**Runebearer Alternate Magic**

Mages choose a ***focus*** and one or more ***magical sources*** when they are created.

***Focuses*** are items through which mages focus magical energy into spells. Mages can only have one focus. They determine:

* How a mage regains power (i.e. spell levels) in his sources
* How spells are cast
* The mage’s *Combat: Magic* skill attributes
* The accuracy of the mage’s spell attacks (ranged & touch)
* The DL of spell saves
* The effectiveness of certain types of spells
* Certain talents available to the mage
* The cost of a mage’s sources (see below)

***Sources*** are sources of magical power. They are typically elemental or divine. Mages can buy/learn multiple sources. They determine:

* The mage’s spell casting skill attributes
* How much power a mage has remaining
* The success/failure of the mage’s spell casting
* What spells the mage can access
* The power of spells the mage can access