

# 10% ALL MASTERY

*“Orduclax spoke aloud the final words of the spell when he looked over the huge fields. A thin grey smoke slowly arose from the ground. Orduclax was satisfied as he turned around. He knew that the spell had been a success and the harvest for this village would be a great disappointment.”*

When a spell user wish to create spell effects outside the Spell Law system, the Spell Mastery skill is required. In the above example, the high priest Orduclax wish to destroy the potato harvest for a village by freezing the not yet harvested potatoes. He utilize a spell mastered version of the Freeze Fluid spell, changing the area of effect to affect only the potatoes in the ground. Thus he can use his 170 cu' to the maximum and destroy large quantities of harvest for the poor village.

The GM must be careful with the use of this skill lest powerful spell users may throw the world over end. If the use of the spell is affects a large area, or many targets - assign a large penalty. Remember that the Targeting skill shall be used to control spells *within* the parameters and the Magnitude skill shall be used to enhance spells *beyond* the parameters. Spell Mastery is only used to change parameters, such as freezing *only* potatoes or changing a curse so that it takes affect *only* when the target meet a special condition.

It is impossible to describe every use of this skill, so the GM must ultimately decide the possibilities in his world. Generally the penalties shall be high, so that they must be offset by putting in extra PP, to keep game balance.

## Static maneuver modification examples:

Open-ended d100 roll

- 30 for casting a quick spell in a round where a spell has already been cast.
- 60 for casting a normal spell in a round where a spell has already been cast.
- 60 for making spell effects take effect in the same round.
- 40 for turning a shock bolt into a 10'R shock ball.
- 30 for adding a 10'/rnd movement to a Firewall spell.
- 20 for changing a Freeze Fluid spell to only affect potatoes.
- 30 for changing the duration on a Freeze Fluid spell from P to 1 rnd/lvl.
- +1 per additional PP spent on the attempt.

## Spell Mastery Static Maneuver Table SM-10.1.4

### -26 down Spectacular Failure

Mental breakdown is the result for your part as you try to handle magical energies much greater than you can control. First a frantic scream, then you pass out for 1-10 minutes. The spell fails. Roll on the Spell Failure Table. You lose all power points and regain none for an entire week.

### -25 – -04 Absolute Failure

The spell fails. Roll on the Extraordinary Spell Failure Table.

### 05 – 75 Failure

Your effort is in vain. The spell will not work, but you realize it to late and lose all power points involved in the spell casting. You still have to roll for Base Spell Casting to see if you fumble your spell.

### UM 66 Unusual Event

You twist the magical energies a little to much, creating a quiescent field of power at the spot. All your power points are sucked in by the force field and anyone coming near the field will suffer one of the following consequences: (1) lose all power points or (2) the release of magical power through explosion. The explosion will damage as a Plasma Ball, with both the radius and attack bonus modified by +1 per PP stored in the field. The power field lose 10 PP per day and will vanish when all PP are gone.

### 76 – 90 Partial Success

In sudden enlightenment you cancel your attempt, knowing that it would have failed catastrophically otherwise. Half the invested power points are lost and the round is spent, however.

### UM 100 Unusual Event

The flow of the Valar runs your way! Ignore spell failure chance for the spell (even if overcasting) and add a +20 BAR or Directed spell bonus to your spell roll.

### 91 – 110 Near Success

Almost there! You may (1) cancel your attempt without losing any PP or (2) make another roll after concentrating on the spell for an additional round. If you tried to cast two spells in one round or gain faster spell effect, this result is naturally a failure.

### 111 – 175 Success

Your attempt at spell mastery succeed within the predefined frame of effect.

### 176 – 300 Absolute Success

Your attempt at spell mastery succeed and you have a +10 bonus for spell mastery with this specific spell.

### 301 up Remarkable Success

Incredible! You have invented a new spell (or at least a new way of using an existing spell). You have a +30 bonus whenever attempting to create the same effect again.