuses for magic skill categories.

The new magic talents are called “Magical Awareness Talents”. These talents improve the development point costs for magical skills and can provide additional profession bonuses (see below).

Thus, you could see a fighter character purchase a magical awareness talent to obtain cheaper development point costs for spell casting while retaining his costs for all other skills. The result may sound like an overpowering character, but remember that the fighter still has the same number of development points to spend. So investing in spell casting draws points from the fighter’s other skills.

SPELL CHANGES

The biggest proposed change is to adopt HARP-like spells. The three realms of magic are dropped in favor of a single realm (perhaps reflecting a return to the Arcane roots of magic).

Each spell becomes a separate skill with a HARP-like structure. Similar spell effects are combined into a single spell with scaling options. Characters now learn individual spells, not lists. In essence, spell casters

exchange some of their former diversity for additional power with the spells they focus on.

Unlike HARP, nearly all spells include a 1PP version. So spell casters can do something with a given spell right from the start. Additionally there are several sets of scaling options for a given spell that can be accessed through the magic talents described below.

CASTING CHANGES

The final proposed changes involve how spell casting maneuvers are resolved.

Both RMSS and HARP compare the total power point cost of a spell to the level of the casting character to determine the difficulty

of casting that spell. The proposed system compares the number of ranks a character has developed in a spell to the actual power point cost. Thus, spell casting becomes easier.

Again, some may find this overpowering. However, if a character has six ranks in a spell at level 2, he won't have enough development points to purchase a wide range of spells. And, one single casting of a high powered spell could easily result in a –

10 for the rest of the day due to PP expenditure.

To make casting smoother the resistance roll is eliminated. Instead a magic DB is used as a negative modifier to the spell casting roll. This DB can be increased by developing ranks in "Magical Resistance" and by magic items.

Spell casters also get the option to learn counter spells, which enable the caster to cancel or even reflect an incoming spell.

CHARACTER CREATION

NEW PROFESSIONS

As outlined above, three new professions fill in the blanks left by the former spell casting professions: *Academic*, *Wirepuller*, and *Clergyman*.

The following sections show the development point costs, prime stats, special skills and profession bonuses for the new professions.

ACADEMIC

The Academic is an expert in lore. He studied theories on many topics and specialized in one or more areas of interest. He strives for new insights, deeper understanding and perfection within his

field. The Academic is ambitious for new languages, books and scripts and seeks secret or lost knowledge.

The prime stats of an Academic are Reasoning and Memory

Communications	+5	Lore Group	+20
Influence	+5	Science Group	+10
Self Control	+5		

TABLE 2 – PROFESSION BONUSES FOR ACADEMICS

Armor – Heavy	11	Power Awareness	7
Armor – Light	9	Power Manipulation	18
Armor – Medium	10	Power Point Development	20
Artistic – Active	2/5	Science – Basic	1/2
Artistic – Passive	1/4	Science – Specialized	3/7
Athletic – Brawn	7	Self Control	2/5
Athletic – Endurance	5	Special Attacks	12
Athletic – Gymnastic	3	Special Defenses	30
Awareness – Perception	4	Spells – Common	25
Awareness – Searching	2/5	Spells – Higher	40
Awareness – Senses	3/7	Spells – Primary	-
Body Development	15	Subterfuge – Attack	15
Combat Maneuvers	18	Subterfuge – Stealth	5/12
Communications	2/2/2	Subterfuge – Mechanics	4/10
Crafts	4/10	Technical – General	3/7
Influence	2/6	Technical – Professional	8
Lore – General	1/2	Technical – Vocational	5/12
Lore – Magical	1/4	Urban	2/6
Lore – Obscure	2/5	Weapon – Category 1	3/6
Lore – Technical	2/5	Weapon – Category 2	3/9
Martial Arts – Strikes	6/12	Weapon – Category 3	7
Martial Arts – Sweeps	6/12	Weapon – Category 4	9
Outdoor – Animal	3	Weapon – Category 5	9
Outdoor – Environment	3	Weapon – Category 6	20
		Weapon – Category 7	20

TABLE 3 - DEVELOPMENT POINT COSTS FOR ACADEMICS

Everyman Skills: Time Sense, Meditation, choice of three non-restricted Lore skills.

Occupational Skills: Any one non-restricted Lore skill.

Restricted Skills: -

Additional Talent Points: 20.

CLERGYMAN

The Clergyman is well-educated and very spiritual or religious. Clergymen are disciplined followers or members of a belief or philosophy. They are experts in convincing, motivating and sometimes intimidating others and often become charismatic leaders.

Clergymen have great knowledge not only of areas associated with their belief but also of other fields of lore.

The prime stats of a Clergyman are Intuition and Memory.

Art Group	+5	Lore Group	+10
Awareness Group	+5	Outdoor Group	+5
Communications	+10	Self Control	+5
Influence	+10		

TABLE 4 – PROFESSION BONUSSES FOR CLERGYMEN

Armor – Heavy	11	Power Awareness	7
Armor – Light	10	Power Manipulation	18
Armor – Medium	10	Power Point Development	20
Artistic – Active	2/4	Science – Basic	1/3
Artistic – Passive	2/4	Science – Specialized	4/10
Athletic – Brawn	6	Self Control	2/4
Athletic – Endurance	4	Special Attacks	10
Athletic – Gymnastic	3	Special Defenses	30
Awareness – Perception	5	Spells – Common	25
Awareness – Searching	2/6	Spells – Higher	40
Awareness – Senses	3/7	Spells – Primary	-
Body Development	12	Subterfuge – Attack	6/12
Combat Maneuvers	12	Subterfuge – Stealth	4/10
Communications	1/1/1	Subterfuge – Mechanics	5/12
Crafts	4/10	Technical – General	3/7
Influence	1/4	Technical – Professional	8
Lore – General	1/3	Technical – Vocational	5/12
Lore – Magical	2/5	Urban	2/5
Lore – Obscure	2/7	Weapon – Category 1	3/6
Lore – Technical	2/6	Weapon – Category 2	3/9
Martial Arts – Strikes	4/10	Weapon – Category 3	6
Martial Arts – Sweeps	4/10	Weapon – Category 4	8
Outdoor – Animal	3/7	Weapon – Category 5	8
Outdoor – Environment	2/7	Weapon – Category 6	15
		Weapon – Category 7	20

TABLE 5 - DEVELOPMENT POINT COSTS FOR CLERGYMEN

Everyman Skills: Time Sense, Meditation, Public Speaking.

Occupational Skills: Religion, Divination.

Restricted Skills: -

Additional Talent Points: 20

WIREPULLER

The Wirepuller is a master of manipulating others. He is trained in all aspects of communications, his ears and eyes are always open and he is well-versed in finding the right person and location in any urban environment. Wirepullers know the

subtleties of politics, are educated in arts and science, and know how to profit best from this knowledge.

The prime stats of a Wirepuller are Presence and Self-Discipline.

Awareness Group	+10	Subterfuge Group	+5
Communications	+10	Urban	+5
Influence	+15	Weapon Group	+5
Self Control	+5		

TABLE 6 – PROFESSION BONUSSES FOR WIREPULLERS

Armor – Heavy	7/7/7	Power Awareness	7
Armor – Light	4/4/4	Power Manipulation	18
Armor – Medium	6/6/6	Power Point Development	20
Artistic – Active	1/4	Science – Basic	2/4
Artistic – Passive	2/5	Science – Specialized	5/12
Athletic – Brawn	2/6	Self Control	1/3
Athletic – Endurance	2/6	Special Attacks	3/8
Athletic – Gymnastic	2/5	Special Defenses	15
Awareness – Perception	2/5	Spells – Common	25
Awareness – Searching	2/5	Spells – Higher	40
Awareness – Senses	2/6	Spells – Primary	-
Body Development	4/10	Subterfuge – Attack	3/7
Combat Maneuvers	5/12	Subterfuge – Stealth	2/7
Communications	1/1/1	Subterfuge – Mechanics	3/7
Crafts	4/10	Technical – General	3/7
Influence	1/3	Technical – Professional	8
Lore – General	1/3	Technical – Vocational	5/12
Lore – Magical	2/7	Urban	1/3
Lore – Obscure	2/7	Weapon – Category 1	2/8
Lore – Technical	2/6	Weapon – Category 2	3/7
Martial Arts – Strikes	3/7	Weapon – Category 3	4/10
Martial Arts – Sweeps	3/7	Weapon – Category 4	5
Outdoor – Animal	3/6	Weapon – Category 5	6
Outdoor – Environment	3/8	Weapon – Category 6	8
		Weapon – Category 7	12

TABLE 7 - DEVELOPMENT POINT COSTS FOR WIREPULLERS

Everyman Skills: Lie Perception, Time Sense, Meditation, Public Speaking.

Occupational Skills: -

Restricted Skills: -

Additional Talent Points: 10

MAGICAL AWARENESS TALENTS

Access to magical energies is a very valuable option in character creation. As such it can be bought as a talent with four levels of power:

- ❖ Magical Aware (10 Talent Points)
- ❖ Adept Mage (30 Talent Points)
- ❖ Master Mage (50 Talent Points)

❖ Archmage (70 Talent Points)

The selected talent defines the development point costs for Power Point Development, Power Manipulation, Power Awareness and the spell casting categories. It also adds additional profession bonuses to these categories:

Skill Category	Unaware	Aware	Adept Mage	Master Mage	Archmage
Power Awareness	7	3/6	2/5	1/3	1/2
Power Manipulation	18	10	6/12	4/10	2/4
Power Point Development	20	12	8	4	3
Spells – Common	25	8/8	6/6	4/4/4	3/3/3
Spells – Higher	40	12/12	8/8	4/4/4	3/3/3
Spells - Primary	n/a	n/a	6/6/6	3/3/3	2/2/2

TABLE 8 - DEVELOPMENT POINT COSTS

Skill Category	Adept Mage	Master Mage	Archmage
Power Awareness	+5	+10	+15
Power Manipulation		+5	+10
Power Point Development		+5	+10
Spells – Common		+5	+10
Spells – Higher		+5	+10
Spells - Primary		+5	+10

TABLE 9 - PROFESSION BONUSES

Except for “Magical Aware,” these talents allow the character to select a certain number of spells as his “primary spells”. For these spells the talent grants superior

understanding, so the character is able to learn them more efficiently and to produce greater effects.

POWER POINT DEVELOPMENT

The costs for Power Point Development are determined by the magical awareness talents. If no talent was chosen the cost for magical unaware characters is used.

The stat bonus for Power Point Development is three times Empathy—there is only one realm of magic.

SCHOOLS OF MAGIC

Every character who is magical aware has to choose a school of magic. This defines the

way the character casts his spells. There are five schools to choose from:

- ❖ Conductor
- ❖ Mentalist
- ❖ Nomenist
- ❖ Somaticist
- ❖ Symbolist

Depending on the chosen school the stat bonus for spell casting maneuvers is Empathy plus twice the school specific stat.

If no school is chosen the character was not trained in spell casting and is relying on trial-and-error and innate talent to cast his spells.

UNSCHOOLED

The character did not learn spell casting from anyone. Like other spell casters he discovered his natural aptitude for magic by intuitively changing things in his environment through sheer will power or while highly emotional. Unlike the schooled spell casters he did not choose to attend a school, could not afford a teacher or mentor, or simply did not have any opportunity to learn from even books or scrolls.

The character developed his own intuitive and emotional style to spell casting. He casts new spells simply by willing something to happen and by trying to find an emotional channel to create the effect.

As a result of this approach all power point costs are increased by 1. So spell casting generally gets more difficult and uses more energy this way.

There are no penalties for missing tools, occupied hands or whispering. But because spell effects are generated in a very physical way, unschooled spell casters suffer the same armor penalties as somaticist casters.

The spell casting stat bonus is three times Empathy.

While casting, a slight mana glow can be seen surrounding the caster like an aura.

CONDUCTOR

Most conductor spell casters make use of pointing devices like wands, rods, staffs, or pieces of jewelry. There are even musical instruments that can be employed for spell casting.

These devices serve to channel and direct magical energies. Combined with the appropriate gestures and a spoken/sung formula, conductor casters generate their effects.

If a caster is missing his device, he may use his hands for gesturing, but will suffer harsh penalties.

The stat bonus for conductor casting is Empathy plus twice Agility.

Mana glow effects can be seen around the leading hand and the device of a conductor caster.

MENTALIST

Spell casters of this type employ willpower to cast their spells. No tool, no use of voice, not even a free hand is necessary. But wearing head armor results in severe penalties.

Because a mentalist caster focuses magical energies and creates magical effects in his head, he is more affected by spell casting

failures. Mentalist casters add an extra +30 to spell failure rolls.

The spell casting stat bonus for mentalist casters is Empathy plus twice Self Discipline.

Mentalist spell casting produces a mana glow effect only in the eyes of the caster, nowhere else.

NOMENIST

Nomenist casters cast spells by using power words or phrases, accompanied by small gestures. Often magical tongues are used by nomenists.

Not being able to speak is serious problem for Nomenist casters.

The spell casting stat bonus is Empathy plus twice Presence.

A mana glow can be seen surrounding the leading hand of a nomenist caster. Sometimes the face of a nomenist caster seems illuminated if no gestures were used.

SOMATICIST

Somaticist casters use full body movement for casting spells. This may be done in short acrobatic sequences or whole choreographies of dance. Only occasional words or phrases are integrated in the casting process.

The spell casting stat bonus is Empathy plus twice Quickness.

Mana glow effects can be seen surrounding the somaticist caster like an aura.

SYMBOLIST

Symbolist casters draw magical symbols to cast spells. This may be accomplished by drawing into sand, onto surfaces, or even in the air with just their fingers.

The most important aspect for symbolist casting is the correct sequence of the strokes while drawing a symbol or pattern.

The inability to draw symbols is a severe problem for symbolist casters.

The spell casting stat bonus is Empathy plus twice Memory.

The drawn symbols emit a mana glow effect, independent from the medium they were drawn on.

LEARNING SPELLS

Hardly anyone learns spell casting on his own. Most characters will have studied the arts of magic with the help of a teacher. A character may have attended a special school, may have become a member of a guild or academy or may have just learned informally from an independent scholar or master.

If a character is not being taught by someone with greater skill in the spell, he needs a spell book, describing the spell, to purchase additional ranks in the spell. Only if the character is able to cast every single

option of a spell without incurring any penalties, may he develop a spell without a teacher or spell book.

Having met these requirements, a character can develop ranks in his spells like in any other skill. The progression type for spell casting is the “combined” progression. The costs for developing ranks depend on the magical awareness talent chosen by the character.

PRIMARY SPELLS

Most spells have scaling option sets for “Common Magic” or “High Magic.” Depending on which set of options is chosen, the spell will be developed in the Common Magic or High Magic category.

If the character purchased the talent “Adept Mage” or greater, he can select additional spells to become his primary spells.

“Primary Spells” can be developed more cheaply than common or high magic spells. These primary spells have to be defined at character creation time.

“Adept Mages” may choose up to six primary spells. “Master Mages” and

“Archmages” may choose up to ten primary spells.

In addition to the lower development point costs for primary spells, a special set of scaling options are available for primary spells. “Adept Mages” may learn and use the “Specialist” options for their primary spells. “Master Mages” may use the “Master” options for up to six of their primary spells and the “Specialist” options with the remaining four. “Archmages” may use whichever set they like with their ten primary spells. The selection of the options has to be done at character creation time.

SELECTION SETS

In future articles I will present sets of spells that reflect a particular magical “profession.” These sets include

thematically organized spells that are intended to be chosen as primary spells.

CASTING SPELLS

When attempting to cast a spell first calculate the power point costs for the spell. Every spell has a base power point cost and additional costs for scaling options. Scaling options allow casters to individually alter the range, area, targets or effects of a spell to suit a specific application.

The resulting power point cost for the spell is compared against the number of ranks the character has developed in that spell skill. This establishes a based modifier for the spell casting maneuver. Then, all other applicable modifiers from the Spell Casting Modifications table (see below) are applied

and the magical defensive bonus of the target is subtracted.

Finally, make an open-ended d100 roll and apply the modifiers. Look up the result on the "Spell" column of the Spell-Casting Maneuver Table (see below).

If the maneuver succeeds other spell casters can try to cast counter spells to cancel, deflect, or reflect the spell. This maneuver can be attempted if a countering caster is aware of and near the spell being cast. See the discussion of countering spells below for more detail.

MAGICAL DEFENSIVE BONUS

To speed up spell casting, no resistance roll is made. Instead of being an active participant in spell resolution, the target now assumes a passive role.

A new skill is added to the Power Awareness category: Magical Resistance. This skill can be developed like any other skill. A character's total bonus in Magical Resistance is used as his magic DB.

As a special bonus to the skill add the racial resistance bonus against magic. Use the racial bonus against the arcane realm or average the bonuses against the three standard realms to calculate this special bonus.

Magic items, spells and armor can enhance magic DB. Existing magic items that modify resistance rolls can be treated as providing the same modifier to magic DB.

Armor also provides a bonus to magic DB as shown in the Armor Magic DB Table.

AT	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Bonus	0	0	0	0	+1	+2	+4	+6	+5	+7	+7	+9	+9	+15	+15	+15	+11	+17	+18	+21

TABLE 10 - ARMOR MAGIC DB

THE ART OF COUNTERING SPELLS

Any spell caster with ranks in the *Counterspell* or *Spell Absorption* spells, who is aware of a spell being cast, may try to block, reflect or deflect that spell, as long as

the countering caster did not already cast a spell this round.

It is sufficient for a countering caster to see the spell caster or the target, guessing the spell being cast. But, it is much easier to counter a spell if the countering caster can identify the spell being cast.

IDENTIFICATION

A successful *Power Perception* maneuver will identify a spell as it is being cast.

The countering caster makes a medium Power Perception maneuver and looks the result up on the "Spell" column of the Spell Casting Maneuver Table (see below) to determine any bonuses to the countering attempt.

A result of "Fail" means the countering character has no clue as to the spell.

"No Effect" gives the countering character at least a feeling for the point in time the spell will be released.

"Normal" informs the countering character as to the nature of the spell (e.g., informational or elemental) its power (power point cost) and its target.

A result of "Double" also reveals the effect of the spell (stun, damage to a body part, etc.).

"Triple" means the countering character has a very precise idea of the incoming spell. If he has ever read about that spell he will know which one it is exactly.

MODIFICATIONS

Gifted spell casters may have learned scaling options for their spells to mask or hide their casting procedures. If this is the case, any attempts to identify the spell suffer penalties.

Mentalist Cast

Spells cast by a mentalist caster or cast using the mentalist casting scaling option subtract 20 from the identification maneuver roll.

No use of voice, tools or movements

Spells cast without the use of voice, gestures or body movement also subtract 20 from the identification maneuver.

Reduced Mana Glow

A dimmed mana glow results in -10 to the identification maneuver, and a suppressed mana glow results in -20 to the maneuver.

Suppressed Signature

Spells that were cast while suppressing their magical signature modify the identification maneuver by -20.

COUNTERING

The countering attempt is done by casting *Counterspell*. *Counterspell* is an instantaneous spell and is basically cast like other spells.

The number of power points used for *Counterspell* is chosen by the caster and should be equal to the number of points used to cast the spell being countered. If the countering character does not know the necessary PP cost, he has to guess. Each power point less than needed amount results in a penalty of -10 to the countering spell casting maneuver. Spending additional power points does not result in any bonuses.

Countering a spell is as difficult as casting a spell. However, a *Counterspell* actually requires less power: subtract one half of the power points used from the countering caster's remaining power points.

MODIFICATIONS

Because *Counterspell* is cast like other spells all relevant modifications from the Spell Casting Modifications table are applied.

The target of *Counterspell* is a spell, not an object or a being, so most modifications based on the target will not apply, except for range. The range for a *Counterspell* is the distance to the target of the spell or the distance to the caster of the spell. "Touching" is relevant only if the countering

character touches the caster of the spell being countered.

In addition to the standard modifications, the following modifications apply to a *Counterspell*:

Identification

Depending on the result of a prior identification attempt (using *Power Perception*), the following bonuses or penalties apply.

No identification attempt or a result of "Fail" will subtracts 50 from the countering maneuver.

An identification result of "No Effect" leads to -30.

A "Normal" result adds nothing.

A result of "Double" adds+30 to the countering maneuver, and "Triple" adds +50.

Reflect

The base effect of *Counterspell* is to nullify the spell. If the countering character wants to reflect the spell back at the caster, subtract 20 from the countering maneuver.

Deflect

A countering character may instead try to deflect an incoming spell onto any one other target. Deflecting subtracts 20 from the countering maneuver. Additionally, any target-dependent modifications apply, as if the countering caster were casting the spell at the target himself.

Absorption

Instead of using *Counterspell* the countering character may use *Spell Absorption*. *Spell Absorption* works exactly like *Counterspell* but with an additional penalty of -50 to the roll. A successful counter results in the physical disruption of the targeted spell. The countering character gains however many power points the original caster spent. For example, if a countering caster tries to absorb a spell that costs 10PP, he will spend 5PP if the absorption is not successful, but he will gain 5PP if the absorption is successful.

COUNTER MANEUVER

The countering maneuver is performed after the original spell casting maneuver is complete. Look up the result of the original spell casting maneuver (without applying the target's magic DB) on the "RR" column of the Spell Casting Maneuver Table.

The caster of the *Counterspell* must obtain a higher result on the "RR" column on his spell casting maneuver to counter the incoming spell. If the countering maneuver results in a value that indicates failure on the "Spell" column, the counter spell fails and the countering character must make a spell failure roll, as normal. (For example, Fail x2 means adding twice the negative modifiers to the spell failure roll.)

A successful counter normally results in the countered spell having no effect. However, if the spell was deflected or reflected, look up the countering maneuver result on the "Spell" column.

SPELL CASTING ACTION CHECKLIST

1. Caster chooses a spell to cast and any scaling options.
2. Caster prepares the spell if appropriate.
3. Calculate the base difficulty by comparing ranks and power points.
4. Apply all relevant modifications except target's magic DB.
5. Caster makes a spell casting maneuver using the Spell Casting Maneuver Table.
6. An eligible countering spell caster may try to counter.
 - a. Countering character uses Power Perception to identify spell and rolls on the "Spell" column of the Spell Casting Maneuver Table.
 - i. Modifications to identification:
 1. Mentalist cast: -20
 2. Quiet, motionless cast: -20
 3. Dimmed mana glow: -10
 4. Suppressed mana glow: -20
 5. Suppressed signature: -20
 - ii. Maneuver result:
 1. "Fail": No identification; -50 to Counterspell
 2. "No Effect": Timing of spell revealed; -30 to Counterspell
 3. "Normal": Type, target, power points revealed; +0 to Counterspell
 4. "Double": Effect revealed; +30 to Counterspell
 5. "Triple": Exact spell revealed; +50 to Counterspell
 - b. Countering character tries to counter
 - i. Use of *Counterspell* or *Spell Absorption*
 - ii. Countering character chooses number of power points for countering.
 - iii. Calculate base difficulty by comparing ranks and power points.
 - iv. Apply all relevant modifications for spell casting, including those from having identified the spell.
 1. Counterspell:
 - a. Reflect: -20
 - b. Deflect: -20 (plus target-dependent modifiers)
 2. Spell Absorption:

- a. -50
 - v. Lookup resistance value of countered spell on "RR" column
 - vi. Lookup resistance value of Counterspell on "RR" column
 - vii. Reflect or deflect spell if appropriate
 - viii. Subtract or add (successful absorption) one half the power points used
- 7. If the original spell is not countered, modify the spell casting maneuver roll by the target's magic DB and lookup result on "Spell" column.
 - a. "Fail": Roll for spell failure and add all negative modifiers to the roll. Multiply modifiers by 2 for "Fail x2" or by 3 for "Fail x3".
 - b. "No Effect": Spell has no effect.
 - c. "Normal": Spell has desired effect.
 - d. "Double": Spell has doubled effect, if appropriate.
 - e. "Triple": Spell has triple effect, if appropriate.

SPELL CASTING MODIFICATIONS TABLE

MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS

Spell Skill Rank - Power Point Cost	Instantaneous Spell	Non-instantaneous Spell - # of Preparation Rounds										
		0	1	2	3	4	5	6	7	8	9+	
10+	0	0	0	0	+5	+5	+5	+10	+10	+10	+15	
5-9	0	-30	0	0	0	+5	+5	+5	+10	+10	+10	
0-4	0	-40	-30	0	0	0	+5	+5	+5	+10	+10	
-1	-30	-60	-50	-40	-30	-25	-20	-15	-10	-5	0	
-2	-40	-70	-60	-50	-40	-30	-25	-20	-15	-10	-5	
-3	-50	-80	-70	-60	-50	-40	-30	-25	-20	-15	-10	
-4	-60	-90	-80	-70	-60	-50	-40	-30	-25	-20	-15	
-5	-70	-100	-90	-80	-70	-60	-50	-40	-30	-25	-20	
-6	-80	-110	-100	-90	-80	-70	-60	-50	-40	-30	-25	
-7	-90	-120	-110	-100	-90	-80	-70	-60	-50	-40	-30	
per -1 beyond -7	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	

OTHER MODIFICATIONS

CONDITION		Unschool	Conductor	Mentalist	Nomenist	Somaticist	Symbolist
Failure Roll Modifier		-	-	+30	-	-	-
PP Cost Modifier		+1 PP	-	-	-	-	-
Spell Skill		+ (skill bonus)					
Utility Spell or Willing Target		+ 50					
Target		- (target's magic DB)					
Range	Touching	+30		Cover	Full Cover	-20	
	0'-10'	+10			Partial Cover	-10	
	10'-50'	0			Static Target	+10	
	50'-100'	-10					
	100'-300'	-20					
	>300'	-30					
Overall Power Points Used	26% - 50%			-10			
	51% - 75%			-20			
	76% -100%			-30			
Mobility	Unable to move	0	0	0	0	-25	0
	No free hand	0	-10	0	-10	-25	-50
	One free hand	0	0	0	0	0	0
	Two free hands	0	+5	0	+5	+5	+5
Tools	None	0	-30	0	0	0	0
	Focus (wand, jewel, etc.)	varies	varies	varies	varies	varies	varies
Use of Voice	None	0	-10	0	-40	0	-5
	Whisper	0	0	0	-20	0	0
	Normal	0	0	0	0	0	0
	Shout	0	+5	0	+10	0	+5
Equipment	Organic material			-1 per pound over 10 pounds			
	Inorganic material			-2 per pound over 5 pounds			
Armor	Caster's armor magic DB	x -7	x -5	Helmet x -20	x -5	x -7	x -5

SPELL CASTING MANEUVER TABLE		
Total Roll	RR	Spell
(-51) Down	Fail	Fail x3
(-50) - (-31)	Fail	Fail x2
(-30) - (-10)	Fail	Fail x2
(-10) - (-01)	Fail	Fail x2
0 - 10	Fail	Fail
11 - 20	65	Fail
21 - 30	70	No Effect
31 - 40	75	No Effect
41 - 50	80	No Effect
51 - 60	85	No Effect
61 - 70	90	No Effect
71 - 80	95	Normal
81 - 90	100	Normal
91 - 100	110	Normal
101 - 110	120	Normal
111 - 130	130	Normal
131 - 150	140	Normal
151 - 170	160	Double
171 - 200	180	Double
201 - 230	200	Double
231 - 260	220	Double
261 - 300	240	Triple
301+	260	Triple

TABLE 11 – SPELL CASTING MANEUVER TABLE

SAMPLE SPELLS

FIRE BOLT

PP COST: 1

RANGE: 10'

DURATION: -

SPELL TYPE: DE

SELECTION SETS: Magician

DESCRIPTION: A bolt of fire is shot from the palm of the caster. Resolve the attack on the Fire Bolt Table.

Scaling option "Corner Bolt" allows the bolt make a turn of up to 90° before striking the target. The caster's OB is halved after the turn.

Scaling option "Following Bolt" allows the caster to let the bolt make any number of turns and pass through openings larger than 6" before striking the target. The caster's OB is halved because of the turns.

Scaling option "Triad of Flame" allows the caster to fire three bolts at once. The bolts may strike different targets as long as the targets are within a 60° arc and they are visible to the caster. Only one of the bolts is fired with the caster's OB; the others attack at +0.

Scaling option "Additional Bolt" allows the caster to fire more than one bolt at once; up to a maximum of three per hand. The fired bolts may strike different targets within a 120° arc; the targets must be visible to the caster.

SCALING OPTIONS – HIGH MAGIC:

Increase Range (per 15'; max. 100') + 1PP

Increase Range (200') + 7PP

Increase Range (300') + 10PP

Increase Range (400') + 13PP

Increase Range (500') + 16PP

Corner Bolt + 9PP

Following Bolt + 14PP

SCALING OPTIONS –SPECIALIST:

Increase Range (per 30'; max. 500') + 1PP

Triad of Flame + 10PP

Corner Bolt + 8PP

Following Bolt + 13PP

SCALING OPTIONS – MASTER:

Increase Range (30') + 0PP

Increase Range (per 30'; max. 700') + 1PP

Additional Bolt + 5PP

Corner Bolt + 7PP

Following Bolt + 12PP

COUNTER SPELLS

COUNTERSPELL*

PP COST: half of attacking spell (although see above regarding spell difficulty)

RANGE: self

AREA OF EFFECT: 1 force spell (elemental spells cannot be countered using this spell)

DURATION: instantaneous

SPELL TYPE: F

PACKAGES: None

DESCRIPTION: See above

Scaling option 'Reflection' reflects the spell back at its caster.

Scaling option 'Deflection' deflects the spell at a new target.

Scaling option 'Mass Defense' allows the countering caster to counter more than one spell in the same round. If a counter that includes this option is successful, the caster may cast up to 9 further counterspells this round as long as he has enough PPs to do so. Any further 'Counterspell' cast this round cannot be scaled with 'Mass Defense'. For 'Mass Defense' the caster has to spend 100% of his activity countering spells.

SCALING OPTIONS – HIGH MAGIC:

Increase Range (30' to target or attacker) + 3PP

Increase Range (100' to target or attacker) + 6PP

Reflection + 2PP

Deflection + 2PP

SCALING OPTIONS – SPECIALIST:

Increase Range (30' to target or attacker) + 2PP

Increase Range (100' to target or attacker) + 5PP

Increase Range (300' to target or attacker) + 9PP

Reflection + 2PP

Deflection + 2PP

Mass Defense +23PP

SCALING OPTIONS – MASTER:

Increase Range (30' to target or attacker) + 0PP

Increase Range (100' to target or attacker) + 3PP

Increase Range (300' to target or attacker) + 7PP

Reflection + 1PP

Deflection + 1PP

Mass Defense +15PP

SPELL ABSORPTION*

PP COST: half of attacking spell (although see above regarding spell difficulty)

RANGE: self

AREA OF EFFECT: 1 force spell

DURATION: instantaneous

SPELL TYPE: F

PACKAGES: None

DESCRIPTION: See above