

CODA Magic

1.0 New Attributes

1.1 Aura

Aura represents the character's general magical nature. It governs their ability to use magic, and to some extent defend against it.

1.2 Manna Points (or Magic Points)

= $\frac{1}{2}$ Aura + Bearing Mod

This reaction is the character's ability to use magic. It is what is used for casting magic, and also determines how much magic a character can cast during any day.

Magic points work similarly to Health Points. As a character casts spells, he uses magic points to fuel them. As he passes levels of uses it becomes more difficult to cast spells, and the effects of failures become more hazardous.

There are 5 levels of Magic Points. Each level holds a number of points equal to the characters Magic reaction.

Table 1.1 Magic Levels

Level	Penalty
1. Normal	0
2. Challenging	-2
3. Difficult	-4
4. Dangerous	-8
5. Insane	-16

Manna points are recovered at a rate equal to the character's Aura Bonus per day of rest. There are some abilities that can enhance this recovery rate.

2.0 New Skill:

2.1 Magic or Magery

This skill is the ability to understand the use and the working of magic. This skill is used to cast spells, to learn new spells, and to research magical studies.

Attribute: Aura

Test Category: Academic?

Trained: Yes

Sample Specialties: Specific school of magic, or Research Magic.

Test: For the most part, this skill will be used to cast spells, and the difficulty of the test is based upon the spell. This skill will also be used to learn new spells, and to research spells. Learning and researching new spells is detailed later.

Affinity: None

Action Time: Varies, by the spell.

Extended Test: Yes, for researching new spells. Not for casting spells.

3.0 Learning Magic

In order to learn a new spell, a character needs a couple of elements. First they must pick the Spellcasting Order Ability, and secondly, they must have a source to learn the spell. The best source to learn the spell is another magician, however, a spell can be learned from a spell book, but the TN to learn the spell is increased by $\frac{1}{2}$ of its normal difficulty.

The base difficulty to learn a spell is double the TN to cast the spell. It will take a number of day of study equal to the TN of the spell. The difficulty of learning the spell can be reduced by extra study or extra spell picks.

Table 3.1 Learning Modifiers

Learning Modifiers	TN modifier
Per extra day of study	-3, to a maximum of 1x the TN of the spell
Per extra spell pick	-5
Learning from a book	+ TN of spell
Learning from a quality school of magic	-3

4.0 Researching Magic

Researching magic is much more difficult and dangerous than simply learning magic. When you research magic, you are using the elements of magic that you know to create a new spell and its effect.

To do this, the character must first describe the spell that he is wanting to create. The Narrator must then work with the player to define the spell in game terms. Once that is done, the character can then try to learn the spell. The base difficulty to create a new spell is 4 times the TN to use the

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spell. This is done as an extended test. At the end of each week of research the character should test against the TN of the spell. If they succeed, then the research can continue.

Any failures during the research will release a calamity.

5.0 Casting Spells

In order to cast a spell, the character must make a skill:Magic test against the TN of the spell being cast. Subtract the Magic Penalty as well as weariness level from the Magic Test. Use the current penalty level, not the level that they will be at after the spell is cast. Thus, if a mage has one point left in the Normal level, and he casts a 2 point spell, he would still test for this spell as if he were at the Normal level.

If the test is successful, then the spell is cast as normal. If the test is failed, the magic user still spends the points, and the spell fails. The magician also loses one weariness level, and if it is a critical failure, the magician will unleash a calamity as described in the Calamity Table

In either case, the character will have to use his Magic Points to fuel the spell. If the character succeeds with a superior Success or better, then the cost of the spell is halved. If it is a 1 point spell, it is cast for free.

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6.0 Calamities

When a mage fails a spell roll, he will automatically lose a weariness level. However, if he has a Complete, or Disastrous Failure, then he must roll on the Calamity Table to see what the effect is. For a Complete failure roll 2d6 and for a Disastrous Failure roll 3d6.

Table 6.I Calamities Table

Die Roll	Effect
2-3	Nothing bad happens and the magician recovers 1 mana point
4-5	Nothing happens – You got away with it this time!
6-7	The mage's skin and clothing crawl with strange energies, sparks, or other visual effect for 3d minutes, and his eyes glow bright, making Stealth impossible and frightening small animals and many "mundanes."
8	The mage is struck with violent headaches that prevent any action other than suffering (treat as physical stun) which lasts the same number of turns as the Weariness TN of the spell.
9	The mage becomes horribly nauseous and weak, taking a -4 to all tests. This lasts a number of hours equal to the cost of the spell's Weariness TN.
10	The mage is cursed with nightmares for 1d6 days. After the first night the magician will always act with 1 weariness level, and will test for extra weariness at double the normal difficulty.
11	The magician's mind is damaged. He/She will start to go into convulsions at a random intervals for 1d6 + the Weariness TN of the spell in days.
12	The mage has weakened the binding forces around him. For the next 1d6 weeks his penalties for each successive level of Manna use is doubled. The magician is aware of this increased difficulty.
13	The magician's senses are temporarily damaged. He is effectively blind and deaf for a period of time. Each day the magician must make a Health test to recover. The TN for this test is equal to the Weariness TN of the spell that caused the calamity plus the mana penalty that the magician had at the time. (example, a magician casts a spell with a weariness TN of 12 and is at a -8 penalty. He fails and receives this result. His Health TN is now 20) Every day the TN is reduced by one.
14	The magician's mind is permanently bent. Pick one Flaw at the Narrator's discretion
15	The magician must make a Willpower test at TN 10 or instantly lose the ability to use magic. If he fails with a Disastrous Failure, he also will lose 1d6 points off of one of his Attributes.
16	The magician's power overwhelms him. He must immediately make a Stamina Check vs a TN of 15. If the Magician succeeds, his Aura is permanently reduced by the Weariness TN of the spell. If he fails, his mind and body are instantly destroyed killing the mage. On a Disastrous Failure, the magician's powers explode destroying him and dealing 3d6 points of damage to anyone within 1d6 x10 yards.
17	All of the magician's powers are released in one cataclysmic explosion. The area affected is 20 feet x the Weariness TN of the spell that caused the failure. Anyone in that area will take 3d6 points of damage with no reduction from armor. In addition for a period of 1d6 in years, any magician will not be able to use magic in that area.
18	The effects are the same as #17. In addition for the next 2d6 days, any magician within 10x 2d6 miles will have to use double the amount of mana points to cast a spell. Also, for that same time frame the weather in that same area will be extremely nasty (i.e., Major snowstorms in the winter, tornadoes or hurricanes in the summer, possibly earthquakes.)

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7.0 Orders Redefined

7.1 Magician

Order Skills

Appraise, Craft, Debate, Healing, Inquire, Insight, Inspire, Intimidate, Language, Lore, Observe, Persuade, Ride, Search, Weather-sense.

Order Packages

Basic Magician

Order Skills:

5 Advancement Picks: These picks are spent like a normal advancement.

Pick one Edge: Spellcasting

Guild Magician

Order Skills:

5 Advancement Picks: These picks are spent like a normal advancement.

Pick one Edge: Attunement is required.

Tribal Magician

Order Skills:

5 Advancement Picks: These picks are spent like a normal advancement.

Pick one Edge: Spellcasting

Abilities

Attunement

You have concentrated on one school of magic to the point that you have become attuned to that school.

Prerequisite: Spellcasting

Effect: You gain a +2 when casting any spell from that school of magic.

Upgrade: Yes. Each time you pick this ability, you must select a new type of spell focus.

Brewing

Your knowledge of plants, herbs, and beasts allows you to brew poisons, elixirs, or create salves and poultices

Prerequisite: Craft: Brewing (any specialty) 1+, First Aid (Herbal Remedies) 1+

Effect: You have the ability to create consumables that can be used to harm or help others depending on your Craft: Brewing specialties.

Upgrade: Yes. Every time you pick this ability, select a type of brewed item (determined by your specialties) and an aspect of it. The selected aspect's stage TN is reduced by -2 TN for the extended test to create the item.

Endurance

You possess great fortitude and presence of mind to be able to cast spells with greater ability.

Prerequisite: Spellcasting, 2 other Magician abilities

Effect: You can reduce the penalties for each level of mana use by -2. Thus, when you are in the challenging level, you will reduce the penalty to 0, and the difficult level to -2.

Upgrade: Yes; One time. The second time reduces the penalty by one more.

Magician's Charm

You possess a charm such as a ring or a necklace that helps you to power your spells. In order to use this ability you must first acquire a piece of masterwork jewelry. You then must wear the item for a full day and meditate on that item during that time.

Prerequisite: Spellcasting

Effect: When you spend a full day of mediation, you can infuse your charm with half of a level worth of mana points that you can use at any point to assist in powering a spell.

Upgrade: Yes. You can choose this again to gain a full level of mana. However, the mana can be stored at only ½ level per day.

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Power Reserve

As one who wields arcane might, you have hidden reserves of strength upon which you may call in times of need.

Prerequisite: spellcasting

Effect: One time per adventure, you can enter into a period of deep concentration or meditation, and you can restore one full level of mana to your reserve. To do this, you must be able to meditate for at least 15 minutes.

Upgrade: Yes. You gain the Weariness test bonus for spellcasting for an number of additional rounds equal to your Vitality modifier (minimum 1) and at the end of the duration, you immediately lose 3 levels of Weariness.

Permanence

You are able to make spells last forever until dispelled.

Prerequisite: Spellcasting, 4 other Conjurer/Mage/Wizard abilities

Effect A spellcaster has the ability to make spells with a duration (Narrator's discretion) permanent by adding +10 TN to the spell's activation test. The spell will continue to be in effect until dispelled.

Upgrade: Yes; twice. Each time you pick this ability, the TN increase is +7 TN and +5 TN, respectively.

Spellcasting

Through great study or essence of bloodline, you are able to tap the power of arcane energies that pervade the world.

Prerequisite: None

Effect Note: This ability must be the first acquired ability of this profession. You have the ability to cast spells and 5 spell picks to spend on acquiring or augmenting spells.

Upgrade: Yes. Every time you pick this ability, you gain 5 more spell picks.

Spell Specialty

You are quite practiced in the casting of a particular spell.

Prerequisite: Spellcasting

Effect: Pick a spell that you know or spell-like ability. Your experience in the use of this power allows you to augment one of these aspects: activation TN (reduce TN by -2), duration (+1d6 units of duration), damage (+2 damage), or range (+1d6 units of range).

Upgrade: Yes. Every time you pick this ability, you may select the same aspect of a spell, select a new aspect of a spell, or select a new spell or spell-like ability and one its aspects to augment.

Staff

You possess a staff of power that aids you in your spellcasting.

Prerequisite: Spellcasting

Effect: When you have your staff, you gain a +2 to the test for activating spells or Stamina tests against Weariness (*including those imposed by the Endurance ability*). If your staff were taken from you, it does not confer the bonuses to anyone else.

Upgrade: No

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Spell Lists

General Spells

Fire Magic

Ignite Fire

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect: This spell can be used to create a fire on any normally flammable materials. This spell will ignite the materials even if they are hot. Once lit, the flame will burn like any normal flame until it is extinguished.

Summon Essential Flames

Prerequisite: Ignite Flame

Restriction:

Picks: 1

Components: None.

Activation TN: 10

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 12

Duration: Special

Effect: The caster can summon flame even without having any consumable materials to feed the fire. The fire summoned would be equivalent to the flame of a torch. For 2 mana points it can be the size of a normal campfire. The fire can be maintained at the cost of 1 Mana point for every 5 minutes, or it will become a normal fire if fuel is added to it.

Shape Flames

Prerequisite: Summon Essential Flames

Restriction:

Picks: 1

Components: None

Activation TN: 10

Mana Cost: 1

Casting Time: 1

Range: 10 Feet

Duration: 1 turn

Effect:

Extinguish Flames

Prerequisite: Ignite Fire

Restriction:

Picks: 1

Components: None

Activation TN: 8

Mana Cost: 1

Casting Time: 1

Range: 10 feet.

Duration: Instant

Effect: Any fire up to the size of a normal camp fire can be extinguished instantly with this spell. A larger fire will need more mana. For example, a large bonfire would need 2 mana points. A cottage that is on fire can be put out for 3 points. A larger building would require 4 points. For each level of extra success, the cost of the spell is reduced by one.

Fireproof

Prerequisite: Ignite Flame

Restriction:

Picks: 1

Components: ?

Activation TN: 10

Mana Cost: 2

Casting Time: 1

Range: Self or touch.

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Duration: 1 Minute per level of success.

Effect: The caster of this spell can make himself, or a target impervious to normal flames. Enchanted flames like those from a dragon's breath or a fireball will be reduced by half. For double the mana cost the spell will also resist these forms of fire.

Heat

Prerequisite: None

Restriction:

Picks: 1

Components: None.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Cold

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Resist Cold

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Firebolt

Prerequisite: Shape Flames, Summon Essential Flames

Restriction:

Picks: 1

Components: None

Activation TN: 10

Mana Cost: 1

Casting Time: 1

Range: *

Duration: Instant

Effect: This spell allows the caster to cast a bolt of fire from his hand at a nearby target. The bolt does 2D6+3 points of damage and is considered a normal fire. Any flammable materials have a small chance of catching on fire. The base chance is 2-4 on 2D6. This chance may be increased if the materials are more prone to fire.

Explosive Firebolt

Prerequisite: Summon Essential Flame

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 15

Mana Cost: 2

Casting Time: 1

Range: *

Duration: Instant

Effect: This spell casts a larger ball of fire that will explode when it strikes a target. The base size of the explosion is 3 yards. The damage dealt is 3d6 at the center which is reduced by 1D6 for each yard from the center. For an additional mana point, the caster can make the fireball explode at a set range. For each extra level of success, the caster can increase the radius of the blast, or increase the damage, or any combination thereof.

Flaming Weapon

Prerequisite: Summon Essential Flame

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 10

Mana Cost: 1 or 2

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Casting Time: 1

Range: Touch, or 10 feet for an extra point of Mana

Duration: 1 Minute per mana point.

Effect: The caster can summon flame to any weapon that he uses, or is used by another person. If the weapon is a wooden weapon, such as a spear, the flames will consume the weapon. While the spell is in effect the weapon will add 1d6 to it's damage, and will cause any flammable materials to catch fire.

Flaming Missiles

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Sphere of Flames

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Burning Speed

Prerequisite: None

Restriction:

Picks: 1

Components:

Activation TN: 8 on self, or 12 on another person. The spell can be cast on a group, but the TN is increased by 4 for each person.

Mana Cost: 1 on self, 2 on another person +1 per additional person.

Casting Time: 1

Range: Self, or 10 foot radius

Duration: 5 minutes per each level of success.

Effect: This spell will effectively double the speed of anyone on which this spell is cast. They can move at twice their normal speed, and they will get one more free action in combat. The downside of this spell is that it leaves the person famished after it wears off. They will be at a -3 penalty on all actions until they are able to eat a full meal.

Eyes of Fire

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Lake of Fire

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Wall of Fire

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

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Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Fire Helper

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Fire Warrior

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Armor of Fire

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

Shield of Fire

Prerequisite: None

Restriction:

Picks: 1

Components: Any burnable material.

Activation TN: 5

Mana Cost: 1

Casting Time: 1

Range: Touch, or 10 feet for an Activation TN of 10

Duration: Special

Effect:

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Air Magic

Water Magic

Earth Magic