

Spell Points Magic System For Fantasy Hero

There are several different ideas out there for a magic system in Fantasy Hero. Spell Skill, purchasing the spell, power frameworks and so on.

Are you looking for a different spell system for your Fantasy Hero campaign? Well, how about using Spell Point.

Spell Points are a variation on Resource Points that was described in advance Players Guide 1. The basic concept is the same with only a few twists.

A Character will pay 1 Character point for every 5 points that they wish to have in Spell Points. This is the pool that a character uses to buy their spells.

So the Elven mage Eldar spends 10 character points that means he has 50pts on the spells he chooses. Eldar will still need to purchase the type of magic known and any other skill or talent the GM requires for spell use.

The difference between this and just buying the spell is that the character can change the spell they have access to on a daily basis.

Basically before a character starts their day they decide what spells they will “purchase” that day. The following day they can “buy” the same spells or new ones their choice.

GMs will need to work with the characters to find a good balance on the cost of the spells they choose and the Spell Point Pool.

The following example of two spell is given with a “AD&D” type spell functionality.

Real Cost 15

Hailstones: Blast 6d6,
Indirect (Source Point is always from above target; +1/4),
Area Of Effect (10m Radius; +3/4)
(60 Active Points);

2 Charges (Recovers After Two Hours Rest; -1 1/2)

Requires A Roll (Magic Skill roll; -1/2),
Costs Endurance (Only Costs END to Activate; -1/4)

Gestures (-1/4)

IIF (Component - Piece of Ice From Elemental Plane of Ice; -1/4)

Incantations (-1/4)

End Cost 6

Real Cost 8

Ice Armor - Ring Mail: Resistant Protection (5 PD/5 ED)
(19 Active Points)

Requires A Roll (Magic Skill roll; -1/2)
Costs Endurance (Only Costs END to Activate; -1/4)

Gestures (-1/4)

IIF (Component - Piece of Ice From Elemental Plane of Ice; -1/4)

Incantations (-1/4)

2 Continuing Charges lasting 6 Hours each (Recovers After Two Hours Rest; +1/4)

End Cost 2

Eldar purchases Hailstone spell twice, and Ice Armor. This would still leave him 12pts to spend on other spells as well.

He would be able to create hailstone 4 times and use the armor up to 12 hours before he needed to rest.

In this case the spells are based on recovering after resting instead of X times per day. So the after resting would be when the character could use the Spell Point Pool again. Although a GM could remove the recoverable charges and simply make it per day this would also cheapen the spell cost a bit.

The spells in the example were fairly routine and not overly complex. Depending on exactly what a spell allows they could be far more expensive than the examples.

There are other limitations that could be added and some of the limitations could be changed. One change would be change the IIF component to OAF wand, crystal or something similar.

Depending on the power, advantages and limitations allowed the cost of spells can be quite high, so it may be necessary to adjust the ration. Perhaps a 1pt to 5pt ration may be good or a 1pt to 10pt ratio may be needed.

This will be something else the GM and player will need to work together to find the best "fit" for the campaign and the characters.

This is just an example of another system designed to help make the game more fun and flexible for the characters. This system could be used for psionics in Fantasy Hero as well as magic spells if a GM wishes.

It is important for GMs to decide how they want their campaign to be designed and how spells, or psionics, work with in that design. The exact magic system will depend on this vision.

The spell point system may or may not work within the GM's vision for their campaign. It is simply given as another option available to GMs.