

# 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 round up) + 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)