

## STAVES & WANDS

*“I cannot read the fiery letters,’ said Frodo in a quavering voice. ‘No,’ said Gandalf, ‘but I can. The letters are Elvish, of an ancient mode, but the language is that of Mordor, which I will not utter here.’” — The Fellowship of the Ring*

This skill enables the use of magic items, also known as attunement. In order to cast spells or use its abilities, the wielder of the item must have made an attunement roll.

If someone who is already attuned to an item instruct someone else in its uses, the penalty for not knowing the spell(s) and/or abilities in the item are removed. In such way the -30 penalty for not knowing spell/realm is replaced by a +30 bonus for knowing spell/realm.

Some magical items do not require an attunement roll: items that provide bonuses, spells that operate constantly, and spells cast by intelligent items (at the will of the wearer). Some items with imbued intelligence have a bonus to the attunement roll.

The activity of using a magic item depends on the spell it contains. An item holding an instantaneous spell equals a 10% attunement activity while a normal spell requires 75% activity. A character must roll for Staves & Wands in order to be able to use the spell in an item and then make a spell roll to see the effectiveness of the spell (i.e for a directed spell, see how much damage it does, for a utility spell see if it fumble). The spell is usually cast “by the caster” for the purpose of duration and attack level.

### Staves & Wands

#### Static Maneuver Table SM-10.1.2

##### **-26 down Spectacular Failure**

You trigger any spell(s) in the item in the worst possible way (i.e beneficial spells on your enemies, bad spells on yourself). You lose half of your remaining PP and the item is drained of all power. The item is exhausted (if possible) and, as if it was not enough already, you have to roll on the appropriate spell fumble table.

##### **-25 – -04 Absolute Failure**

You drain the item of its powers (charged items will be permanently depleted, others will regain their power over the course of 3 days) without receiving any benefits. The amount of power discharged require a roll on the spell fumble table (other non-attack spell column).

##### **05 – 75 Failure**

Unable to use the item, you may do another attempt only after gaining additional information about the item or having received additional skill ranks in the attunement skill.

##### **UM 66 Unusual Event**

During your attunement attempt a mystical bond is created between you and the item. You are now able to use the item at will (without rolling again), but will also be emotionally attached to it. If you lose it you will feel severe grief, being at -10 to all actions for the first week and -5 for the second before getting normal again.

##### **76 – 90 Partial Success**

Your attempt fails, but you are not completely clueless. Spend 1-100 hours (GM decision or die roll) pondering and roll again.

##### **UM 100 Unusual Event**

You understand the item, learn the spells and may use them at will without having to roll again. Your higher level of understanding even let you instruct others how to use the item, providing none of the penalties and all of the bonuses below.

##### **91 – 110 Near Success**

You grit your teeth as you try to bend the magical energies to your will. If you concentrate hard (90% activity) for one round you may roll again with a +10 bonus (for the second attempt, count Near Success as merely Partial Success).

##### **111 – 175 Success**

Your maneuver succeeds and all further attempts to use this item have a +20 bonus (not cumulative with a Near Success bonus).

##### **176 up Absolute Success**

Full attunement to the item is achieved. Character may now use any spells and abilities without having to roll for Staves & Wands (base attack rolls are still required).

##### **Static maneuver modifications:**

Open-ended d100 roll

- 10 if spell is unknown.
- 20 if Realm of spell is unknown.
- 30 if the Realm differs from that of the character.
- + 10 if Success or Partial Success have been achieved earlier.
- + 10 if Realm of the spell is known.
- + 20 if the spell is known.
- + 30 if the character can cast spell intrinsically.