

OBSS - Quick Reference Magic

INITIAL SETUP

At 1st Magic Competence:

- Choose modifier: INT or Patron characteristic
- **Known:** Cantrips = mod.+2 (min 4), 1st Level = mod (min 4)
- **Learned/day:** MP/2 + characteristic modifier + Adept

Magic Points: See table + characteristic modifier

Daily study: 3 min × CL

CASTING SPELLS

Time: Majority 2 Actions, some 1 Action/Reaction

Cost: Spell level = Magic Points

- Cantrips: 0 MP (requires 1 residual MP)
- Same round: only 1 spell + cantrips

MAXIMUM SPELL LEVEL

Formula: (MP+ Magic Adept) / 2 (round up)

Limit: min[(CL+Adept)/2, (characteristic mod × 2)+1]

Universal: max level = times Adept taken (min 1)

Examples:

- MP8, Adept 4, mod. 3 → min[6,7] = **6th level**
- MP16, Adept 1, mod. 3 → min[9,7] = **7th level**

MAGIC CHECK

When: Distracted, hiding, armor, bleeding, impeded

Dice: 3d6 + 1d6 every 3 MP

DC: 10 + Level × 2 + penalties

Ignore dice: 1 every 2 times Adept taken

+4 DC for each critical hit suffered this round

Critical Success: 3 times 6 or margin ≥ +8

- Spell cost -1 (min 1)

Critical Failure: 3 times 1 or margin ≤ -8

- Roll 3d6-penalties, consult table

ENHANCING MAGIC CHECKS

Before the roll:

- +1d6 for each extra spell cost paid (max 3×)

After the roll (Reaction):

- Ignore 1 die for each 2× cost paid (max 6×)

Auto Critical Success: Pay 2× cost = 1 auto critical

- Extra criticals: cost +1 each
- Max half current MP
- Max criticals = characteristic modifier
- Casting time +1 Action

SPELL ATTACK ROLLS

Formula: 3d6 + MP+ characteristic mod + various

Touch: +1d6 to roll

Multiattack: Cumulative penalty with weapons (-5, -10, etc.)

Area: No Attack Roll needed (except precise aim)

SPELL SAVING THROWS

DC: 10 + MP+ characteristic mod + Adept + magic criticals

Critical Success ST: 3 times 6 or margin ≥ 8

Critical Failure ST: 3 times 1 or margin ≤ -8

Monster DC: 10 + (2×spell level) + mod

Counterspell: 3d6 + MP+ mod + Adept + criticals vs DC effect

CONCENTRATION

Base Rules:

- 1 Action/round to maintain
- New concentration spell = lose previous
- Interrupt = Immediate Action

If hit: Magic Check vs spell DC + 1 critical success per critical suffered

- Requires at least 1 Magic Critical Success

Multiple concentrations: 1 every 6 CL

- If you fail 1, lose all

During concentration: Only cantrips, others with Magic Check

ARMOR AND MAGIC

Magic Check Penalties:

- Light: -2
- Medium: -4
- Heavy: -8
- Shields: like armor

Cantrips: No penalty

Optional: All spells become "touch"

MAGIC POINTS MANAGEMENT

Recovery: 8 hours rest = all MP

At 0 HP: Lose half MP (min 10), concentrations interrupted

Magic Sacrifice: -4 current and max HP = +1 MP

- Max half current HP, Immediate Action

Optional - Increasing cost: Recast = +base cost

MAGIC ALTERATIONS

Ethereal magic: +3 MP = effect on incorporeal

Merciful magic: +3 MP, +1 Action = temporary damage

Selective magic: +1 Action, +2 MP per excluded creature (max Adept)

Distant magic: +1 MP +1 Action = +9m range

Extra time: +1 Action = -1 MP (min 1)

Circle of Power: Devotees same Patron, half MP each

- Every 2 successes = 1 magic critical (max 7)
- Minimum time 1 Turn, MP5 required

IMPEDIMENTS

Cannot gesture: Cost $\times 3$, requires Magic Check

Cannot speak: Cost $\times 3$ additional

Combined: Cost $\times 9$, Magic Check mandatory

Material components: Must be available within 30cm

HOLDING MAGIC

Setup: Cast + 1 Action concentration + 1 extra MP

Duration: characteristic mod + Adept (rounds)

Maintenance: 1 MP/round + concentration

Release: 1 Action, roll initiative

Limit: Only cantrips while holding

UPDATED MAGIC POINTS TABLE

Formula: $MP = (MP \times 3) + (MP / 2 \text{ round up}) + \text{Mod}$

CL	MP	CL	MP	CL	MP
1	4	8	28	15	53
2	7	9	32	16	56
3	11	10	35	17	60
4	14	11	39	18	63
5	18	12	42	19	67
6	21	13	46	20	70
7	25	14	49	20+	prev.+3

Bonus: +characteristic modifier for spells

PRIVILEGED MAGIC LISTS

Follower: +1d6 Magic Checks Patron lists

Devotee: +1d6 Magic Checks + ignore 1 die

Energy forms: Spells use Patron's preferred energy

Lists: Abjuration, Water, Air, Enchantment, Animals/Plants, Healing, Divination, Evocation, Fire, Illusion, Invocation, Necromancy, Earth, Transmutation, Universal

Optional - Components as Offering:

- Components = $\pm 2d6$ to Magic Check
- Object's preciousness/history modify bonus

RITUALS AND SPECIAL RULES

Spells as Rituals:

- Spells \leq 3rd level in Tome
- Time: 1 hour per MP cost
- Cost: 0 MP, but requires Magic Check

Summoned Creatures:

- Act on your turn (2 Actions)
- Change orders: 1 Action
- Default: defense and counterattack

Special Energies:

- **Light:** half fire + half positive energy
- **Void:** half cold + half negative energy
- Positive healing energy: heals living, damages undead

Areas of Effect: Cylinder, Cone, Cube, Line, Sphere - origin point always valid

Spell Rarity: 3d6 - Common (3-14), Uncommon (15), Rare (16), Very Rare (17), Legendary (18)