

“Malgor knew that he was trapped. Numerous orcs had entered the cave and there was no other way out. Malgor whispered the words of the Fireball spell as he prepared. He knew that he would only get one shot. He’d better make that one count.”

Magnitude is used to enhance spells beyond their parameters. This skill can be used to multiply the concussion hits made by a bolt, enhancing the area of a ball spell or otherwise enlarge the effect of any known spell within the scope allowed by the GM.

Static maneuver modification examples:

Open-ended d100 roll	
Enhancing area, range or duration by 25%.....	- 15
Enhancing area, range or duration by 50%.....	- 25
Enhancing area, range or duration by 100%.....	- 50
Enhancing area, range or duration by 200%.....	- 75
Enhancing area, range or duration by 300%.....	- 100
Touch to 10’	- 50
Target to 5’R	- 100
Enhancing Directed spell OB +10	- 10
Enhancing Directed spell OB +25	- 25
Enhancing Directed spell OB +50	- 50
Enhancing Directed spell OB +75	- 75
Enhancing Area Attack BAR +10.....	- 30
Enhancing Area Attack BAR +20.....	- 60
Enhancing Area Attack BAR +30.....	- 90
Enhancing Area Attack BAR +40.....	- 120
Enhancing damage (concussion hits) by 50%	- 25
Enhancing damage (concussion hits) by 100%	- 50
Enhancing damage (concussion hits) by 200%	- 75
Enhancing damage (concussion hits) by 300%	- 100
Enhancing effect by 20%	- 10
Enhancing effect by 30%.....	- 20
Enhancing effect by 40%.....	- 35
Enhancing effect by 50%.....	- 50
Enhancing effect by 75%.....	- 75
Enhancing effect by 100%.....	- 100
Enhancing effect by 200%.....	- 150
Per extra PP spent	+1

Magnitude
Static Maneuver Table SM-10.1.7

-26 down Spectacular Failure

Misjudging your own capacity you put too much energy into the spell and fail to control the effects. Roll on the Extraordinary Spell Failure Table, and in addition you fall down, unconscious for 3 rounds.

-25 – -04 Absolute Failure

Losing concentration for even a blink of a second is unforgivable when you deal with powerful magic. And yet, you do just that. The spell fails badly and you are stunned for 3 rounds as a result of power overload. Also roll on the Spell Failure Table.

05 – 75 Failure

You fail to enhance the effects of the spell. All power points put into the spell are lost and the spell has no effect.

UM 66 Unusual Event

In an attempt to use powers beyond your skill you draw upon yourself a rare disease called “wizards fever”. Your body ages 15 years in an instant (greying hair, pale complexion etc) and you start to shiver uncontrollably. In addition you lose half of your remaining power points and the spell fails.

76 – 90 Partial Success

If spending an extra round is possible, you might roll again on this table. Otherwise you might chose either to cancel your spell (keeping the power points) or cast it normal (i.e without using the Magnitude skill, spending normal PP and get normal effect).

UM 100 Unusual Event

In a rare display of power you manage to double the already enhanced effects of your spell! Amazing is the only word for your skills. Amazing.

91 – 110 Near Success

You manage to enhance your spell and cast it with intended effect, but the strain involved stuns you for the next round.

111 – 175 Success

You successfully cast your enhanced spell.

176 up Absolute Success

You successfully cast your enhanced spell and in the process reach a sudden insight in the workings of magic. You have a +10 bonus for the next time you try to enhance this unique spell in the same way as you just did.

GM tips

It is impossible to write down enhancement rules for every spell in the book, and some spells might be harder to find a useful way to enhance than other, so the GM must use his own influence to create penalties and decide whats possible and whats not. Things that seem unfit for his world should not be allowed at all, while effects that go with the ‘canon’ might benefit of a lower penalty. Use the example modifications to the left as a guideline and see the next page for examples of enhanced spells.

EXAMPLES & EXPLANATIONS

Wall of Thorns - Barrier Law

The 5th lvl spell *Wall of Thorns* states that caster can create a wall of thorned undergrowth that causes a +50 dagger attack to everyone passing through it.

Enhancement: In addition to enhancing the area, duration, range or concussion hits made by the *Wall of Thorns* spell, I would allow a caster to increase the OB of the dagger attack in a similar fashion to increasing the OB for a Directed Spell attack. Using those rules, creating a *Wall of Thorns* with a +100 OB would require a -50 Magnitude roll. If caster is willing to risk a -100 Magnitude roll I would allow for a *Wall of Thorns* with a stunning +150 OB. Realising that a +150 OB *Wall of Thorns* spell is something entirely else than the regular spell, one should also remember that being able to succeed with a -100 penalty to Magnitude take either a very powerful spell caster or a substantial expenditure of Power Points to offset the penalty.

Stun Relief - Concussion's Ways

The 5th lvl spell *Stun Relief* allows caster to relieve 1 round of stun in 1 target.

Enhancement: Enhancing the effect to 2 rounds should be a -100 maneuver according to the table on the first page. The spell could be further enhanced, i.e to remove 3 rounds of stun, by taking a -150 penalty.

Rage I - Master of the Hunt

This handy 1st lvl spell provide caster with a modest +5 bonus to OB and DB.

Enhancement: Enhancing the effect by 100% (i.e a -100 maneuver) give the *Rage I* spell equal effect as its 4th lvl equivalent. Some GM might deem that a problem, but taking the high penalty in account, I dont. A spell caster that succeed a magnitude maneuver with a -100 penalty is probably high level, having less impact on game balance.

Curse of Dake - Curses

The victim of this 5th lvl curse cannot move faster than walking speed. The effect is permanent (or until removed).

Enhancement: Normally the effect of a curse end with its caster (i.e if caster is killed, curse is lifted). A caster with magnitude skill might change that effect, so that even if he dies, the curse lingers on. I would judge that keeping the curse permanent after casters death would be a minor change in effect, charging a -20 penalty for such maneuver.

Haste I - Rapid Ways

This popular 6th lvl spell give target the ability to make two full attacks in one round (i.e 160% activity).

Enhancement: The enhancement of this spell require a bit of discussion. First we should make note that this spell has a duration of 1 round (regardless of caster level) while its higher level counterpart (Haste II, lvl 8) has 2 rounds. It is clear that

this spell is kept at short duration for game balance, opposed to spells that has a duration of rounds or minutes per level. Thus I would **not allow** for anyone to prolong the *duration* of Haste as a -50 maneuver according to the table on the first page. But I would allow the *enhancing of effect* which is a harder maneuver. Enhancing effect by 100% would give the Haste I a duration of 2 rounds, equal to Haste II, but the -100 penalty probably make it more expensive than overcasting the higher level spell, thus keeping game balance in check.

Bladeturn I - Shield Mastery

A classic 7th lvl defense spell that subtract 75 from one melee attack against a target.

Enhancement: There is no duration or area to enhance, range could be enhancent, but most likely caster would like to enhance the effect. Pretty straight forward, if the effect is enhanced by 50% (a -50 maneuver) the spell subtract 113 from one melee attack.

Wall of Fire - Fire Law

A 4th lvl spell that creates a wall of fire, causing an "A" heat critical to anyone that passes.

Enhancement: Enhancements of this spell could be on duration, size or effect. Enhancing the effect translates into increasing the severity of the critical that the wall causes. The problem here is that an increase in severity between an "A" and a "B" critical is rather indistinct. Of course a "B" critical has a larger chance of seriously hurting the victim, but how much larger? As a rule of thumb, I would say the increase between an "A" and a "B" critical is about is 20% , making it a -10 maneuver. From "A" to "C" would be a 40% increase, making it a -30 maneuver.

But the step between a "C" and a "D" critical are larger. I would judge it a 75% increase (from the original "A"), making it a -75 maneuver. Finally, the "E" critical, which is hard to cause even by a Fire Ball would be a 100% increase, making it a -100 magnitude maneuver.