

Spell Skill Slot Magic System

This is a "new" system by way of modification to the Spell Skill system. GMs can use, modify or ignore this system as they please.

First, this system is created as a way to balance magic without putting extra restrictions and undue added cost of creating a spellcaster. Building a system that is fair but reflects the affect to a campaign that magic and spellcasting can have isn't easy.

Let's look at building a warrior; ignoring the stats, a warrior must have familiarity with his weapons and of course the weapons. There are only one or two other skills that affect combat for a warrior. Things like *Two-handed Fighting*, *Rapid Attack* and *Combat Skill Levels* or a few examples. So a warrior needs to purchase the ability to use the weapon and any skills that add to its use that they wish. So in the end a Warrior has spent 2pts for a category of weapons and 2 for an addition skill for a total of 5 points.

So let's make, or attempt to make, a similar system for a Mage. First, a mage must buy familiarity with the type of magic that they wish to use, being *Wizardry*, *Necromancy* or so on.

The mage now buys a spell skill that they wish to be able to use. This makes the mage spending the same as the warrior for the ability to cast a spell. Now the mage is limited to one spell but this still allows spell use and limits the affect that spellcasting can have on a campaign.

Now this is a down and dirty quick version of the spell skill systems. Mages must buy a skill for each spell that they know. Here are some possible modifications to this system to make it s Spell Skill Slot system.

Players purchase Spell Skills with no spell assigned to it, instead the mage changes the spells they have "memorized" or retained during rest periods. This means that a mage could have *Fireball*, *Lightning Bolt* and *Flight* ready to go in the morning. However, after a brief rest they could change these spells to suit what assignment or need they may have for the rest of the day.

The advantage of this system is that it still limits the spells a mage character can have because of the cost of several Spell Skills but still leaves the mage flexible in their spell usage. So the mage will have restrictions in place to make sure they don't have a overwhelming affect on the campaign but leaves them still adjustable and 'owned' by the player.

Another modification that can be added is changing the modifier to the spell roll for active cost of the spell. This modifier reflects how some spells are harder to cast than other spells.

However, this can make some spell either near impossible to cast or extremely expensive to by as a spell skill. The skill adjustment of +1 to the roll per 2 points can make some spell skills impracticable to purchase with any chance of success to use as well.

One modification that could be made is to adjust the cost of the spell instead of the modifier to cast it. In other words make the cost of a spell skill based on the active points in the spell. So this would mean 3 Points for a spell skill that has a -3 or less modifier, 4 points for a spell skill with a -6 or less modifier and 5 points for a spell skill with a -7 or more modifier. Of course these skills could still be increase by +1 for 2 points.

This would allow the mages to have a reasonable chance to cast the spells they have paid for and still allow GMs to add other modifiers, such as casting in combat, without effectively killing any change of spell success.

If a GM feels that this method makes powerful spells too easy to cast then the requirement of the *Limitation Concentration* could be added to any spell the GM feels should include it. By the same token GMs could require *Concentration* be added to all spells as a campaign balance mechanism.

Another use of this system is that when spell casters pick their spell, either for the day or after resting, they can swap any spell they wish into a spell slot as long as it meets the Modifier for that slot. This allows mages to ultimately use higher modifier skills for lower modifier spells if they wish which is another advantage of this system.

There are other modifications GMs could add as well first is to add a modifier to the casting roll of the mage. Below is a chart of the modifiers that would be added to casting of a spell.

-1 for a 3pt. Spell Skill
-2 for a 4pt. Spell Skill
-3 for a 5pt. Spell Skill.

These modifiers would help reflect the strain of casting the spell and add further game balance for spellcasters. The modifier would be based on the spell in the slot not for the slot being used. In other words, if the spell being cast only requires a 3pt skill to cast then the modifier is -1 even if used in a higher point Spell Skill Slot.

A possible modification GMs could also use to the cost of creating the spell would be a variation on STR MIN. Some weapons for warriors require a certain STR or more to use. GMs could require an INT MIN or a certain INT or higher to use a spell.

Requirements of 13, 15, 18, 20 or higher could be added to spells. The active cost, and thus the modifier to the Spell Skill roll, would be the determinate factor. The GM would need to create a chart that they are comfortable with for this purpose. The Limitation would be the same modifier for all INT but the active cost would vary.

A possible chart can be found below, GMs are free to use the chart as is, modify the chart or ignore it completely as the wish. This is only a sample chart GMs will need to modify to suit their campaigns.

Intelligence Minimum for Spells

<i>INT Required</i>	<i>Active Cost of Spell</i>
13	0-125
15	126-225
18	226-300
20	301+

Using this chart and the modifiers from it and other suggestions above give a balanced and similar system for both warrior and spellcasting characters. It also helps balance the affect that spellcasters can have on a campaign.

Using this system would have one other modification required, limit the spells that mages actually know how to use. While a mage may know Necromancy the chance that they know all of them, especially starting out adventuring, aren't very good.

So the mage will have a spell book or large scroll with the spell that they know how to use and can add any that they create, buy, find or trade for during their adventures. This is a flexible system and allows for the mage character to "grow" as a spell caster. It also allows the GM to regulate the effect on the campaign that a mage character will have.

This system also allows players and GMs to incorporate mages with knowledge of multiple forms of mage without a large amount of points spent. All such a mage would need to spend would be a familiarity with the various forms of magic and then the number of spells they wish to be able to remember.

The spell skills could be used for any form of magic the mage could know, only the modifier to cast would determine if the spell could be place in a particular "slot". Of course, mages would need to have written down the various spells they know how to use in their spellbook/scroll and the player would need to keep track of them.

GMs and players would need to work to decide exactly how many spells a mage would be able to start the campaign with in their spellbook/scroll. A good method would be $INT/3$. Most mages have a high intelligence and this method would give them 4-6 spells at their disposal at the start of the campaign. The only limitation would be the number of spell skill slots they decided to purchase.

This system will also work well for other forms of characters, such as a thief that also has learned a few spells to help in their vocation or a warrior that has learned spells that may help them in combat. There are many uses for an adventure to not be a true mage but still know a few cantrips or other useful spells to help them in their travels.

The systems listed here are flexible, fair to mage players and yet allows GMs to insure that spell casters don't run rampant through their campaigns or adventures. Spell casters are powerful but still steps must be taken to insure that they are but one form of adventurers that must be watched by the city guard and city leaders.