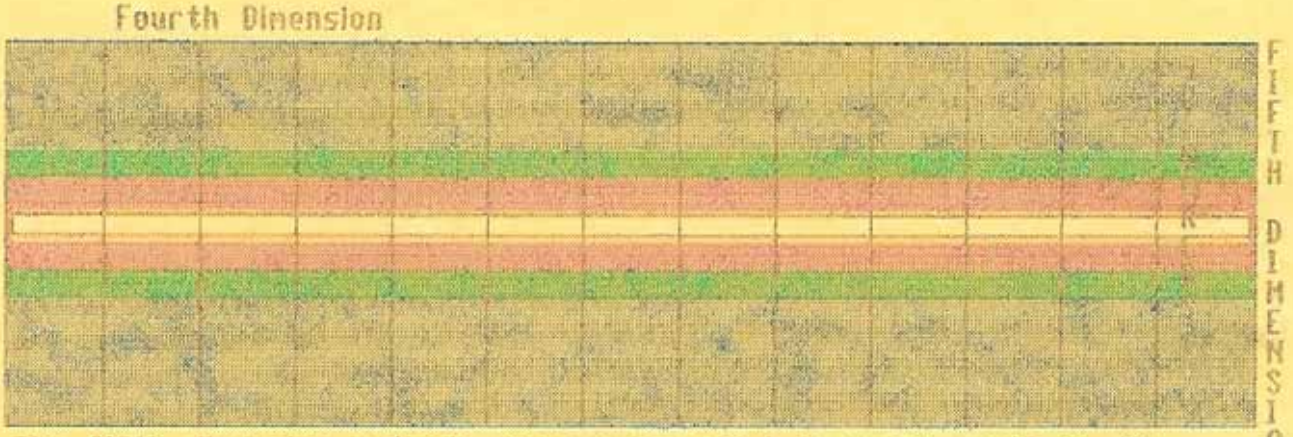
Energion Campaign System

Magic and Mental Skills



The fifth dimension extends from every point in every world on the fourth. The first interstice divides the material planes from the paranaterial. The second interstice divides the paranaterial plane from bounded chaos, a very bad place to be!

Material planes exist along the Fourth Dimension, each being a full universe with three dimensional space.

Energion Campaign System

Magic and Mental Skills

by

Henry E. Neufeld

Energion Publications
P.O. Box 1147
Bellevue, NE 68005

Credits:

Design: Rick Huebner and Henry Neufeld
Manual Author: Henry Neufeld
Graphics: Chapter 1 Title - Rick Hill
Otherwise Henry Neufeld

The magic theory contained in this volume is based on the Energion campaign.

Table of Contents

Table of Contents 3

Philosophy 1

Technical Spellcasting System 5
- Number of Spells Usable 5
- Learning and Researching Spells 6
- Describing and Casting Spellcaster and Manipulator Spells 7
- Parameter Chart 9
- Conversion Charts 10
- Modifying a Spell for Use 11

Basic Magic Theory 15
- The Universe 15
- Types of Spell Users 16
- Humans and Humanoids 17
  - Races: 17
  - Spirits and Souls: 17
  - Thoughts and Mental Powers: 18
- Magic Rules 19
- Magic Terminology 21

Spells and Incantations 23
- Spells Usable by Multiple Classes 23
  - Bend Light 24
  - Block Anomaly Radiation 25
  - Counter Anomaly 26
  - Detect Spectral Energy 27
  - Discorporate 28
  - Drugged Sleep 29
  - Focus Mental Transmission 30
  - Force Field 31
  - Interstitial Phase 32
  - Link 33
  - Magical Energy Absorber 34
  - Magic Reduction Field 35
  - Mask Anomaly Radiation 36
  - Mental Block 37
  - Mental Energy Mask 38
  - Mental Reception 39
  - Soul Drain 40
  - Study Anomaly 41
  - Telekinesis 42
  - Teleport 43
  - Trigger 44
- Spellcaster Spells 45
  - Destroy 46

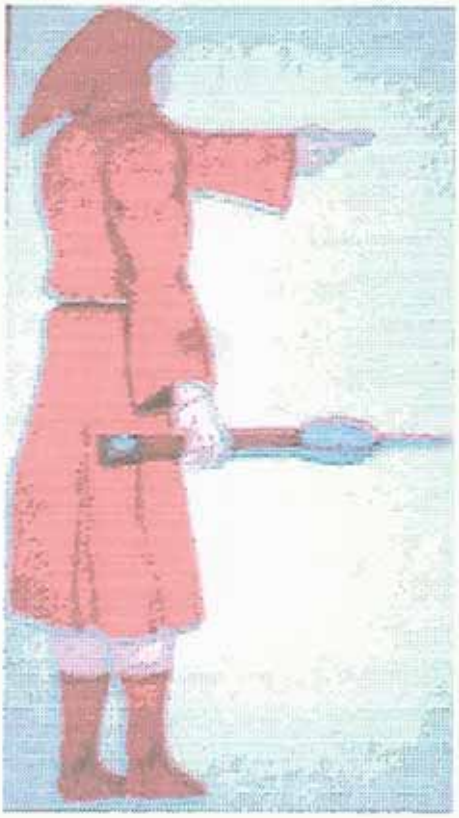
Cube of Energy 47
Manipulator Spells 48
Create 49
Create Space 50
Disguise Anomaly Radiation 51
Incantations 52
Parameters of Incantations 52
Attunement 52
Enchantment 53
Soul Prison 54
Familiar 54
Long Spell 55
Enchanting Items 56

Summoners and Necromancers 59
Souls and Death 59
Summoners 60
Basic Summoner Rituals 60
Ritual of Summoning (60)
Control Rituals (60)
Prepare a Prison (60)
Dismissal (60)
Playing Summoners 60
Summoning (61)
Motivation (61)
Transportation (61)
Creatures (61)
The Care and Feeding of Elementals 62

Mental Powers 65
Psionic Theory and Skill 65
Attune Object (66)
Neutralize Physical Energy (66)
Dimension Travel (67)
Focus Mental Transmission (67)
Mental Reception (67)
Mental Slap (67)
Mental Parry (67)
Neutralize Magical Energy (68)
Neutralize Psionic Energy (68)
Self Heal (68)
Sensitivity to Psionics (68)
Soul Block (68)
Soul Rip (68)
Telekinesis (68)
Teleport (69)
Treat Substance (69)
Mind Master Capabilities 70
Build Body Resistance 70
Concentrated Rest 70
Healing Concentration 71
Hysterical Strength 71
Improve Mental Stat 71
Improve Physical Stat 71

Healing Mind State 71
Mask Thoughts 72
Mental Awareness 72
Resist Foreign Substance 72
Resist Magical Change 72
Sense Irregularity 72
Stop Mental Transmission 72
Vary Time Awareness 73

Chapter I



Philosophy of the Magic System

Philosophy

Philosophy

It is a standard feature of fantasy game magic, and of the magic described in some stories, to describe spells and limitations on them according to the needs of game balance. This requires the gamemaster, or a player describing a spell to think of various misuses to which that spell could be put. When these are found, instead of reworking the logic of the spells, players and gamemasters put limitations on them, and create massively complicated spell descriptions which nonetheless have loopholes.

The Energion magic system is intended as a coherent logical whole, a type of alternate physics which allows the accomplishment of fairly predictable results through magical spells. Each spell must be carefully designed, and the loopholes must be thought out, and then the basic design of the spell should be fixed to allow it to do things which are acceptable to the game logic, and not to accomplish those which are not.

This magic system is intended as part of the plan of intelligent role-playing set forth in the introduction. The players should be able to make intelligent decisions based on the way in which the gamemaster's universe functions, and not be guessing his mood and waiting for the next unlikely surprise he may bring up.

It is extremely difficult to design spells in this way, and often problems come up well after a spell has been accepted, but if the gaming group is determined to keep things in order, these problems can usually be worked out with enough thinking as they come up. I often approve spells tentatively, noting that I can see no problems at the moment, but that some time in play will be necessary as a test. I only do this with spells that I am certain can be adjusted if problems come up.

The first question to ask about any spell is not what it will do to the campaign balance, but whether it fits in with the logic of the magic universe which you have created. If it fits in, then you should consider what it does to the power balance, and if it creates problems there, then it is the overall magic universe which may need adjustments. Most truly strange things which you will find can be accomplished can be corrected by minor changes in the magic laws.

The spell system to follow is based in the physics and metaphysics of the Energion universe. It is necessary to present the spell system in this context in order to demonstrate how it works--there are no spells existing in a vacuum--but it is not necessary for the gamemaster to use this particular universe. Different varieties of spellcasters could be created for a wide variety of sources of magical energy, or they could all be controlled by one class. Your creativity and the constraints of consistency or the internal logic of your universe are your only limitations.

== Notes ==

Chapter II

```
LevelsPerDay=
((Level/8+.5)*Level+.5)*AVG(SpecialPrimes)/100

HourlyRecoveryRate=LevelsPerDay/24

MaxLevel=(SkillLevel+3)/4

LearnTime=(30 days+10 days per variant)/(IQ/100)

ResearchTime=
LearnTime*500/LibQuality/TRUNC(LevelCast/2+.5)
```


Number of Spells Useable

Learning and Researching

Describing and Casting

Parameter Chart

Conversion Charts

Modifying a Spell for Use

Technical Spellcasting System

Technical Spellcasting System

Number of Spells Usable

The following formula is used to determine the number of levels of spells castable per day for a magic using character:

LevelsPerDay=((Level/8+.5)*level+.5)*AVG(SpecialPrimes)/100

Special Primes are those stats which the gamemaster determines apply especially to that class of spellcaster. They are used to determine the number of spells usable. For the Energion magic system these are 1) IQ for spellcasters, 2) IQ and WI for manipulators, 3) All mental stats for psionicists and 4) IQ, WI and EN for enchanters.

LevelsPerDay may also be called Maximum levels on tap at one time. It is the spellcaster's fully charged state.

Rather than having the spell casting ability come back all at once at midnight, or early morning, or after eight hours of sleep whenever, which is the easiest rule, a recovery rate may be set per hour:

HourlyRecoveryRate=LevelsPerDay/24

This is a bit more logical than the return of massive spell power in a single instant at the end of the day. Slightly more complicated, but even more logical, would be to create an individual recovery rate for different states of rest or activity. This also makes it very easy to integrate spellcaster recovery rates with the Mindmaster skills which allow more rapid rest. A character could recover most rapidly when sleeping, half that well for normal activity, and one fourth that value for heavy activity. Special activities, such as combat, may be considered no recovery, but usually the time of actual fighting is short compared to recovery rates.

The highest level of spell castable by a spellcaster is determined by the formula:

MaxLevel=(SkillLevel+3)/4

Multiply the spellcaster figures by ten to get the values for psionicists.

Learning and Researching Spells

Any spell once located must be learned. The time taken to learn any new spell is:

LearnTime=(30 days+10 days per variant)/(IQ/100)

Research of a completely new spell and variant series is:

Time=LearnTime*500/LibraryQuality/TRUNC(LevelCastable/2+.5)

Time is the time taken in research. LearnTime is taken from the above formula. LibraryQuality is explained below. LevelCastable is the highest number of levels per spell of which the mage is capable. This may be a total figure resulting from multiple mages researching (see below).

Rate libraries/laboratories will be rated from 1-10 to create the **LibraryQuality** figure. Any library containing no relevant information on the subject of research is a one, whereas one with superior background information as well as good spell material rates as a ten. The average mage who takes some care buying books would collect resources for about a five. Other libraries must be filled in around those figures.

Additional mages may assist in the research, improving the divisor of the time required. The first additional mage adds 1/2 his levels, the next 1/4 and the next 1/8. There is no effect after that.

A new mage, upon graduation, will normally have learned 5-10 complete spells and/or rituals from his or her master. This could represent up to a couple of years of study for the apprentice.

Describing and Casting Spellcaster and Manipulator Spells

The following chart shows the possible parameters for describing a spell:

Name: Enter a name for the spell
Class: What class can cast the spell
Method: What does one do with the energy gotten?

PARAMETERS (see the Parameter Chart):

1. Level: The power level, or circle, of a spell may vary from zero to ten, and increases by increments of one as power is added to other parameters. The level must be at or below the MaxLevel of the caster, and it is also the number of levels subtracted from his or her LevelsonTap figure.
2. Range: Ranges include Self, Touch, and one to 256 decameters, doubling each level. The range is the distance from the caster or device containing the spell to the point of effect.
3. Matrix Area: The spell matrix or anomaly is the part of a spell which radiates the magical effect. It must either be in a defined physical object or under constant control by the caster. Magic items must be large enough to contain the spell anomalies of all active spells they contain. The matrix area is a cube, or a rectangle of equivalent volume, from one to 1024 centimeters on a side. Doubling it increases the power level of the spell by one. It may be shaped, but unless specially modified, radiates its effect in a rectangle as close to the shape as possible. This allows a matrix to be placed in an oddly shaped object, such as a ring or arrow.
4. Effect Area: The effect area is the area over which a spell matrix radiates its effect. This will include the matrix as well unless the effect area is shaped at the cost of one power level. The effect area multiplier varies from one to 111 and increases of 11 increase the level by one power level.
5. Casting Time: This is the number of seconds taken in casting the spell. Shorter casting times are more difficult, and therefore increase the power level of the spell by one. Casting times decrease by one second for each increase of one level, except that the final step is from one second to one tenth of a second, or instantaneous.
6. Casting Focus: A casting focus is a device to help the mage concentrate mental force and magical energy into doing something they normally would not do. It may be related to the spell target, as in using part of someone's body or clothing in a death type spell. It may also focus the energy type, as in lighting a ball of paper on fire when creating a fire spell. Any single type of focus results in a "Yes" value. A "No" value increases the cost of the spell by one level. A mage might try to use no focus after having been robbed of his or her magic kit.
7. Casting Actions: A mage must move effectively in order to cast a spell. The most common type of actions is difficult. For a partially disabled mage, reduction to simple actions costs one level. Casting a spell while bound and gagged results in no action being possible, and that results in no casting actions for a cost of one more level.
8. Duration: Duration is the time the matrix lasts. It is one tenth of a second, or one to one billion seconds, with each level of power multiplying the result by ten.

9. Effect: Make a brief statement of what the matrix causes to occur in its area of effect.
10. Variation: State what changes with each level. These changes should be linear, stated somewhat like the parameter variations on the chart.
Notes: Describe further what the spell does and any side effects which may occur.

A spell may be stated with the set of parameters for any level, but it is easiest if it is stated as the lowest level usable.

Parameter Chart

1.	Level	0	1	2	3	4	5	6	7	8	9	10
2.	Range (decameters)	S	T	1	2	4	8	16	32	64	128	256
3.	Matrix (cm cubed)	1	2	4	8	16	32	64	128	256	512	1024
4.	Effect Area (mult 3)	1	12	23	34	45	56	67	78	89	100	111
5.	Casting Time (secs)	10	9	8	7	6	5	4	3	2	1	1/10
6.	Focus (Yes/No)	Y	N									
7.	Actions	Hard	Easy	None								
8.	Duration (secs)	1/10	1	10	100	1000	10t	100t	1m	10m	100m	1b

Abbreviations: S=Self; T=Touch; cm=centimeters; mult=multiple; secs=seconds; t=thousand; m=million; b=billion

Conversion Charts

The Metric System:

Distance:

1 centimeter	10 millimeters	.39 inch
1 decimeter	10 centimeters	3.9 inches
1 meter	10 decimeters	39 inches
1 decameter	10 meters	32.5 feet
1 kilometer	1000 meters	3250 feet

Weight:

1 gram		.035 ounces
1 kilogram	1000 grams	2.2 pounds

Spell Time Conversions:

100 seconds	1 min 40 secs	
1000 seconds	16 mins 40 secs	
10,000 seconds	166 mins 40 secs	2 hrs, 46 mins, 40 secs
100,000 seconds	1,666 mins 40 secs	27 hrs, 46 mins, 40 secs
1,000,000 seconds	16,666 mins 40 secs	11d, 13h, 46m, 40s
10,000,000 seconds	166,666m, 40s	115d, 17h, 46m, 40s
100,000,000 seconds	1,666,666m, 40s	1157d, 9h, 46m, 40s
1,000,000,000 seconds	about 30 Energion Years	

Cubic Area Calculations:

MA	CC	^12 EA	Cubic Meters
2c3	8	24c3	.013
4c3	64	48c3	.11
8c3	512	96c3	.88
16c3	4,096	192c3	7.07
32c3	32,768	384c3	56.62
64c3	262,144	768c3	452.98
128c3	2,097,152	1536c3	3,623.87

Modifying a Spell for Use

Start with the basic spell as described. Increasing any one parameter by one step increases the spell level by one level. A decrease of one step in any one parameter decreases the spell level by one level. Each column on the chart represents one level. Moving to the right increases the level of the spell while moving to the left decreases the level of the spell. The values in the columns may either increase or decrease, but the level value corresponds to the position on the chart. Each increase in the power of a single parameter increases the level by one. Increasing the range of a spell by one step, and also increasing the duration by one step, is an increase of two levels of spell power. The level is simply a measure of how much power has been placed in a spell by modifications of other parameters.

In a spell description, a parameter marked (I) is invariable, and may not be increased or decreased. Use this indication when necessary for rules of your magic physics.

For example, in the spell Interstitial Phase, which is used for interplanar or interstitial travel, the basic spell is good only for moving one cubic centimeter of matter to the interstice or to any other plane. This is normally of little value, so the spell parameters must be modified to move a person.

Here is the basic Interstitial Phase:

Name: Interstitial Phase
Class: Spell Caster
Method: moves item or creature slowly through to interstitial space while maintaining the proper acclimatization to the level of chaos.

PARAMETERS:

1. Level: 0	2. Range: 0
3. Matrix Area: 1c3	4. Effect Area: x12
5. Casting Time: 10s	6. Casting Focus: Y
7. Casting Actions: difficult	8. Duration: 1/10s

9. Effect: moves item one point of plane travel.
10. Variation: moves one more point of plane travel per additional level

Notes: This spell is a basic plane shift. An matrix area of 8cm^3 and an effect area multiplier of 12 is required to shift a human of normal size to the interstice. Other objects or smaller or larger persons must be calculated separately. Shifting objects to the interstice may also be used for creating castles which are defended magically on the interstices.

The note indicates that we need a matrix area of 8 cm cubed, and an effect area multiplier of 12, producing a cube 96 cm on a side. Basic shape of a matrix may be any rectangle. This will give us enough size for a normal human.

First, let's check the current parameters. Our level is 0, which indicates the current level of power in the spell. Any spellcaster can cast this as many times daily as he or she desires. The range is 0, but since this means "cast on the caster" we need not change it. We'll skip matrix and effect area for now. Casting time is 10 seconds. From the parameter chart we know that level increases as casting time decreases, so in order to keep the spell at as low a level as possible, we do not shorten it. A casting focus is required, something mentally associated with another plane, possibly a gem previously energized with interstitial energy. Casting actions are difficult, meaning the caster must have no interference or maneuver factor. Duration is 1/10 of a second which is just enough time to get us where we are going.

Reading left to right on the Matrix Area chart, we note that eight centimeters cubed is three points from the current value of one centimeter cubed. It will therefore cost us 3 levels to increase the matrix area to 8 cm on a side. 12 is the current value for the effect area multiplier, so that will remain even, for a total of three.

With these modifications, it is possible for a human spellcaster capable of spells with three levels of power to phase to the interstice or to another extra-planar location once. If he wants to do this more than once over a short period of time, he must increase the duration. One level will give him one second (one place over on the duration chart), but that will do little good as he can only take one action during the second. A second level will give him 10 seconds, which would allow him several trips. The spell would then be 6th level.

== Notes ==

Chapter III

BonustoAvoidance=PercentCovered*Thickness*28

Magical Energy Reduction:
One level= 1/2 cm of solid metal
6 cm of stone
12 cm of wood or earth

Standard Spell Variations
shapeable throughout duration: +1 level
shapeable in fine detail: +2 levels
anchor in space: +1 level
moveable throughout duration: +1 level
resist suppression: +1 level per levelion
Overcome soul resistance: +5 levels

The Universe

Types of Spell Users

Humans and Humanoids

Magic Rules

Magic Terminology

Basic Magic Theory

Basic Magic Theory

This description of cosmology and magic theory for the Energion campaign is not intended to be exhaustive, but rather to be a guide to players who are researching spells and for gamemasters who are designing their own. It is also not intended as definitive for other gamemasters running campaigns under this rules system. It is not possible to describe spells under this system without a basic cosmology and magic theory. The spells described in this manual are written under this system.

The Universe

1. The universe may be conceived as having 6 dimensions plus time. Time is not strictly a dimension, but rather the perception of sequence. As such one may view the sequence at varying rates on varying planes, but may not reverse it. Time should not be confused with the other dimensions.

Three dimensional space is normal. The other dimensions will be called for convenience planes and subplanes. Alternate material planes are related to each other on the fourth dimension, the interstices and the non-material planes on the fifth, and subplanes, normally created by gods as their place of residence, are related on the fifth. These subplane may have further dimensions according to the desires of the specific gods.

The planes along the fifth dimension are: 1) the material, 2) the paramaterial, 3) bounded chaos, and 4) absolute chaos. The paramaterial plane consists of material in molecules no more complex than a single atom along with energy reactions. The state of matter there is constantly changing, so that no quantity of any single element may form. Evocations from the paramaterial are automatically instantaneous, though their effects may continue. Bounded chaos is where the gods have their homes, created according to their will from the material there which is formed by the combined will of the gods. Absolute chaos is considered just that, though it is actually an even mix of order and chaos. No boundaries may be distinguished in it along the fifth dimension.

Alternate material planes and the gods' subplanes in bounded chaos exist along the fourth dimension. These are universes with individual characteristics defined for each.

Each plane along the fifth dimension is divided by an interstice, the result of the necessity, in the gods' creation, of separating areas with varying quantities of chaos. The fourth dimension is the only one which extends through varying levels of order and chaos. The entire process of creation was one of imposing order on chaos, and the level of natural order increases as one moves inward (toward the material) along the fourth dimension. The interstices are neutral areas which do not permit intermixing of matter on either side. Matter, such as a person, must be changed to a specific state when on the interstice. Only that matter which is within 15 centimeters of a soul may move at all, and all movement is mental, with an acceleration of 1 meter per second per second, and a maximum movement rate of WIBonus mps on the first interstice and 2^WIBonus on the second interstice. Magic may be used only within that same area. Approximately 10% of light radiation gets through from neighboring planes to the first interstice. It is therefore much more difficult to navigate there, and it is impossible to do so by sight on the second.

Travelling between planes costs varying amounts of magical power depending on how many planes separate the two destinations. Distances are counted in 6 dimensions, and anything up to 5 points may be travelled with an expense of only one level of power.

Types of Spell Users

Spell Casters get their power from the Paramaterial plane. Evocations of energy and whatever substances are available form the basis of their magic. They thus must deal with things which are already real in alterations and evocations. There are no creatures on the paramaterial planes except in areas specifically claimed by certain deities. These must be accessed by appropriate favor of the gods. Summoners may deal with some of these areas, but not spell casters, unless by set incantations.

Manipulators get their power from bounded chaos, performing in a small way the functions of creation. They deal very little in what is real, choosing rather to take the rawest material and form it into what they desire. Their spells are generally slower in effect, but much more flexible than those of spell casters. They may also use the set incantations of summoners in the same manner as spellcasters.

Summoners get their power by summoning creatures from the planes of released servants of gods. These creatures are not of sufficient power to prevent being entrapped and forced into terms of service which vary according to the power of the creature. (For more information see "Rule of the Gods" in the Religions Manual.) There are also creatures of varying intelligence who may be persuaded to use certain of their powers without actual summoning to this plane. The summoning of these powers, done by incantation, usually involves a ritual designed to attract the creatures' attention and a sacrifice of some type to persuade them to act.

Priests and pastors get their power entirely from their deities in accordance with that deity's power with reference to the Rule of the Gods.

Necromancers get their power by manipulating spirits and souls. See below.

Mentalists get their power entirely from the ability of the mind to control the body. They may only affect their own bodies, though they may do some truly interesting things through secondary effects.

Psionicists use the power of the mind to manipulate the locally available energy to accomplish effects, usually on themselves or on another person or object with similar power or a susceptibility to direct mental effects. Psionicists operate in a different band of magical energy from spellcasters and manipulators, and may have skills to block or radiate in the other band, but may not form spells. Spellcasters and manipulators also may put up a sort of "white noise" in the psionic band, but will not be able to perform fine manipulations in it.

Humans and Humanoids

Races:

Humans and humanoids are of several species, each of which may have multiple races: humans, Magdalanu (Galiru, Kelaru, Migaru and Avim), Gerdlu, Ertzlu, Kal, etc. These were all created for various gods as puppets in their wars over the material plane. All have souls, which are the life force of an intelligent creature, and keeps a record of that creature's life. Genetics is such that all humanoid races (to include apes) may interbreed, and genetics works on the averaging principle (forget standard genetic rules). Any mix may be worked out on this principle, but may produce some interesting results. There are several combinations which do not normally occur for cultural reasons.

All of these rules could of course be changed for any campaign. The different species of intelligent creatures provide a very interesting area for unique campaign development.

Spirits and Souls:

Souls are the mental force of humanoids. These keep up with the every day capability of the person and keep a long term record. Souls may take two types of damage: permanent or temporary. Temporary (or traumatic) damage may be healed by time, but damage which actually destroys part of the record that the soul keeps requires a special miracle. Souls have a life saving instinct reaction which tries to prevent magical effects from occurring inside the body which might harm it. This reaction is consciously cancelable by the will of the person. Any magical action done within the soul of a target, of which the target is aware, and which that person believes will cause damage, costs five levels of power extra. This includes a healing spell cast upon a target who believes it will cause harm.

The life force of unintelligent creatures is often referred to as a spirit. This may also designate creatures whose natural home is on a non-

material plane. There is no technical difference between a soul and spirit except for its residence and, in the case of animals, its intelligence.

Thoughts and Mental Powers:

Intelligent creatures who have not in some way been modified, transmit their thoughts naturally. The Energion thought transmission is handled by the analogy of radio. Various spells can increase or decrease mental transmission or reception capabilities. The most important spells are the "Focus Mental Transmission" and the "Mental Reception" spells for both Manipulators and Spellcasters. Focusing thought in one direction will also make reception possible over a greater range in that one direction.

There are several other analogies which could be used for thought, but this one has proved particularly helpful. Study the spells closely before playing situations involving thought transmission and reception.

It is this transmission of thought which allows the operation of psionics and also provides for some of the powers of mindmasters. These capabilities are discussed further in the full descriptions of those skills.

Magic Rules

The following rules are derived from the magic theory section.

1. Evocations, such as Cube of Energy are all instantaneous. There is no more energy on the paramaterial plane where you got the first burst. This is based on the fact that the state of the paramaterial plane is constantly changing, so that there is never energy at one place to be summoned for more than an instant.

2. There are ten spell power levels. Levels may be added simply to strengthen the magic and prevent it from being destroyed. All parameters vary the level of the spell, and must be kept in proper balance. Spells which have opposing effects cancel each other on a basis of the number of levels of effect. Ignore range and duration. Thus, a 5d10 fireball counteracted by a 5d10 cold energy spell would cancel, but if the cold spell were 6d10 it would result in a 1d10 net cold effect. The Cube of Energy might be 10th level and long range, but that would not have any effect on the final result. Fields of magic suppression reduce target spells by levels of effectiveness, with reductions being taken from various parameters, while maintaining the integrity of the spell if possible. Basic rules are: increments of increased strength are lost first; additional effects (extra dice, etc.) are lost second, duration is lost third. Casting conditions and range are invariable and set up by the caster. Any loss of a parameter, such as range, which results in the spell becoming non-viable will destroy the spell.

3. Avoidance rolls are allowed for anything not cast in body-to-body and therefore soul-to-soul contact. If the spell is cast via a touch or a direct channel, there is no avoidance roll, unless the spell is necromantic. All necromantic effects have avoidance rolls.

4. Parameters must be carefully counted according to the chart provided.

5. Magical energy is reduced at the rate of one level for each 1/2 cm of solid metal, by 6 cm of stone, or by 12 cm of wood through which it must pass. It therefore requires an additional level of punch to go through each such thickness.

6. Things closely associated acclimatize themselves to the "creation matrix" in certain ways, which may be traced. This association may be traced through various means, but best by means of a resonation signal, the results of which may be observed.

7. Scrying may be accomplished through reading of magical energy or through reading the impressions of association on the spirit of a specific

element. Though there are no elemental planes, there are spirits which live in the elements, and all matter may be considered to have a very low state of life, and to be capable of carrying impressions.

8. A person may have a maximum of 50 levels of spells inside his soul, the boundaries of the soul for this purpose being considered the physical boundaries of the body. Amounts more than this will result in checks approximately every 10 seconds with a base chance of the HEBonus for the first roll, cut in half for every additional roll. Failure of one of these checks results in death.

9. The following effects always add the levels indicated to a spell:

a. shapeable throughout duration: +1 level
b. shapeable in fine detail: +2 level
c. anchor in space rather than on an object: +1 level
d. moveable throughout duration: +1 level
e. resist suppression: +1 level per level of suppression
f. overcome soul resistance: +5 levels (see "Souls and Souls" above)

Any spell anchored in space and moving pushes with a strength of 100 at an acceleration of 9.8 meters per second per second. See the spell "Telekinesis" for further discussion. If a spell is attached to an object and can be moved through the duration, it can move that object if the strength of the spell matrix is adequate.

10. One cannot teleport into an area which is totally isolated magically, but the isolation must be totally air-tight.

11. One cannot scry into any area which is isolated from the element being used for scrying. Line of sight must be unblocked for magical energy, except that the curvature of the earth may be followed by magical scrying. Other elements vary according to circumstances.

12. Since metal blocks magic, metal armor will block magic. If a target is totally encased in metal, add the number of levels necessary to penetrate. Otherwise, the formula is:

BonustoAvoidance=PercentCovered*Thickness*20

Thickness is stated in centimeters. Figure chain as covering about 80% of the body, and plate as about 95%. Thus a single suit of field plate would provide:

.95*.5*20=9%

This would provide a 9% bonus against all magical attacks. Round fractions of a centimeter of metal upward.

Energy attacks which must penetrate the armor should use a bonus of the percentage of coverage to the avoidance roll besides any effect for the

thickness of the metal. This would not apply to a "Cube of Energy" whose matrix was placed inside the field plate.

Conversely, any additional levels added to the punch of a spell reduce the chances of avoidance by 10%.

Magic Terminology

Anomaly: That portion of a spell which causes the effect, also known as a matrix.

Matrix: That portion of a spell which causes the effect, also known as an anomaly.

Spell or Short Spell: The technical energy-use spells used by spellcasters and manipulators with casting time of 10 seconds or less.

Long Spell: Energy control magic which has a similar effect and source to a short spell but which is done over a long time period by someone not schooled in the rather difficult manipulations required by the short spells.

Incantation: A spell designed to call upon the energy of beings (such as demons) or powers (anything with a spirit, including a rock). These always take time, usually periods of hours, and are intended to adjust or control the actions of persons/items which have certain powers inherently. Note that the caster of these is not summoning energy, but rather dealing with an existing intelligence (summoner with demon), or a native capability (necromancer with spirit/soul).

Miracle: A spell cast by a cleric. Some religions use the term spell while others consider it blasphemous, as it suggests some useful action on the part of the caster. Many use these terms interchangeably.

Ritual, Service, or Ceremony: Any of the church services conducted by a church. These are conducted by persons authorized according to the ranking structure of the particular church. They may have real power, but are normally restricted in usage to particular times and places.

Chapter IV

ChancetoIdentify=Levels-(SpellLevel-Levels)

Penalty=DF*10

ChanceforNegative=.5*(100-BaseChance+Penalty)

Enchantability=Work+Relation+Strength

Multiple Classes

Spellcasters

Manipulators

Incantations

Parameters of Incantations

Enchanting Items

Spells and Incantations

Spells and Incantations

Each spell description includes the parameters and a statement of the effects. These spells are intended to have multiple uses, with various effects provided by varying the parameters and the effects. A section of notes follows, listing potential problems and various interesting side-effects.

To help the unimaginative, a chart follows, listing some basic useful versions of the spell. Under columns one through eight the values for the eight parameters are listed. The ninth column lists the number of levels placed into the particular effect, the notes indicate which variants are applicable and the level cost, as well as notes on the purpose of the spell in that form. Variants are listed by number, then the number of levels added or taken away for that variant: 10+1 means variant number 10, add one level; 10-2 means variant number 10, subtract two levels. Under rule 9 of magic rules there are standard rules a to f listed. These are entered as (f)+5, meaning that under standard rule (f) five levels have been added.

Spells Usable by Multiple Classes

The following list of spells is considered fairly basic, and is based on the magic theory of the Energion campaign. Any other magic theory will require modifications to spells to keep them consistent with the logic of that campaign.

Those marked with an asterisk (*) after the name should be required in order for any character to pursue the professions of spellcaster or manipulator.

Name: Bend Light
Class: Spellcaster and Manipulator
Method: refraction via force type disturbance

PARAMETERS:

1. Level: 0
2. Range: Touch
3. Matrix Area: 2c3
4. Effect Area: ^12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: difficult
8. Duration: 10s
9. Effect: bends light randomly such as to blur objects behind field
10. Variation: +1 level coherent displacement rather than blur effect; +2 levels for multiple bending (shape path of light in area of effect, creating invisibility from a specified angle); +3 levels complex control of light path (allows complete invisibility and the making of simple illusions)
11. Variation: +1 level for broadband effect (compare "Detect Spectral Energy)

Notes: Invisibility requires that the entire area around the recipient's body by occupied by the area of effect; an area of 8c3 ^ 12 will provide invisibility for a person up to 2 meters tall. Invisibility also leaves the mage unable to see specified spectrum. If it is broadband, the mage will be unable to see.

L	R	MA	EA	CT	CF	CA	DUR	Variants
4	Self	8c3	^12	10s	Yes	Hard	10s	10+3
Notes: provides invisibility for visible light to caster								
5	Touch	8c3	^12	10s	Yes	Hard	10s	10+3
Notes: invisibility cast on someone else								
7	Self	8c3	^12	10s	No	None	10s	10+3
Notes: You are tied up, nude, and you also want to be invisible!								
6	Touch	16c3	^12	10s	Yes	Hard	100s	10+3; (a)+1
Notes: Create illusion in area by total manipulation of light.								
2	Self	8c3	^12	10s	Yes	Hard	100s	
Notes: blur self for a 20% benefit to armor class (light only)								
3	Self	8c3	^12	10s	Yes	Hard	100s	11+1
Notes: blur self infrared, visible and ultraviolet								

Name: **Block Anomaly Radiation**
Class: Spellcaster and Manipulator
Method: place a blocking field outside of effect area

PARAMETERS:

1. Level: 3
2. Range: Touch
3. Matrix Area: 1c3
4. Effect Area: *1
5. Casting Time: 10s
6. Casting Focus: blocking item
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: blocks magical radiation
10. Variation: each added level decreases chances by one level or 10% as applicable (percentage used in spotting some clerical or summoner type magic)

Notes: blocks vision of magic within the area of effect, or of anything to which it blocks line of sight

L	R	MA	EA	CT	CF	CA	DUR	Variants
5	Touch	2c3	*12	10s	Yes	Hard	10s	None
Notes: Would keep a magic staff from appearing as magical								
5	Touch	2c3	*12	10s	Yes	Hard	10s	None
Notes: Also makes a blocking wall 3.32 meters square, 1cm thick								
10	1d	2c3	*12	10s	Yes	Hard	100s	(e)+3
Notes: Same wall, 10* duration, 3 levels resistance to spotting								
Notes:								
Notes:								
Notes:								

Name: Counter Anomaly*
Class: Spellcaster and Manipulator
Method: provide anomaly as close to opposite as possible so as to cancel original spell

PARAMETERS:

1. Level: 0
2. Range: Touch
3. Matrix Area: 1c3
4. Effect Area: *1
5. Casting Time: 9s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 1/10s
9. Effect: automatically cancels any anomaly which the caster knows how to create.

Notes: The spellcaster automatically cancels his own magic, though the spell must be cast in order to do this. The counter matrix and the opposed matrix must totally coincide in space, but the area of effect is irrelevant. This is a technical spell by which the mage takes apart the anomaly using knowledge of magic rather than brute force as in an Magic Reduction Field.

L	R	MA	EA	CT	CF	CA	DUR	Variants
0	T	2c3	*1	10s	Yes	Hard	1/10s	Note added CT
Notes: Buy a level with longer casting time to cancel 2c3 matrix								
5	1d	8c3	*1	10s	Yes	Hard	10s	
Notes: Cancels and then prevents reformation of matrix in same area								
5	1d	8c3	*1	10s	Yes	Hard	1/10s	(e)+2
Notes: Cancels a matrix with 2 levels of protection added								
Notes:								
Notes:								
Notes:								

Name: Detect Spectral Energy
Class: Spellcaster and Manipulator
Method: improve vision to take advantage of additional spectra

PARAMETERS:

1. Level: 0
2. Range: Self
3. Matrix Area: 1c3
4. Effect Area: *12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: Allows seeing one spectrum, infrared, ultraviolet, radar
10. Variation: +1 level to see broadband (infrared, visible and ultraviolet)

Notes: Needed in order to see with a narrow band invisibility. Must cover eyes to function.

L	R	MA	EA	CT	CF	CA	DUR	Variants
2	Self	1c3	*12	10s	Yes	Hard	100s	10+1
Notes: See broadband for 100 seconds								
3	Touch	2c3	*12	10s	Yes	Hard	100s	10+1
Notes: Make a giant see broadband for 100 seconds								
5	Self	1c3	*12	10s	Yes	Hard	100ts	10+1
Notes: Allows caster to see broadband all day								
Notes:								
Notes:								
Notes:								

Name: Discorporate
Class: Spellcaster and Manipulator
Method: make body inappropriate to hold soul by application of chaos

PARAMETERS:

1. Level: 2
2. Range: Touch
3. Matrix Area: 8c3
4. Effect Area: ^12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 1/10s
9. Effect: removes soul

Notes: A true instant kill spell. Note that instant raises and other such magic will not work during the duration of the anomaly caused by this spell, as the body may not be reinhabited by a soul for the duration. To use this spell against an unwilling victim adds five levels to the base chance according to the standard rule on affecting anything within the soul. It could be used at base level for someone deceived and therefore willingly receiving it.

L	R	MA	EA	CT	CF	CA	DUR	Variants
7	Touch	8c3	^12	10s	Yes	Hard	1/10s	(f)+5
Notes: Kill an unwilling victim on touch								
10	Touch	8c3	^12	10s	Yes	Hard	100s	(f)+5
Notes: Kill an unwilling victim and prevent raising for 100 seconds								
6	Touch	4c3	^12	10s	Yes	Hard	1/10s	(f)+5
Notes: Kill a small victim, such as a child or Ertzlu								
4	2d	8c3	^12	10s	Yes	Hard	1/10s	
Notes: Kill someone who is convinced you are planning to heal him								
Notes:								
Notes:								

Name: **Drugged Sleep**
Class: Spellcaster and Manipulator
Method: excite sleep center of brain

PARAMETERS:

1. Level: 0
2. Range: Self
3. Matrix Area: 2c3
4. Effect Area: *12
5. Casting Time: 7s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: causes target to go to sleep if willing (or if unwilling and the matrix is outside the body)
10. Variation: unwilling +2 levels, crazed +3 levels, combat/injury +5

Notes: requires normal battle initiative time to re-enter action. The base spell is intended for a normal human size brain. This spell is a minor exception to rule (e) (+5 levels for effect inside soul) as sleep is a natural function of the body. The specific levels are listed as a variation.

L	R	MA	EA	CT	CF	CA	DUR	Variants
5	1d	4c3	*12	7s	Yes	Hard	10s	10+2
Notes: Put an unwilling but uninjured target to sleep at range								
2	1d	4c3	*12	10s	Yes	Hard	10s	10+2
Notes: Put him to sleep when you have time to waste								
4	Self	8c3	*12	10s	Yes	Hard	10s	10+5
Notes: Put an injured person to sleep using triggered spell on arrow								
Notes:								
Notes:								
Notes:								

Name: **Focus Mental Transmission**
Class: Spellcaster and Manipulator
Method: direct natural transmission of thoughts

PARAMETERS:

1. Level: 0
2. Range: Self
3. Matrix Area: 2c3
4. Effect Area: *12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: doubles thought transmission strength and range per level (base range=20 Meters). Transmits strong emotional impressions
10. Variant: makes thought transmission directional, halves arc of transmission for each level. Sequence is 360,180,90,45,22.5, etc. Directionality focuses transmission power into a narrower beam, increasing power in that direction.
11. Variant: Strong emotional impressions, detailed emotions, strong surface thoughts, deep conscious thoughts, subconscious level, total knowledge (cost one level for each increase in depth).
12. Variant: +1 level to transmit to a specific target creature, +2 levels to transmit to a class of creatures
13. Variant: +1 level makes transmission commanding
14. Variant: +1 level allows transmission into unreceptive mind.
15. Variant: +1 level allows transmission of emotional state other than your own.
16. Effect: transmit unfiltered multiple emotions to create confusion: +1 level; create insanity: +2 levels; create catatonia: +3 levels

Notes: All effects are additive with those of mental reception so as to create long range links. Of course, directionality is figured for each spell, but range increases are additive.

L	R	MA	EA	CT	CF	CA	DUR	Variants
0	Self	2c3	*12	10s	Yes	Hard	10s	
Notes: Transmits caster's surface emotions for base range 20 meters								
2	Self	8c3	*12	10s	Yes	Hard	10s	
Notes: EA to include brain of target when shot with triggered arrow								
2	Self	2c3	*12	10s	Yes	Hard	10s	14+1; 16+1
Notes: Create confusion in any target up to 20 meters away								
4	Self	2c3	*12	10s	Yes	Hard	10s	11+2
Notes: Transmit strong surface thoughts 20 meters; used for comms								
5	Self	2c3	*12	10s	Yes	Hard	10s	11+2; 13+1
Notes: Command creatures within 20 meter radius who understand								
8	Self	2c3	*12	10s	Yes	Hard	10s	11+2; 13+1; 10+3
Notes: Command creatures in 45 deg arc for a distance of 80 meters								

Be sure to compare the capabilities and notes of the spell "Mental Reception."

Name: Force Field
Class: Spellcaster and Manipulator
Method: gather and control energy from paramaterial

PARAMETERS:

1. Level: 0
2. Range: Self
3. Matrix Area: 2c3
4. Effect Area: *12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 100s
9. Effect: creates force field of up to specified size which operates on the principle of absorbing kinetic energy
10. Variation: +10% hardness and therefore armor effectiveness per level

Notes: must use finely shapeable variant (standard rule b) for effective armor to avoid dampening sound. Minimum thickness is 1 centimeter. The field will absorb all airborne sound unless made into a mesh. Third level version with all power entered into matrix area provides a suit of minimum thickness armor. One additional level will provide more than enough thickness for triple thickness armor which is the maximum which can be used without a maneuver factor due to thickness. Area of effect becomes 117x117x1 at minimum thickness.

L	R	MA	EA	CT	CF	CA	DUR	Variants
0	0	256c3	*12	10s	Yes	Hard	100s	10-7
Notes: Silence field 120x120x2 meters centered on caster								
10	0	1024c3	*100	10s	Yes	Hard	100s	10-7
Notes: Silence field 23170x23170x2 meters centered on caster								
3	0	4c3	*12	10s	Yes	Hard	100s	(b)+2
Notes: One centimeter thick standard forcefield armor								
10	0	4c3	*12	10s	Yes	Hard	100s	(b)+2; 10+7
Notes: One centimeter thick standard forcefield armor +70% resistance								
10	0	8c3	*12	10s	Yes	Hard	100s	(b)+2; 10+6
Notes: Three centimeter thick forcefield armor +60% each centimeter								
0	0	2c3	*12	10s	Yes	Hard	100s	None
Notes: Shield 117x117x1 1 cm thick shield								

Name: Interstitial Phase
Class: Spellcaster and Manipulator
Method: moves item or creature slowly through to interstitial space while maintaining the proper acclimatization

PARAMETERS:

1. Level: 0
2. Range: Self
3. Matrix Area: 1c3
4. Effect Area: ^12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 1/10s
9. Effect: moves item three planar points
10. Variation: Move three additional planar points: +1 level

Notes: This spell is a basic plane shift. An matrix area of 8cm^3 and an effect area multiplier of 12 is required to shift a human of normal size to the interstice. Other objects or smaller or larger persons must be calculated separately. Shifting objects to the interstice is also used for creating castles which are defended magically on the interstices. This spell may also be used to travel to other planes along other dimensions.

L	R	MA	EA	CT	CF	CA	DUR	Variants
3	Self	8c3	^12	10s	Yes	Hard	1/10s	None
Notes: Planeshift self up to 3 planar points								
4	Touch	8c3	^12	10s	Yes	Hard	1/10s	None
Notes: Planeshift someone else 3 planar points								
5	Self	8c3	^12	10s	Yes	Hard	10s	None
Notes: Shift as many times as desired during duration								
5	Touch	2c3	^12	10s	Yes	Hard	10s	None
Notes: Planeshift object 24cm on a side (such as a brick)								
6	Self	8c3	^12	10s	No	None	1/10s	None
Notes: Planeshift when bound and without supplies (escape!)								
Notes:								

Name: Link
Class: Spellcaster and Manipulator
Method: provide link to existing anomaly to allow control

PARAMETERS:
1. Level: 0 2. Range: Touch
3. Matrix Area: Special 4. Effect Area: Special
5. Casting Time: 10s 6. Casting Focus: Yes
7. Casting Actions: Hard 8. Duration: 1s
9. Effect: allows linking the range portion of a spell into an existing anomaly. This is a totally separate matrix, and does not have any effect on the original spell. This spell must be cast after the original anomaly is in existence as it requires something to link to.
Notes: The spell area of this is a line of sight link from the caster to the spell, or even from one spell to another. The caster may then control the spell. It may also be used to create a matrix and then move away, cast the link and grab control of the spell again. Levels must be added to the "Range" parameter in order to reach the target spell. In case of contested linkage, roll off on d100s, modifying one roll by 10*SpellLevelDifference, using only levels specifically added to punch.

L	R	MA	EA	CT	CF	CA	DUR	Variants
0	Touch	N/A	N/A	10s	Yes	Hard	1s	None
Notes: Take control of a spell when you can touch its matrix								
5	16d	N/A	N/A	10s	Yes	Hard	1s	None
Notes: Take control of a spell up to 160 meters away								
5	2d	N/A	N/A	10s	Yes	Hard	10000s	None
Notes: Take and keep control of a spell up to 20 meters away								
Notes:								
Notes:								
Notes:								

Name: Magical Energy Absorber
Class: Spellcaster and Manipulator
Method: removes sufficient chaos from an item to allow replacement by paramaterial associated energy. Duration indicates how long that chaos remains sufficiently identified within the item to identify the association for purposes of focus

PARAMETERS:

1. Level: 0
2. Range: Touch
3. Matrix Area: 1c3
4. Effect Area: *1
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 100000s
9. Effect: makes object up to area size readily absorb chaos (I)

Notes: must be placed in area appropriate to gathering energy, such as interstitial area, paramaterial, bounded chaos, etc. This spell is intended solely as a means to create a universal focus. It will provide a "Focus: Yes" result for any spell. It has no other known use.

L	R	MA	EA	CT	CF	Hard	DUR	Variants
0	Touch	1c3	*1	10s	Yes	Hard	100ts	
Notes: Make a universal material component out of a 1c3 object								
Notes:								
Notes:								
Notes:								
Notes:								
Notes:								

Name: **Magic Reduction Field**
Class: Spellcaster and Manipulator
Method: Block movement of magical energy in the area

PARAMETERS:

1. Level: 0
2. Range: Self
3. Matrix Area: 1c3
4. Effect Area: *1
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 1s
9. Effect: reduces effectiveness of magic in a field by 1 level
10. Variation: +1 level for shaping

Notes: See the section on magic rules concerning the reduction of the effectiveness of magic for the order in which capabilities are lost (Magic Rules #2).

L	R	MA	EA	CT	CF	CA	DUR	Variants
4	Self	2c3	*12	10s	Yes	Hard	10s	9+1
Notes: Reduce magic in a cube by two levels								
5	Self	2c3	*12	10s	Yes	Hard	10s	10+1 9+1
Notes: Reduce magic in a shaped area around caster's body								
Notes:								
Notes:								
Notes:								
Notes:								

Name: Mask Anomaly Radiation
Class: Spellcaster and Manipulator
Method: radiate undefined magic to block detection

PARAMETERS:

1. Level: 0
2. Range: Touch
3. Matrix Area: 1c3
4. Effect Area: ^1
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: radiates undefined magic, eliminates chance of correct identification by normal "Study Anomaly" spell
10. Variation: Each 10% reduction of chances: +1 level

Notes: A spellcaster can normally identify any spell he or she knows how to cast. Additional levels of punch in the study anomaly add 10%^level to the chance to penetrate this spell. Note that the chance to recognize the spell is a separate percentage from the chance to penetrate the "Mask Anomaly Radiation" spell.

L	R	MA	EA	CT	CF	CA	DUR	Variants
1	Touch	1c3	^1	10s	Yes	Hard	100s	
Notes: Mask a 1c3 anomaly for 100 seconds								
4	Touch	1c3	^12	10s	Yes	Hard	100ts	
Notes: Mask an anomaly no larger than 12c3 for 27.7 hours								
6	Touch	1c3	^12	10s	Yes	Hard	100ts	10+2
Notes: Mask the anomaly for 27.7 hours and make it 20% harder to view								
Notes:								
Notes:								
Notes:								

Name: Mental Block
Class: Spellcaster and Manipulator
Method: Use source energy to make a blocking shield for thought transmission

PARAMETERS:
1. Level: 0
2. Range: Self
3. Matrix Area: 2c3
4. Effect Area: *12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: Cuts strength of thought transmission by 1/2, requiring one additional level of sensitivity in reception to receive the same level of thought detail from the target
10. Variation: Each additional reduction: +1 level

L	R	MA	EA	CT	CF	CA	DUR	Variants
5	Self	2c3	*12	10s	Yes	Hard	1000s	10+3
Notes: 1000 seconds protection with an additional 3 levels reduction								
Notes:								
Notes:								
Notes:								
Notes:								
Notes:								

Name: **Mental Energy Mask**
Class: Spellcaster and Manipulator
Method: Short range transmission of mental energy patterned such as to be unreadable-prevents reading of coherent thought

PARAMETERS:

1. Level: 3
2. Range: Self
3. Matrix Area: 2c3
4. Effect Area: ^12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: masks thoughts with blocking transmission
10. Variation: Meshes interference with thought to make it difficult to separate: +1 level per level of protection

<u>Notes</u>: This spell must be countered by a specific power of the mental reception spell to pick out correct thoughts from the mixed transmission. Simple increasing the sensitivity of the spell will do no good.

L	R	MA	EA	CT	CF	CA	DUR	Variants
5	Self	2c3	^12	10s	Yes	Hard	10s	10+2
Notes: Basic spell with additional 2 levels of protection								
Notes:								
Notes:								
Notes:								
Notes:								
Notes:								

Name: Mental Reception
Class: Spellcaster and Manipulator
Method: make target's mind receptive to thought waves

PARAMETERS:

1. Level: 0
2. Range: Self
3. Matrix Area: 2c3
4. Effect Area: *12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: allows reception of strong emotional impressions of all creatures within range. Differentiation of targets is up to caster
10. Effect: Strong emotional impressions, detailed emotions, strong surface thoughts, deep conscious thoughts, subconscious level, total knowledge (cost one level for each increase in depth).
11. Effect: Range=20 Meters Variation: *2 per level
12. Effect: Each level added halves the arc of reception. As a side effect, this doubles the range, because the reception capability of the spell recipient is focussed in one direction. Sequence is 360,180,90,45,22.5, etc.
13. Effect: +1 level, using appropriate focus, to check for the thoughts of a single creature. +2 levels to look for the thoughts of one type of creature. Both of these effects require specific focus, something associated with the creature or type of creatures.
14. Effect: +1 level increases selectivity to remove effect of "Mental Energy Mask" spell

Notes: If placed on two creatures with appropriate focus this will establish a mental link. Speed of mental transmission is limited by the ability of the receiving mind to process the data into its own cells, and should be treated as doubling for each level of depth greater than strong surface thoughts. Reading those thoughts is like having a conversation. Note the following list for speeds and effects:

1. Deep conscious thoughts, speed *2, can read thoughts which the target is trying to conceal.
2. Subconscious level, speed *4 if there is a common language, otherwise speed is as normal conversation but the receiver can decipher language differences.
3. Deep subconscious level, speed *8 with common language, but double speed of conversation if deciphering is necessary.

L	R	MA	EA	CT	CF	CA	DUR	EF Variants
3	Self	2c3	*12	10s	Yes	Hard	10s	11+1; 12+1; 13+1
Notes: could spend 10 seconds scanning for direction to known person								
5	Self	2c3	*12	10s	Yes	Hard	1000s	10+3
Notes: allows interrogation (conscious) of target for 16 minutes								
6	Self	4c3	*12	10s	Yes	Hard	1000s	10+3
Notes: allows a giant wizard to do the same thing!								
4	Self	2c3	*12	10s	Yes	Hard	100s	10+2; 13+1
Notes: scan area for direction of a creature with a certain emotion								
5	Touch	2c3	*12	10s	Yes	Hard	100s	10+2; 13+1
Notes: convey similar spell to target by touch								
8	Self	2c3	*12	10s	No	None	100s	10+2; 13+1
Notes: cast previous version when tied up with no supplies								

Name: Soul Drain
Class: Spellcaster and Manipulator
Method: Use paramaterial chaos to destroy part of soul

PARAMETERS:

1. Level: 1
2. Range: Touch
3. Matrix Area: 2c3
4. Effect Area: ^12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 1/10s
9. Effect: drain 50 training points from target
10. Variation: 50 additional points: +1 level
11. Variation: permanent rather than temporary damage: +3 levels

Notes: traumatic loss is temporary (500 points per hour recovery), permanent loss must be corrected by priestly spell. Difference in levels may be applied at gamemaster convenience, but barring major changes may be left to the end of combat. This spell operates on the principle that the soul contain a record of the person's life, so destroying part of that will remove some experience. Note that five levels have been added to the example for an unwilling soul.

L	R	MA	EA	CT	CF	CA	DUR	Variants
10	Touch	2c3	^12	10s	Yes	Hard	1/10s	10+4
Notes: Drain 250 points from a target instantaneously								
10	Touch	2c3	^12	10s	Yes	Hard	1s	10+3
Notes: Drain 2000 points (200 points per 1/10 second for 1 second)								
Notes:								
Notes:								
Notes:								
Notes:								

Name: **Study Anomaly***
Class: Spellcaster and Manipulator
Method: Sensitization of vision to magical differences

PARAMETERS:

1. Level: 0
2. Range: Self
3. Matrix Area: 1c3
4. Effect Area: *12
5. Casting Time: 7s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: allows viewing of anomalies which have not been blocked or disguised
10. Variation: additional levels allow seeing through protection, with the normal cancellation rules applying.

Notes: If the spell is unknown, give a percentage change of knowledge of the number of levels per spell of which the caster is capable, less the number of levels the spell to be identified is above that level:

ChancetoIdentify=LevelsperSpell-(SpellLevel-LevelsperSpell)

A spellcaster or manipulator may automatically identify any spell which he or she knows how to cast as long as it is not blocked.

L	R	MA	EA	CT	CF	CA	DUR	Variants
1	Self	1c3	*12	10s	Yes	Hard	100ts	
Notes: Allows the caster to view magic for 27.7 hours								
Notes:								
Notes:								
Notes:								
Notes:								
Notes:								

Name: Telekinesis
Class: Spellcaster and Manipulator
Method: attunes object to interstices in such a way as to increase the friction, and allow the object to be moved by manipulating the energy in a small way.

PARAMETERS:
1. Level: 0
2. Range: Touch
3. Matrix Area: 1c3
4. Effect Area: ^1
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10s
9. Effect: pushes object up to specified size at acceleration of 9.8 meters per second per second
10. Variation: +9.8 mps/s accel per level

Notes: Acceleration formulas: v=at; a=v/t; t=v/a; d=.5(at^2) where a=acceleration, t=time, v=velocity, d=distance

L	R	MA	EA	CT	CF	CA	DUR	Variants
3	Self	8c3	^12	10s	Yes	Hard	10s	
Notes: Telekinese self for flight								
Notes:								
Notes:								
Notes:								
Notes:								
Notes:								

Name: Teleport
Class: Spellcaster and Manipulator
Method: use of the soul's ability to project itself interdimensionally

PARAMETERS:

1. Level: 3
2. Range: 0
3. Matrix Area: Soul+ (I)
4. Effect Area: *1 (I)
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 1s
9. Effect: project soul any distance
10. Variable: +1 level to also project soul, +2 levels project body, add 6 cm radius of the target for each level after that.

Notes: Projection of soul does not provide for any special protection of the remaining body, though motor functions will remain, with the body in coma. Soul protection, such as the five level penalty for effects inside the soul do not apply to an attack on such a body.
The recipient of this spell must visualize or define the target area in some way, either by his or her knowledge of it directly, or by some coordinate system. Systems vary in their accuracy, and are specified by culture.

L	R	MA	EA	CT	CF	CA	DUR	Variants
5	Self	NA	NA	10s	Yes	Hard	1s	10+2
Notes: Teleport self nude								
6	Self	NA	NA	10s	Yes	Hard	1s	10+3
Notes: Teleport self with 6 cm radius worth of equipment								
3	Self	NA	NA	10s	Yes	Hard	1s	None
Notes: Project soul to another location (allows scry observation)								
Notes:								
Notes:								
Notes:								

Spells used do not need full size matrix until actually triggered

Name: Trigger*
Class: Spellcaster and Manipulator
Method: Form anomaly with singular weakness matched by specific circumstances

PARAMETERS:

1. Level: 0
2. Range: Self
3. Matrix Area: 1c3
4. Effect Area: *1
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 10000
9. Effect: specific trigger instability, attaches one spell anomaly
10. Variation: general class of event rather than instability, such as noise: +1 level; specific type of event, such as human speech: +2 levels; Specific word form or other specific event: +5 levels

Notes: may trigger on anything having an effect on the immediate environment. Separate detection is not required, as the presence of the event sets off the spell. Types of events include voice (command word), other magic within the effect area, specific physical motions with the object. There is no need to change the matrix size of this spell, as it goes away when the new spell comes into existence.

L	R	MA	EA	CT	CF	CA	DUR	Variants
0	Self	1c3	*1	10s	Yes	Hard	10000s	None
Notes: Sets trigger which may be set off by falling or striking self								
6	Touch	1c3	*1	10s	Yes	Hard	10000s	10+5
Notes: Trigger on an item set off by a command word								
2	Touch	1c3	*1	10s	Yes	Hard	100ts	None
Notes: Day long impact trigger for an arrow								
Notes:								
Notes:								
Notes:								

Spellcaster Spells

The following spells are designed specifically for spellcasters, and are castable only by them, because their energy is derived from the paramaterial plane. Characteristics of spellcaster magic include high power and short duration, such as in the Cube of Energy, which evokes instantaneous energy from the paramaterial, but cannot have duration due to the changeable nature of that plane.

Name: Destroy
Class: Spellcaster
Method: Derive chaos from paramaterial in places where it oughtn't to be

PARAMETERS:

1. Level: 0
2. Range: Touch
3. Matrix Area: 1c3
4. Effect Area: *1
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 1s
9. Effect: does one point of damage per second to matter in area of effect; add one point per second: +1 level

Notes: Remember the 5 level penalty for causing effect to occur inside an unwilling soul. One cm of steel has one damage point, plus one additional point per 10% of resistance bonus. Earthworks have one tenth the damage points of similar quantities of steel and stone has one fifth. Gasses, being harder to destroy than solids, cost 5 points throughout the area of effect to destroy. Also, remember that the magic must penetrate the steel in order to destroy it; it may be necessary to let it eat through centimeter by centimeter.

L	R	MA	EA	CT	CF	CA	DUR	Variants
2	Touch	1c3	*1	10s	Yes	Hard	10s	(d)+1
Notes: Eat a cm square hole through two cm of steel								
5	Touch	1c3	*12	10s	Yes	Hard	100s	(c)+1; (d)+1
Notes: Moveable 12 cm cube doing one point per second damage								
8	2d	8c3	*12	10s	Yes	Hard	100s	None
Notes: Destroy all air in area of effect each 5 seconds; keep clear								
Notes:								
Notes:								
Notes:								

Name: Cube of Energy
Class: Spellcaster
Method: Extract energy from that plane for momentary action here

PARAMETERS:

1. Level: 0
2. Range: 1d
3. Matrix Area: 16c3
4. Effect Area: *12
5. Casting Time: 10s
6. Casting Focus: Yes
7. Casting Actions: Hard
8. Duration: 1/10s (invariable)
9. Effect: 1d10 damage — Variation: +1d10 per spell level
10. Variation: Minimum damage is 1d10, used even to light a fire

Notes: The energy gotten may be fire, cold or electrical. Focus for fire is: 1) small fire source, 2) combustible (in ball shape), 3) part of target. For electrical it is: 1) a conductor 2) a part of target. For cold it is: 1) something cold, 2) part of target. The effect area indicated is intended to take up one whole target of normal human size, Other sizes of targets must be taken into account, and 100% coverage must be attained to get full damage. Damage for smaller areas are figured as simple percentages of the total. These spells may be targeted at portions of the opponents body, but will then be subject to the point attack avoidance roll and an all or none type result.

L	R	MA	EA	CT	CF	CA	DUR	Variants
0	1d	1c3	*12	9s	No	None	1/10s	None
Notes: Light your fire at no cost								
1	Self	16c3	*12	10s	Yes	Hard	1/10s	10+3
Notes: Spell to put in impact trigger arrow; does 4d10 damage to tgt								
5	Self	1024c3	*12	10s	Yes	Hard	1/10s	None
Notes: 1d10 in an area 963x963x2 meters, arrow delivered impact								
10	Self	1024c3	*12	10s	Yes	Hard	1/10s	10+5
Notes: 6d10 963x963x2 meters, arrow delivered								
Notes:								
Notes:								

Manipulator Spells

Manipulator spells are based on the ability of wizards to create material objects, albeit temporary, out of the material of bounded chaos. Many manipulators like to think that this brings them a closer to godhood, though of course the profession includes many who treat it more simply as such.

Add effect differential for (causing energy (short of chaos) (+5 I think))

Name: Create*
Class: Manipulator
Method: create and form effect/thing from chaos

PARAMETERS:
1. Level: 0 2. Range: 1d
3. Matrix Area: 64c3 4. Effect Area: *12
5. Casting Time: 10s 6. Casting Focus: Yes (See note)
7. Casting Actions: Hard 8. Duration: 100s
9. Effect: causes normal daylight throughout area of effect; Add original effect: +1 level
10. +1 level, opaque light reflective surface (illusion of solidity)
11. +8 levels, gas; +9 levels, liquid; +10 levels, solid;
12. +3 levels for organic material or complex molecular structure
13. +10 levels to evoke pure chaos in equivalent quantity
14. 5%*level resistance to normal detection as unreal

Notes: effect of illusions may be increased with "Focus Mental Transmission;" detail may be improved with "Bend Light".
Energy effects are 1 pt per second per level of effect. Heat may be generated instead of light (for the 1 point damage per second) without change in level.
To create matter, the manipulator must have a sample of whatever he or she desires to create. This requirement cannot be removed for any number of levels. Manipulator created items last for the duration of the spell, then begin to fade. They will fade to nothing over a period of two minutes.

L	R	MA	EA	CT	CF	CA	DUR	Variants
5	Touch	4c3	*12	10s	Yes	Hard	100s	11+10
Notes: Create solid object 48 cm cubed that will last 100 seconds								
5	2d	512c3	*12	10s	Yes	Hard	100s	None
Notes: Cube of flames or other energy 340x340x2 meters 1 pps								
5	1d	2c3	*12	10s	Yes	Hard	100s	11+8
Notes: Create gas from sample, area 24 cm on a side								
Notes:								
Notes:								
Notes:								

NOT USABLE FOR ITEMS OF HOLDING - SEE ENTIRE SPELL FOR THAT

Name: Create Space
Class: Manipulator
Method: Form chaos into small plane

PARAMETERS:
1. Level: 2 2. Range: Touch
3. Matrix Area: 1c3 4. Effect Area: *1
5. Casting Time: 10s 6. Casting Focus: Yes
7. Casting Actions: Hard 8. Duration: 10s
9. Effect: creates space on object up to size of area of effect. Inside to area of effect ratio is 2 to 1.
10. Variation: add one to inside size figure: +1 level
11. Variation: space may be up to 3 planar points away; add 3 planar points: +1 level
Notes: Any portion of the area of effect may be defined as a gate, but will appear only as a geometric plane in this universe. The universe may be closed off. The manipulator must define the points to which the new universe is attached for plane shifting purposes in constructing the spell.

L	R	MA	EA	CT	CF	CA	DUR	Variants
4	Touch	2c3	*12	10s	Yes	Hard	10s	None
Notes: Creates a separate plane 96 cm on a side, attached to item								
5	Touch	2c3	*12	10s	Yes	Hard	10s	(c)+1
Notes: 96 cm space not attached to item; gate may be any size								
10	Touch	128c3	*12	10s	Yes	Hard	10s	None
Notes: 120x120x2 meters, space tall enough to stand in								
Notes:								
Notes:								
Notes:								

Name: **Disguise Anomaly Radiation**
Class: Manipulator
Method: Create apparent (but fake) "reality" over an anomaly

PARAMETERS:
1. Level: 2 2. Range: Touch
3. Matrix Area: 1c3 4. Effect Area: *1
5. Casting Time: 10s 6. Casting Focus: Yes
7. Casting Actions: Hard 8. Duration: 10s
9. Effect: creates fake reality over anomaly, meshing with it. This causes automatic misidentification unless checked for
10. Variation: Add 10% penalty to detection chances: +1 level
Notes: Manipulator must decide what to disguise the matrix as

L	R	MA	EA	CT	CF	CA	DUR	Variants
5	Touch	2c3	*12	10s	Yes	Hard	10s	10+1
Notes: 10% benefit, makes a plane 166x166x.5 cm disguise magic behind								
Same as above								
Notes: Could also be 24cm cube disguising all magic within								
Notes:								
Notes:								
Notes:								
Notes:								

Incantations

The following is a description of basic incantations or rituals which may be performed by spellcasters or manipulators as well as enchanters. Many incantations are based on the summoning of powers of magical creatures, and require that you have these creatures detailed in order to properly allow their development. Detailed development of creatures is discussed in the Scenario Manual.

Parameters of Incantations:

1. Casting Time (CT): The casting times of incantations are normally stated in days, and this means approximately eight hour days of work on the item or spell. If the time is stated in hours less than 24, that time must be in a single session.
2. Casting Equipment (CE): Laboratory or library equipment required as well as focus items.
3. Difficulty (DF): This number is the basis for the penalty to the enchanter's chances of accomplishing the incantation correctly. Half of failures should have a negative impact on the caster or some of his equipment. The formulas are:

Penalty=DF*10

ChanceforNegative=.5*(100-BaseChance+Penalty)

Remember that all rolls of 100 (00) constitute failure.
4. Duration (DR): How long do the incantation effects last?
5. Effects (EF): What does the incantation do?

Name: Attunement
CT: 10 days + 1 day per spell to be contained (maximum of 10 days added)
CE: Item to be enchanted, means to cast each spell
DF: 4
DR: 1 year/10 years/essentially permanent (per repetition of procedure
EF: Prepares an item for the presence of magic either inside or in the vicinity. This ritual is also used for the preparation of armor to be worn by spellcasters/manipulators. Preparation for more than 10 spells results in attunement to magic in general. Repetition of the ritual moves the effect up one step in duration. For magic theory buffs, the 1/10/Perm sequence is valid for non living matter with unintelligent spirit.

Name: Enchantment
CT: 10 days + 10 days per anomaly/EnchantabilityFactor entered in inactive form + 100 days for complete attunement to a specific spell for purposes of creating permanent active magic items
CE: material to be enchanted, casting requirements for enchantments.
DF: 5
DR: 1 year/10 years/essentially permanent (per repetition of procedure.)
EF: Either places prepared anomalies in the item such that they can be cast at a later date, or puts a single anomaly which is active permanently into the item. Placing spells for later casting works similarly to the "Trigger" spell. Putting a permanent enchantment which will be constantly active requires a minimum duration of 10 seconds for that spell. During that 10 seconds the caster will be locking the spell into the item through the incantation

The following table indicates Enchantability Factor (1-10)

Workmanship+RelationtoEnchantment+StrengthofRelation

Workmanship	Relation	Strength
None = 0	None = 0	None = 0
Basic = 1	Generic = 1	Weak = 1
Good = 2	Type = 2	Normal = 2
Excellent = 3	Specific = 3	Strong = 3
Exceptional = 4		

Clerics must of course fulfill the requirements of their religion.

Name: Soul Prison
CT: 1 day/capability level of soul (1-10)
CE: varies
DF: 1-10
DR: Permanent or 10-creature level days if unattuned item is used.
EF: Prepares an item to hold a soul it would not normally hold. This spell is used to place souls with various capabilities in items and force them to service. The details of this procedure will vary according to the nature of a particular campaign, particularly moral questions.

Name: Familiar
CT: 1 day
CE: 1 point of attachment (see effects)
DF: 2
DR: Permanent (presuming existence of familiar)
EF: This spell partially joins two items with soul (anything from a small rock to another human or even a more intelligent supernatural creature) so that effects on the soul of each will have an effect on both. Each recasting of this ritual gives a progressively greater connection. The progression follows:

1. General knowledge of feelings, no protective capability exchanged, aware of damage to each other.
2. Communicate senses, 25% of protective abilities are used as a bonus and 25% of damage done to either is passed on as soul trauma.
3. Full awareness, 50% protective abilities
4. Meshing of personalities, 75% abilities and damage, personality changes with the more willful partner winning
5. Identity, one hundred percent abilities, damage, and soul based abilities, with neither party being able to act without the other's approval. Mild schizophrenia is probable with worse possible.

Note that while this could be done with a small rock, the person would become more passive and the danger would be great. The merging would be with the earth spirit (a very minor and ephemeral thing) in the rock.

Note also that the damage is not passed on in cases where both are involved in the same attack, such as a Cube of Energy hitting both, but is applicable anywhere else.

Standard range for effects is 1 kilometer between the familiarized creatures, but repeated castings will double this distance until after 16 kilometers, distance becomes irrelevant. One further casting and planes will become irrelevant.

This is a dangerous incantation and should be used with great care.

Name: Long Spell
EF: reproduces a short spell with 1 hour per second of casting time. This is used by Enchanters for the creation of items. Each spell duplication must be learned separately. Casting time is obviously out of proportion to effect for any sort of tactical use.

Enchanting Items

Enchanting items should be a difficult process, but not out of proportion to the benefits gained. It should also accord with the magic theory being used. The "Enchantment" incantation listed above is designed for design of items by various types of magic using creatures, and to relate the process of item creation to the nature of the items.

Encourage wizards to use items related in some way to the magic created. The numbers in the incantation do this, but avoid allowing statements like: "Obviously I will use an item with a specific relation to the magic." A staff designed to create "Cube of Energy" spells in the form of fire might have a head designed to look like flame and command word, if that form of trigger is used, relating to fire.

Several types of items may be created. First is the item with a single spell which causes its effect permanently. As an aside, for game purposes I consider these spells permanent, but in designing historical scenarios, where the characters may discover the remains of civilizations centuries or even millenia old, I introduce a chance of fading after several hundred years have passed. These spells can have interesting effects, such as a Manipulator "Create" spell which makes gas. Since the manipulator created items fade over a period of two minutes after they are created, the gas will billow from the effect area and fade after two minutes, but the item will continue to produce gas. This can have both good and bad effects. Another popular type of item is one with a permanent "Telekinesis" spell on it, which will allow the object to be moved by any mage. Notice that if any parameter of the spell needs to be adjusted, the user must either know magic, or the original enchanter must have provided a command word for each state.

By far the most common, and tactically useful magic item, is the one which is a permanent trigger and is rechargeable. This can provide the benefits of instant spells of a wide variety to the user instantaneously. The time saved can be very important to someone involved in a tactical situation.

Summoners can attach spells to items in which they have trapped minor demons, and can cause the demons to release the spells on command, and necromancers use souls and spirits in similar ways. These two classes may be expanded and enhanced to suit your particular campaign. The most basic skills involved for them are discussed in the next chapter.

== Notes ==

Chapter V

Ritual of Summoning
Control Rituals
Prepare a Prison
Dismissal

Steps of Summoning:

Summoning
Motivation
Transportation
Creatures
Care and Feeding!

Souls and Death

Summoners

Summoners and Necromancers

Summoners and Necromancers

Souls and Death

This section covers the problems of resurrection and becoming undead based on the Energion world.

A person is made up of body and soul. All living things, and most natural things have a soul or spirit, the only difference being in the intelligence of the spirit. The soul contains a permanent record of the person's life, abilities, and all activities.

A soul is permanent, and will remain alive, either going to the afterlife or continuing to exist here. A soul may be recalled to the body by the various raise dead spells depending on conditions. The events relating to a soul's experience after death are determined by religion. If no arrangements have been made the soul will naturally depart this plane along the fourth dimension and eventually be destroyed in bounded chaos. There is a small chance (about 1/10%) that any soul will not make its way off the plane and then the person may decide what to do.

The process of continuing life after death is somewhat difficult but not impossible. If the person simply wishes to be non-corporeal, which generally requires that activity be limited to spellcasting, then it is simply a matter of ensuring that one's soul does not depart this plane. Some summoners or even common persons make agreements with various creatures from the rebel planes. This forms them into various types of undead, each specified within the contract. The largest danger of this method is that the form may suit the creature causing it more exactly than it suits the person.

Certain clerics may have abilities related to attacking and/or driving away creatures which are not in their natural form. Those creatures formed by agreements with rebel plane creatures must be treated in two ways: those formed by independents (uncursed entities) are normal entities, and may only be affected by magic applicable to souls separated from bodies. Those formed by the various cursed entities may be driven off or forced into service by clerics of allied or opposed religions.

Add info on items containing souls ⇒ interstice + movement on interstice

It is possible to place one's soul into a created body, with the only dangers being those inherent to mechanical devices. Sometimes this can be a

WHAT SIZE LIMITATION REQUIRED TO PUT A SOUL IN AN ITEM?

benefit. Of course, ones physical stats are determined by the body. However, the most common method for mages to gain longevity is simple possession.

The most common form of permanent death is for a person whose soul is unprotected to be killed by a person dedicating it to some deity. Protection from this are fairly simple to attain, but require the person to be a member of the specified religion.

Summoners (Extra-planar creatures)

Basic Summoner Rituals:

1. Ritual of Summoning:

Summons a creature of the circle which the caster is capable of summoning. This ritual takes from about 1 minute (elementals) to 8 hours (major demons), and simply attracts the creature (if it is capable of moving) to the area the caster desires it. The summoner must know enough about the creature to bring it to the right location, and of course know what means to use in order to control it.

2. Control Rituals:

These vary for each creature, and range from total domination to simple request. If a control ritual exists, the control level of the creature determines what level the caster must be in order to work with that particular creature. Control is different for each creature.

3. Prepare a Prison:

This incantation is similar to the enchanting ritual used by spellcasters. It prepares an object to contain the summoned soul, effectively becoming that creature's new body. The creature will have any powers which were based on its soul, but of course no physical powers of its normal body.

4. Dismissal:

This incantation, taking 10 seconds, will send any soul which is currently controlled, and of a low enough summoning level, to its plane of origin. That creature cannot return for a varying period (see individual descriptions).

Playing Summoners:

The summoner is by far the most difficult character class to play in the Energion system. It is also possibly the most powerful. Added to the normal problems of technical knowledge which a player must handle when playing a spellcaster is the grasp of politics on other planes with a variety of creatures having motivations often significantly different from those of humanoids. All of this must be handled under circumstances where a single mistake may mean death or enslavement of the character.

A summoner gets his/her power from summoning and dealing with creatures. Normally these creatures reside on other planes, but that is not necessarily always the case. Even another human may be subject to summoning under the right circumstances. By "dealing with" I mean anything from force to friendship which may have an impact on the creature summoned.

There are three stages to a summoners work: 1) Summoning, 2) Request/Demand, and 3) Delivery. All must of course be accomplished for one to be considered successful. They may be quite simple. Joe calls Fred over, and asks him to go and kill that kal over there. Fred goes and kills the kal. Summoning, Request, Delivery! Easy!

Summoning:

A summoning may be voluntary or involuntary, and further may be based on various means of persuasion or force. The summoner must provide for three elements if a summoning is to be successful: a) communication, b) motivation, and c) transportation.

Joe shouts at Fred, providing communication, Joe is Fred's very most utterly best friend, so he is willing to provide aid, and Fred has the transportation, his two feet. A demon might require telepathy as a means of communication, a human sacrifice promised as motivation, and could use interstitial travel as his means of transportation. It is important to note that the principles are the same.

Motivation:

This may be by any means the caster thinks appropriate, though information on target creatures will of course aid in that decision. Many creatures like to interfere in the world, and do not have worshippers to aid in this endeavor, and so like a human invitation. Others are cursed, requiring them to serve under particular circumstances, or merely requiring them to act on earth only on the invitation of humans. Yet others may be bribed. This sort of information must be kept by each character with reference to the creatures he/she knows.

Transportation:

Most extra-planar creatures have transportation. For any that don't, a summoner must be sufficiently intelligent to think of a solution to this problem. If the summoned creature is from this plane, then transportation is a varied, but simple, matter.

Delivery will vary, and must be within the limits of the creature. No curse will make a target creature perform impossible acts.

Creatures:

Creatures may come from several major sources. The most important one for any summoner is the hell of his particular religion, if there is such a thing. In many cases, there are a number of creatures with various curses which may be

taken advantage of by the summoner. Normally only the top ranks of summoners (very few people indeed) try to work with a hell not of their own culture.

The grouping of planes known as the rebel planes or free planes are inhabited by a grouping of creatures less powerful than the gods but having some rather godlike powers in relation to humans. Some of these creatures were cursed and sent there, but many of them went there voluntarily. Some of them like working with humans, or interfering with the world, or just causing trouble in general. Any who are cursed must operate in accordance with the specifics. Those who are not are subject to the rule of the gods, and may interfere only at the invitation of humans. Control after summoning is a problem, because the summoning is all that is required for a free creature. There are control incantations which work on intelligent creatures in general and may be applicable. There are limitations on the time a creature may spend here on each invitation (rule of the gods again) but these are usually not nearly short enough to be of use to the summoner.

The most generally useful, because they are also accessible to ritualists not schooled in summoning, are those from the planes of elemental-related creatures and those from the material world. There are elementally related planes for creatures of many types, and they often have habits of action which may be invoked or encouraged. Thus standardized rituals have come into being which may be used by anyone who can follow directions (meaning having incantation skill with an appropriate percentage!).

Summoners must have incantation skill and an adequate amount of knowledge in sage fields related to the sort of creatures they wish to use. This usually requires at least 3 to 4 sage fields and numerous sage subjects. The training points are difficult to get, but the power is great once the training is accomplished--provided you can stay alive.

The Care and Feeding of Elementals

Elementals, or elemental spirits, make up the bulk of a summoner's power at the early levels. Having control of at least one, if not all, of the elements in at least a limited radius can be very helpful. Even though a small demon, such as the Enzar Ilid, is much more likely to be seen as a familiar, most young summoners will be found with several elementals available to them.

All elemental spirits (familiarized to the 25% or better level) can give their owner the ability to scry their element within the limits of the creature's intelligence. All have other powers as well (see individual descriptions). There are certain steps which must be taken to assure owning and keeping an elemental spirit.

1. Prepare housing. The creature must live somewhere. This can be almost anywhere, and if very light and mobile, the creature will be able to move with it as long as it is in the proper element. First circle spirits are small, not more than about 250cc, but the next circle are fairly large and are not usually kept about when the caster is away from the element. A water spirit needs a good tight container, an earth spirit, anything which can hold

dirt, a fire elemental needs something you don't mind getting hot, and an air creature needs something airtight. (No container at all is needed if you are going to work in the creature's element, as in having a water spirit under water. This can be very uncomfortable with fire spirits!)

2. Food. Elementals get energy from food consumption. The following are the requirements: Fire - combustibles (concentrated if possible); water - absorbable minerals; air - moisture/fresh air; earth - liquid/organic matter. Any elemental can hang around for up to one day without any of the above substances, but will not want to do it. Being of low intelligence at best, they are easy to force, but there are higher level elementals who will not appreciate damage to them, so make your choice! The preferred method of feeding is about double the amount of food required for the energy expended. Material plane foods are delicacies.

Don't keep the same elemental around for more than a month or so. Living on this plane weakens them in the long run, and after that you will notice powers diminishing. Summon another one. It's easy.

Staves may be made with elementals contained, but these should normally be hollow with the elemental kept on the inside. Some provision should be made for providing the proper food. The elemental will then be able to exercise its powers through the item.

Gamemasters are obviously free to design different types of elementals, or to have none at all.

Chapter VI

DailyHealing=HE/40

LevelEquivalent=TRUNC((Points+5)/18)

RangeCost=RangeinDekameters

Psionic Blocking Rates:
18 points blocked by - 1/2 cm Steel
6 cm rock
12 cm wood or earth

Psionic Theory and Skill

Mind Master Capabilities

Mental Powers

Mental Powers

Psionic Theory and Skill

Psionics is the ability to project power anomalous to the creation matrix both within and beyond the persons body. Ranges of psionic energy are usually short because they cost energy to transmit over distance.

Psionics mental transmission or reception skills relate to the same ranges and general theory as both spellcaster and manipulator magic does. Other skills must be individually described. They are not as systematically patterned as magic skills because they are powers of the soul and thus may vary somewhat according to the desires of the creator of that particular type of soul.

Any psionic skill may be used over range, but this costs one point per 10 meters of distance. Applying an ability to another person, such as enabling that person to teleport requires touch and costs 10 points.

Psionic power is blocked by solid objects at the rate of 10 points for 1 centimeter of steel, 6 cm or rock, or 12 cm of wood or loosely packed dirt.

There are three classes of skills. Class 1 skills may be learned without any training, probably by accident. A natural psionic will have at least one of these skills, usually his or her first. Skills of this type are Telekinesis (of oneself) learned during the traumatic experience of falling from a cliff, or a mental parry learned when one is slapped by a mental slap. These skills generally must be learned when one is very young, as the response is not natural. Once the character is convinced that an action is impossible, he will not try it.

Class 2 skills may be learned by a psionic without an instructor by using other magical skills, such as learning how to psionically detect magic by using the magical spell skill. These skills are normally self taught only by magic using creatures. There must be some basis for the character to realize that the skill was possible.

Class 3 skills require training by one already skilled or research under normal rules.

Psionic skill research requires the same times as spell research with ten points per level. The gamemaster must first approve a research method, and consider the potential risks to intelligent minds being used in research, then roll for accidents. There are too many possibilities, but normally results slightly off those intended should be used. Occasionally, careless research should fry someone's brain.

Training Factor, or TF is the base training points required to learn the particular skill. If you determine that a certain experience will have taught the base skill, that number of points should also be awarded for that experience. This number of training points should be treated the same as base training points for skills, and divided by the average of the prime stats to determine an individual level. Number of skills known by a starting character should be determined by background and time.

Expenditure of points is measured in points per second, noted in the skills list as PPS. This is the number of points required in a single second to initiate the skill. Maintaining a skill for longer than a single second requires that there be no significant changes in the energy required, but costs one tenth of the base value. This means that if a psionicist is attacked by a Cube of Energy, and uses Block Physical Energy to oppose the attack, it will cost the number of points in the attack to block, but if the attack is by a Manipulator's continuous created flames (Create spell), it will cost the base number of points for the first second, and 1/10 that number each second thereafter. Each new attack by the Cube of Energy spell would require full expenditure again because of the adjustment required for the strength of each new attack.

If the skill is maintained over a period greater than three seconds without significant change brought on by someone other than the psionicist, the cost drops to 1/100 of the base value per second to continue thereafter. Thus, the psionicist picks up a rock, costing 10 points, continues accelerating it for a cost of 1 point for each of the next two seconds, and drops that cost to 1/10 of a point for the fourth second and thereafter. Maneuvers with the rock, within the base acceleration (1.5G) do not cost extra, but if the rock were grabbed by some other force, such as another psionicist trying to telekinese it in another direction, it would cost both psionicists full points every second, while they are adjusting to outside force.

Description of Psionic Skills:

Skill: **Attune Object**
TF: 3600
BP: 70
Class: 3
Effect: Allows one to make an attuned object act magically as an extension of his/her body. Association is obvious. HOW LONG REQUIRED (PSIONICALLY) TO ATTUNE AN OBJECT?

Skill: **Neutralize Physical Energy** (each type is one skill)
TF: 1200
BP: 10

Class: 2
Effect: absorb Points per second above base in specific physical energy type

Skill: Dimension Travel
Training Factor: 1200
Base Points: 5
Class: 2
Effect: Planeshift up to 5 points, +5 points for each additional person touched, +2 points for each additional planar point travelled. Remember to add the 10 points for touch as well, when a second person is taken.

Skill: Focus Mental Transmission
TF: 1000
Class: 2
BP: 1
Effect: doubles thought transmission range for base and for each 10 pps expended. Alternatively can make transmission directional with the same effect and cost. Detailed emotional knowledge is +9 points. All other variations in effect are identical to those in the Spellcaster/Manipulator "Mental Reception" spell, with each level being equal to 10 psionic points, and fine gradations of power possible.

NOTE that base requirement is expending of 1 point. Any one 10 point effect can be gotten by adding 9 to this, and 10 points per level thereafter.

Skill: Mental Reception
TF: 1200
BP: 1
Class: 2
Effect: allows reception of surface emotional impressions of all creatures within range. +9 points allows reception of detailed emotions; +10 points each allows additional levels of depth. All variations are identical to those of the Spellcaster/Manipulator spell "Mental Reception, except that each level is equal to 10 psionic points, and fine gradations may be accomplished between.

Skill: Mental Slap
TF: 1200
BP: 1
Class: 2
Effect: if the defender's parry is overcome by one point during any one second he/she must avoid point attack or become unconscious for one minute. Any points more than one expended on a single target subtract one point each from the target's avoidance roll. More than one target may be attacked at once, so long as the total of the points expended on all targets does not exceed the allowable points per second.

Skill: Mental Parry
TF: 0
BP: 1
Class: 1
Effect: Blocks equal points of Mental Slap

Skill: Neutralize Magical Energy
TF: 600
BP: 1
Class: 1
Effect: Absorb up to 1/2 the points per second above base expended
Note: if gained as class 1 skill this will require immediate recognition of energy source.

Skill: Neutralize Psionic Energy
TF: 2400
BP: 10
Class: 2
Effect: absorb 1/2 points per second above base of any psionic energy. The absorber must be within range and along the path of the attack in order to absorb energy.

Skill: Self Heal
Training Factor: 600
Base Points: 1
Class: 1
Effect: 1 pt healed per point expended

Skill: Sensitivity to Psionics
TF: 1200
BP: 5
Class: 2
Effect: Add 1 point to whatever base perception roll would have been required to notice psionic activity per 5 points expended. There is also a 10% penalty per 5 points of use of this skill against the character's resistance to any psionic attack during use of this skill, since it requires opening the mind for psionics. The same percentage is added to damage from any attack. Treat psionic activity while within 100 meters of the detecting psionic as a type 10 perception roll, and subtract 1 point from the perception type for each additional 100 meters distance. Expending an additional 10 points allows knowledge of the direction of the source.

Skill: Soul Block
TF: 2400
BP: 30
Class: 3
Effect: Points per second above base defend point for point against Soul Rip

Skill: Soul Rip
TF: 2400
BP: 30
Class: 3
Effect: 10*Pointspersecond above the base required is done in soul damage and is removed from the target's Training Points, starting with primary profession.

Skill: Telekinesis
TF: 1200
BP: 1

Class: 1
Effect: Accelerates an object of up to 4*pps cm^3 at an acceleration of 1.5 G. For the formulas for this acceleration, check the "Telekinesis" spell.

Skill: Teleport
TF: 2000
BP: 10
Class: 1
Effect: Teleports the target's body to a place adequately conceptualized by the target. The caster may be passing the image or destination information to the target to aid in the process. The base skill transports the nude body of the target. A 1 cm radius may be included for each additional point expended.

Skill: Treat Substance
TF: 3600
BP: 70
Class: 3
Effect: harden metal to the point of holding points>base as an edge. The reverse makes metal brittle and likely to shatter. As a side effect the metal becomes associated unless 10 extra points are expended (giving base resistance to detection). Any substance may be altered, although learning is as a separate skill, but must remain within its natural properties, such that no transmutation of elements is allowed, but one might put a fine gloss on wood, etc.

HOW MANY REPETITIONS/DURATION, TO WHAT EFFECT?
(i.e. how many times/long to make it +1? etc.)

Mind Master Capabilities

A mindmaster is a person with a mind so well trained that he or she can control major mental or bodily functions so as to improve overall performance. It is most commonly used as an adjunct to other skills. Mindmasters have very few methods of attack, except for focusing of mental transmission, so normally they need some form of skill to give them offensive capability.

Mindmaster skills vary individually because they are a description of the way the gamemaster believes that the body and mind functions within his fantasy universe. The maximum level of skill usable by a character and the maximum number of levels usable per day are calculated using the same formulas as are used for spellcasters. Note however, that mindmasters rarely run out of levels, unless using hysterical strength for a long period of time. Most mindmaster skills require too much time, and the recovery rate keeps up with the levels.

Read the mindmaster skill descriptions according to the following key. As always, these skills are supplied as samples. I use many more, and you will certainly want to design some for your campaign.

Name: Skill name (make it descriptive)
Base Level: The character must be capable of using this level of skill to use the basic version.
Focus: Does the character need an object or verbal "mantra" in order to use the skill.
Duration: How long do the results of the skill last.
Effect: What happens?
Variable: What may be changed about the skill, normally by changing level.

Notes: explain anything which might be unclear in the skill description above.

Name: Build Body Resistance
Base Level: 1
Focus: N
Duration: Constant
Effect: +10% resistance to foreign substances per ability level
Variable: SA

Notes: 10 minutes daily are occupied in maintenance.

Name: Concentrated Rest
Base Level: 1
Focus: N
Duration: at will
Effect: (1+ability level)*recovery rate of psionic points or spell levels.

Variable: As stated above.
Notes: Healing will also be speeded by the appropriate amount for the duration. Note that daily healing rates are for 24 hours, not for just the period of sleep, so a person using the first level ability thus doubling recovery rate for 8 hours, would heal for the equivalent of 16 hours and receive 2/3 of his daily allowance of natural healing.

Name: **Healing Concentration**
Base Level: 1
Focus: Y
Duration: Complete concentration
Effect: 48x healing rate
Variable: +48 multiple per level (48 96 144 192 240 288 336 384 432 480)

Notes: base healing rate is HE/40. This power concentrates all the power of the mind master on healing the body and does not substitute for sleep (though it does not require extra) or provide for recovery of spell levels or psionic points.

Name: **Hysterical Strength**
Base Level: 1
Focus: N
Duration: 1 second per available level
Effect: increase strength 5 points per available level of spell power
Variation: +1 strength point per level
Notes:

Name: **Improve Mental Stat**
Base Level: 1
Focus: Y
Duration: Varies
Effect: .2 point of concentrated stat per month
Variable: +.2 point additional per level

Notes: requires 1 hour exercise and concentration daily with the appropriate expenditure of levels of power each day throughout the period of improvement.

Name: **Improve Physical Stat**
Base Level: 1
Focus: Y
Duration: Varies
Effect: 1/2 point of stat concentrated on per month
Variable: +1/2 point additional per level

Notes: requires 1 hour exercise and concentration daily with the appropriate expenditure of levels of power each day throughout the period of improvement.

Name: **Healing Mind State**
Base Level: 1
Focus: N
Duration: Partial concentration
Effect: double healing rate

Variable: +1 multiple per level

Notes: base healing rate is HE/40

Name: **Mask Thoughts**
Base Level: 1
Focus: N
Duration: Constant
Effect: places innocuous thoughts in conscious brain. Penetrated by the same means as the "Mask Mental Energy" spell.
Variable: None

Notes:

Name: **Mental Awareness**
Base Level: 1
Focus: N
Duration: 1 second per available level
Effect: raise difficulty level of perceptions by 1 (reduce difficulty)
Variation: +1 difficulty level per level
Notes:

Name: **Resist Foreign Substance**
Base Level: 1
Focus: N
Duration: Total concentration
Effect: prevents foreign substance from taking effect
Variable: None

Notes: concentration must continue until the substance has been passed through the body or has been neutralized.

Name: **Resist Magical Change**
Base Level: 2
Focus: N
Duration: Concentration
Effect: increases effective level required to affect the soul directly
Variable: 1 level of improvement for each 2 ability levels

Note: Base protection is 5 levels extra for impact in soul.

Name: **Sense Irregularity**
Base Level: 1
Focus: N
Duration: Concentration, requires at least 10 minutes of concentration
Effect: allows a 10% chance per level of sensing any irregularity in the environment (this is intentionally subjective).
Variable: SA

Notes: Must have at least one level in the environment in question.

Name: **Stop Mental Transmission**

Base Level: I
Focus: N
Duration: Constant
Effect: reduces range of mental transmissions 10%
Variable: 10%/level

Notes:

Name: Vary Time Awareness
Base Level: I
Focus: N
Duration: Concentration, no more than 10 minutes per hour
Effect: vary speed of mental processes so as to allow extra time for thought between actions.
Variable: 10% differentiation + 10%/level

Notes: Increases chances for success of actions such as attack by percentage of differentiation, (i.e. up to +100% to hit). It is under the influence of this spell that persons accomplish feats such as catching arrows, etc.

Index

Absolute chaos 15
Anomaly 21, 26
Attune Object 66
Avoidance 19
Bend Light 24
Block Anomaly Radiation 25
Block Physical Energy 66
Bounded chaos 15
Build Body Resistance 70
ChancetoIdentify 41
Class 1 skills 65
Class 2 skills 65
Class 3 skills 65
Concentrated Rest 70
Control Rituals 60
Cosmology 15
Create 49, 56
Create Space 50
Cube of Energy 47, 56
Demons 56
Destroy 46
Detect Spectral Energy 27
Dimension Travel 67
Dimensions 15
Discorporate 28
Disguise Anomaly Radiation 51
Dismissal 60
Drugged Sleep 29
Elemental Food 63
Elemental Housing 62
Enchanting items 56
Energy attacks 20
Evocations 16
Focus Mental Transmission 30, 67
Force Field 31
Healing Concentration 71
Healing Mind State 71
Historical scenarios 56
Hysterical Strength 71
Identify 41
Improve Mental Stat 71
Improve Physical Stat 71
Incantation 21
Incantations 52
Interstice 16
Interstitial Phase 32
Laboratories 6
LearnTime 6
LevelsPerDay 5
Library 6
Link 33
Long 21
Magic Armor Penetration 20
Magic Reduction Field 35
Magic theory 15
Magical Energy Absorber 34
Mask Anomaly Radiation 36
Mask Thoughts 72
Matrix 21
MaxLevel 5
Mental Awareness 72
Mental Block 37
Mental Energy Block 38
Mental Parry 67
Mental Reception 39, 67
Mental Slap 67
Miracle 21
Necromancers 56
Neutralize Physical Energy 68
Neutralize Psionic Energy 68
Paramaterial 15, 16
PARAMETERS 7
Parameters of Incantations 52
Permanent Items 56
Planes 15
Prepare a Prison 60
Psionic skill research 66
Psionic Theory and Skill 65
Races 17
Recharging 56
Reducing Magic Energy 19
Research 6
Resist Foreign Substance 72
Resist Magical Change 72
Ritual 21
Ritual of Summoning 60
Rituals 52
Scrying 19, 20

Self Heal 68
Sense Irregularity 72
Sensitivity to Psionics 68
Souls 17, 56
Spell 21
Spirit Block 68
Spirit Drain 40
Spirit Rip 68
Spirits 17, 56
Stop Mental Transmission 72
Study Anomaly 41
Summoner 60
Summoners 16, 56
Telekinesis 42, 56, 68
Teleport 43, 69
Time 15
Training Factor 66
Treat Substance 69
Trigger 44
Vary Time Awareness 73