

With this in mind, let us revisit at the 1st level schematic table. For simplicity's sake, say the character has invested 12 skill slots in the *Magic* skill. This gives him a +2 modifier. He can give each category a +1 modifier or give one category a +2 modifier. Looking at the table, the Player decides he would rather have a better Duration. He puts his +2 in that category. He rolls the d20 and records his results. In this situation, if the Player rolls an 18, 19 or 20 in Duration, he would learn the best result (30 minutes) since he has the +2 modifier. If he is unhappy with the results, he could tweak the spell, redistribute his modifiers and try again. Remember to keep track of the spell attempts. In the above example it is obvious that investing additional skill slots in the *Magic* skill gains a definite advantage.

There is another advantage for wizards studying Attack Magic. You may recall that wizards involved in Attack Magic may increase their spells' effects by harnessing and warping the magical energies. This practice often referred to as "pumping", enables the mage to inflict more damage, enhance the range of the spell, or modify the length of time the spell remains in effect. "Pumping" places a great strain on both the physical component and the caster's body. As more skill slots are invested in learning magic, the character's chance of breaking his component is reduced. Let's review this aspect of Attack Magic in greater detail.

A wizard studying Attack Magic must expend Spell Points to cast a spell. However, if he opts to use more Spell Points than the minimum number required, he is able to increase the spell's Range, Duration, Damage, Save Modifier or Chance of Success. Each time a character "pumps" a spell (uses additional spell points), he is able to increase one of these five categories. The table below illustrates the three types of Attack Magic and the benefits associated with "pumping" spells.

TYPE	RANGE	DURATION	DAMAGE	SAVE MODIFIER	SUCCESS %
Beast	+5'	+10 minutes	+1 damage	-1 save	+15%
Elementalist	+15'	+2 minutes	+3 damage	-1 save	+5%
Necromancer	+10'	+5 minutes	+2 damage	-1 save	+10%

From the table above, it is easy to see how "pumping" a spell benefits the Attack Mage. Increasing the Range might allow the character to hit a potential enemy who is too far away to fight back. Extending the Duration means the spell will last longer. Raising the Damage will kill a potential threat faster, and so on. Since the benefits are quite clear, you might ask, "How many times can I 'pump' a spell?". To find your answer, just check the following table:

MAGE SKILL LEVEL	1ST LEVEL MAX. PUMP	2ND LEVEL MAX. PUMP	3RD LEVEL MAX. PUMP	4TH LEVEL MAX. PUMP
1st Level	2 times	1 time	nil	nil
2nd Level	3 times	2 times	1 time	nil
3rd Level	4 times	3 times	2 times	1 time
4th Level	5 times	4 times	3 times	2 times

Each time a wizard uses additional Spell Points, he has a chance of breaking his physical component. This is dangerous. If the component breaks, the caster suffers damage based upon the level of the spell and the number of times the spell is "pumped". Consider the following table:

SPELL LEVEL	1 PUMP / DAMAGE	2 PUMPS / DAMAGE	3 PUMPS / DAMAGE	4 PUMPS / DAMAGE
1st Level	25% / 2 damage	30% / 4 damage	nil	nil
2nd Level	30% / 4 damage	35% / 6 damage	40% / 8 damage	nil
3rd Level	35% / 6 damage	40% / 8 damage	45% / 10 damage	50% / 12 damage
4th Level	40% / 8 damage	45% / 10 damage	50% / 12 damage	55% / 14 damage

Although increasing the effects of a spell is beneficial, it is also extremely dangerous. A wizard that casts a 1st level spell has a 25% chance (determined by 1d100) of breaking the component. If this occurs, the character suffers 2 points of actual damage. This is deducted directly from Hit Points. If the mage had "pumped" the 1st level spell two times, there would be a 30% chance that the component breaks. If it does, the mage suffers 4 points of damage and will need to purchase (or find) another one before casting that particular spell again!

You might say, "It's not worth it!". A very reasonable conclusion, providing you didn't receive modifiers. As Attack Mages invest additional slots in the *Magic* skill, they not only receive modifiers to their schematic rolls, but they receive modifiers toward "pumping" spells as well. This makes it much safer for the character to increase his spell's effects. Safer, but not foolproof! Consider the table at the top of the next page:

SKILL SLOTS IN MAGIC SKILL	MODIFIERS	CHANCE OF DESTROYING COMPONENT	SKILL SLOTS IN MAGIC SKILL	MODIFIERS	CHANCE OF DESTROYING COMPONENT
10	None	-0%	16	+6	-20%
11	+1	-5%	17	+7	-20%
12	+2	-10%	18	+8	-25%
13	+3	-10%	19	+9	-25%
14	+4	-15%	20	+10	-30%
15	+5	-15%			

After careful study, you will notice that the more skill slots you place in the *Magic* skill, the better overall spell caster your character becomes. First, he gains increases to his schematic rolls (+1 per additional slot). This allows him to learn spells with better results. Second, he can “pump” spells with less fear of suffering damage and losing his component. In fact, a character that has 20 skill slots in the *Magic* skill could “pump” a 1st level spell two times or a 2nd level spell one time without any potential for component loss or personal damage.

The last consideration in this section is the number of Spell Points required to “pump” a spell. Each spell has a schematic table dedicated to Additional Spell Point expenditures (Add. SPTS). When a character learns a spell, he rolls 1d20 off this table and records the result. From then on, it requires that number of Spell Points each time the character “pumps” the spell.

D20 ROLL	ADD. SPTS
1	+8 SPTS
2-4	+7 SPTS
5-12	+6 SPTS
13-16	+5 SPTS
17-19	+4 SPTS
20+	+3 SPTS

Consider the following example. To the right is a schematic table from a 1st level Necromancer spell which requires 8 Spell Points to cast. A character rolls a d20 and scores a 14. He records +5 SPTS on his character sheet under the appropriate spell heading. Each time the character uses this spell, it costs him 8 SPTS. If the Player wants to increase the spell’s effect, it would cost the character an additional +5 SPTS. This totals 13. If the Player wants to “pump” the spell twice, it would require 18 SPTS to cast! Each time the spell is “pumped” the character can increase the Range, Duration, Damage, Save Modifier or Chance of Success. Although “pumping” spells becomes addictive, Players should give careful consideration when using additional Spell Points.

## Spell Characteristics

There are seven fundamental categories governing the manipulation of magic spells: Component, Duration, Insight, Level, Range, Spell Points (SPTS), and Target. Although not every one of these categories is present in every spell, they play an important role in magic as a whole.

**Component:** determines the type of component needed to cast a given spell (e.g. Minor Damage, Minor Knowledge, and Major Domination). Without the proper component, spells cannot be cast. This is only necessary for Attack Magic (i.e. Beast, Elemental, and Necromancy).

**Duration:** determines how long the spell remains in effect. There are three types of duration:

*Instantaneous* - takes effect immediately and lasts only a brief second. Usually this period applies to damaging spells.

*Permanent* - spell lasts forever. Domination and healing spells are often permanent.

*Minute(s)* - lasts an amount of time determined by the schematic table or until the caster chooses to negate it.

**Insight:** all spells have a minimum Insight requirement necessary to cast the spell. If the wizard does not possess an Insight score equal to or higher than the one displayed, he is unable to learn the spell!

**Level:** determines the spell’s complexity. Each spell level is increasingly more difficult to learn (the maximum scores on the schematic tables increase). Also, the higher level spells have more dangerous Harmful Side Effects. A character that did not invest additional skill slots in the *Magic* skill must settle for mediocre effects when attempting to learn higher level spells.

**Range:** displayed as Touch, Melee or Distance, the wizard must be in the appropriate range in order for the spell to function.

*Touch* requires that the Player roll an attack (1d20) to physically touch his target. The character’s Attack Value is determined by adding his current Magic level to any Dexterity modifiers. In addition, the wizard is only required to touch a DV0. If the caster fails to touch the target creature, the Spell Points are expended, no effect occurs, and no credit toward Magic advancement is received.

*Melee* range is considered 5’ from the target. These spells automatically function and do not require a d20 roll.

*Distance* can be static ranges (e.g. 30’) or determined by schematic tables.