

Magic and Spellcasting

In order to cast magic spells, you must:

- Have the Channeling Skill.
- Have a Magic score of at least 1.
- Speak an Arcane Language.
- Have access to spells through a Petty Magic, Arcane Lore, or Divine Lore.
- You must be able to speak.

For any spell that takes more than a full action to cast (including the time spent Channeling), if anything breaks your concentration you must make a successful Channeling test or be forced to abort the spell.

Magic is only available to Elf and Human characters; Halflings and Dwarves can never learn any spellcasting skills.

To cast a spell, roll a number of dice up to your current Magic stat. You may roll fewer dice than your maximum. If the total shown on those dice is greater than or equal to the spell's Casting Number, the spell casts successfully.

Channeling and Reagents

You may make a Channeling Skill test as a half action before casting a spell. If successful, you add your current Magic score to the Casting Roll. This may carry over turns, but casting the spell must be the next action to receive the bonus.

If you have the correct reagent for the spell you wish to cast in your hand (requires a Ready action during combat) you gain the listed bonus to your Casting Roll and the spell is not subject to Instability. Any text in italics in the spell description is ignored. You must decide to use the reagent before casting, and each reagent is destroyed during the casting.

Protective Circles

An octogram helps regulate the flow of magic. To create one, a character must spend 6 rounds drawing the circle. GM makes secret Agi test to determine success. Character can make an Int test or spend a half-action Channeling to gain this information. In a successfully created circle, you may re-roll one die of the casting roll.

Casting and Armor

Wearing Armor negatively affects spellcasting. You suffer a penalty to your casting roll based on the type of armor you're wearing. Light armor: -1, Medium: -3, and Heavy: -5 and Shield: -1 which stacks with the armor penalty. The Armored Casting talent drops the armor penalty by one step.

Aethyric Backlash and Tzeentch's Curse

Regardless of the spell's Casting Number or any other effects, if all the d10s of your casting roll come up 1, the spell fails. In addition, you must make a Willpower test or gain 1 Insanity Point as the backlash burns through your mind.

Any time you roll matching dice on a casting roll, Tzeentch punishes you. Roll d100 and ask your GM. Arcane casters suffer Chaos Manifestations, while Divine casters suffer the Wrath of the Gods.

Spell Types

Touch Attack: In combat, roll WS to touch an opponent. Touch Attacks may be dodged but not parried.

Shield Spell: You can only bear one Shield spell at any given time.

Aura Spell: If the area of affect of an Aura overlaps the area of effect of another aura, both spells are canceled.

Magic Missiles, Spell Damage and Ulric's Fury

Certain spells cast as Magic Missiles. Unless otherwise stated, Magic Missiles automatically hit their targets if cast successfully. You may not cast Magic Missile spells if you cannot draw line of sight to your target.

If the hit location is important to a damaging spell, determine the location randomly by rolling d100.

Rolling a 10 for damage on a spell threatens Ulric's Fury. Make a Willpower test. If successful, apply multiple wounds.