

MAGIC

Overview

Tests to use spells are made against Sagacity, to represent the caster trying to remember the correct gestures, magic words or whatever to cast the spell. However, each spell has Power level, which is the minimum Willpower required to cast the spell. If the caster's willpower is not at least equal to the spell's Power rating, it cannot be used because the wizard does not have the strength to cast it. In addition, although wizards use forces present in the atmosphere to cast their spells rather than an innate power source, magic is very draining to cast; for this reason all spells will temporarily (i.e. for the rest of the game) reduce the caster's Willpower by a variable amount (such as 1, D6 or 2D10), as the magician becomes more and more mentally tired.

Thus some spells are only available to more powerful wizards, and even they will only have the strength to cast them so many times before they become too exhausted to use them again until they have rested. In this way, even the most powerful wizard can be defeated by a less strong but more cunning opponent...

Using Magic

All spells take one action to cast (although some may require concentration to be cast with any degree of certainty!). To cast the spell first make sure the wizard has sufficient Willpower remaining to cast it, then make a Sagacity test for them, modified by the spell's difficulty (this is not always a penalty; it is often a bonus in the case of simple spells). If the test is passed, the spell is successfully cast. Work out any effects from the spell and reduce the caster's Willpower by the amount given for that spell. If the test is failed, the caster has made a mistake and nothing happens; the spell is not cast and no Willpower is lost. A roll of 01-05 automatically succeeds, but a roll of 96-100 always fails.

Casting spells repeatedly in a short space of time is a massive drain on even the most powerful wizards. For this reason, each successive spell cast in a turn doubles the amount of Willpower lost (so the second spell would use up double the given amount of Willpower, third spell in a turn would use up four times the amount of Willpower, etc).

In hand to hand spells can still be cast, but remember that combatants are only aware of their opponents. Magic missiles count as pistols, so can only be used if at arm's length, and roll to hit using Weapon Skill rather than Ballistic Skill with no modifiers.

If the wizard fails to cast a spell (or has it dispelled – see below), he can either carry on with what he declared he was doing anyway, or take his next action as a Pause for Breath. Obviously, if his declared actions depended on the outcome of the spell he won't be able to carry on, and must therefore take a Pause for Breath. No Initiative test is necessary in this case – wizards are used to spells going wrong!

Miscasts

Magic is not an exact science, and accidents do happen. Under pressure it is easy to say the wrong word, make an incorrect gesture, or get distracted at the last second. When this sort of thing happens the wizard can lose control of the magic energy he is manipulating, and the results range from the embarrassing to the disastrous. Casting a spell is a Risky action, and if it is messed up the wizard has potentially messed up the spell – this is known as a Miscast.

When a Miscast occurs, take a Willpower test for the wizard (using his Willpower from *before* the spell was cast); if he passes, he is able to rein in the magic before it gets out of hand and the worst that happens is that the spell is not cast. If he fails, though, the magic runs riot and something nasty happens. The spell is not cast and the wizard immediately loses D10 Willpower on top of that for casting the spell.

In addition, Miscasts can have further effects. The number rolled for the extra Willpower lost is used to determine exactly what happens:

- 1 The wizard suffers a hit to a random location for 2D10 damage, and is blasted 2D10 yards in a random direction. If he hits an object work out damage as for falling, using the distance rolled to work out damage.
- 2 The wizard must take a Toughness test. If failed he is stunned for D3 turns; if passed he is stunned for 1 turn.

3	The wizard takes a hit to a random location for 2D6 damage.
4-5	A randomly determined spell also known by the wizard is cast on the target instead of the desired one. This can result in the wizard casting a beneficial spell on an enemy, or a <i>magic missile</i> against himself (hope he misses!). The Willpower lost is for the original spell, not the new one.
6-7	The spell is cast after all, but against the wrong target; randomly determine a character within 20 yards of the desired target to be the recipient of the spell (potentially the wizard himself). If there are no valid targets, the spell is not cast.
8	All persistent spells in play are ended. This applies to spells cast by any wizard, not just the one who Miscalc. In addition, all magic suffers a -20% difficulty modifier until the end of the next turn.
9	The wizard suffers a temporary loss of memory; he cannot cast the spell he was attempting again in that game.
10	The wizard suffers a temporary loss of memory; he cannot use magic for the rest of the game, although he can still use dispels.

Concentrating (or 'remembering')

Before casting a spell, a wizard can spend actions Concentrating. Each action spent adds +10% to the chance of the wizard correctly executing the spell. The wizard player must state which spell is being Concentrated on; you can't just Concentrate 'generally.'

Dispelling magic

Any wizard can attempt to dispel a spell cast by another. This is a free action, and does not affect a character's ability to take other actions that turn, but only one dispel attempt can be made per spell; if there is more than one opposing wizard, only one can attempt a dispel. The dispel attempt is made after the opposing spell has been cast. The required roll to dispel is 20 less than the spell's power level – i.e. a power level 70 spell would be dispelled if the opposing wizard rolled 50 or higher on a D100. If the caster's Willpower is higher than the dispeller's, the difference in Wp is the penalty to dispel; if the dispeller's Willpower is higher, the difference is the bonus to dispel. When dispelling a dice roll of 01-10 always fails, and a roll of 91-100 always dispels.

A dispel attempt uses up D6 Willpower's worth of mental effort. If a spell is successfully dispelled, the caster still loses the Willpower for that spell attempt.

Wizards can spend actions to dispel a persistent spell. This works in the same way as dispelling at the time of casting, except that the difference in Willpower between caster and dispeller is not used as a modifier; the dispel roll is simply the spell's Power Level - 20. The dispelling wizard can spend Concentrate actions beforehand, representing him taking the time to scrutinise the weave of the spell and work out the most efficient method of undoing it; each Concentrate action will add +10% to his chance of success.

The dispeller can Reinforce his dispel as normal. In addition, the caster can detect the attempt to undo his spell, and has the option of pouring extra power into his spell to keep it going. Therefore the original caster can also use Reinforcing dice to inflict a penalty on the dispel attempt. However, the extra strain can render the spell unstable, so if more Reinforcing dice come up as 1s than 6s, the spell is overloaded and automatically ends. Note that if this happens when Reinforcing a spell in play, it does not cause a miscalc; it only ends the spell.

Reinforcing

A wizard can choose to channel extra Willpower into the spell to reinforce it. He may choose an amount of extra Willpower up to one for every full 5 points of Sagacity he has over 50 (e.g. a wizard with a Sagacity of 82 could choose up to 6 extra Willpower).

Roll a number of D6s equal to the amount of extra Willpower you spent. The total score is the penalty to dispel the spell. However, if more of the dice come up with a 1s than 6s, something has gone wrong as if the wizard had rolled a 96-100 for his casting roll.

Reinforcing dispels is done in the same way. The wizard may use extra Willpower to reinforce his dispel, up to one for every full 5 points of Sagacity over 50. Roll that many D6s: the total score is his bonus to dispel. However, if more 1s than 6s come up the attempt automatically fails.

Note that Sagacity is used here because the more educated, intelligent wizards will have learned or practiced superior magic channelling techniques. In this way, greater knowledge and experience can help a less mentally powerful wizard defeat a more talented opponent.

Focusing

If a wizard does not have enough Willpower to cast a spell he knows, he can spend actions focusing first, gathering every last ounce of strength and energy before expending it in a final, heroic (or antiheroic) effort. Each action spent adds 10 to his Willpower for the purposes of determining whether he can cast a spell (this is not actually added to their Willpower). However, after the spell is cast, each action the wizard spent focusing removes an extra D10 from his Willpower on top of that lost for the spell. A wizard cannot Concentrate and Focus on the same spell; it must be one or the other. Note that a wizard can use this to cast a spell that their starting Willpower wouldn't normally allow them to cast.

Exhaustion

A Wizard whose Willpower falls below 20 is at -1 Speed, and must pass a Toughness test in each recovery phase or go out of action due to exhaustion.

Resting

Wizards can spend actions with a spot of meditation, tantric breathing, t'ai chi, yogic flying, sleeping etc. to refresh themselves. If they spend an action in this way, take a Nerve test for them; if the test is failed nothing happens. If passed, they recover an amount of Willpower equal to their Nerve divided by 20 (this reflects the wizard's ability to calm himself). This cannot take the wizard above his starting Willpower. This is only a temporary fix, though, and in campaigns use the lowest point the wizard's Willpower reached as the basis for how long it will take him to recover fully.

A wizard who has *persistent* spells currently in play may not rest; a completely clear minded is required.

Wizards and armour

Wizards don't often wear armour. In the Warhammer world, metal interferes with the winds of magic as the magician attempts to manipulate them, causing them to fluctuate and disperse in a way that makes them very hard to control.

As a result, armour inflicts a penalty on spell casting attempts. Add up the total armour value of any hit locations that have 3 or more armour points; the total is the penalty to the Casting roll. In addition, the sheer unpredictability of the interaction between magic and metal means that this penalty is included *before* working out whether the spell is a miscast – e.g. a wizard wearing 6 points of metal armour who rolls an unmodified 91 to cast a spell will miscast ($91+6=97$, a miscast), regardless of the score he actually required.

Metal weapons are assumed to be small and distant enough to have no effect on magic, and items of jewellery (metal armbands, an elaborate chain of office etc.) have no effect either.