Arcanus

Jim Mochel

<[jmochel@saltations.org](mailto:jmochel@saltations.org)>

[That which is Unseen](#_4xz3q3d0zqgh)

[Overview](#_cfs8e2399n6)

[The Spirit World](#_s1tafxrs45k7)

[The Occult](#_dvzs9ufbesd8)

[The Divine](#_5d9737ycfw0)

[The Word](#_4r46jw3blxyo)

[World of Spirit](#_jizk8psowim7)

[Feel](#_dxrxecz83vs4)

[At the Center](#_u5z1foff1521)

[Pulls from](#_gw13jiuwfvwk)

[Pushed to](#_splpjhqqyeep)

[Using their own](#_98vtjpj22wb3)

[Types](#_kcoctypqt2sb)

[Practitioners](#_cbleh8ge5imd)

[Practitioner](#_rq21c9ld9nlt)

[Description](#_i0iedxm9i2ui)

[Constraints](#_i0iedxm9i2ui)

[Benefits](#_i0iedxm9i2ui)

[Typical Castings](#_i0iedxm9i2ui)

[Opinions of others ..](#_i0iedxm9i2ui)

[Phenomena](#_va64b1loiokm)

[Spirit](#_8nckqi65xdvc)

[World of the Occult](#_5zmmaa3k123a)

[Feel](#_i2txwvgj62zx)

[Types](#_kty9s1wpjrqp)

[Practitioners](#_kgtb6bfi8mj)

[Phenomena](#_v3xdklsva9t9)

[Spirit](#_l8gqkqnhvqs1)

[The Fundamentals](#_3e2wbhz101o)

[The Eternals](#_xqfr7ueagkmj)

[Belief](#_m1mso0mvw90e)

[Stream](#_25yvxwiwopuh)

[Fabric](#_8hji4mecpjui)

[The Elementals](#_qpbk34lcwn1d)

[Basic Elementals](#_nz1ulpghl174)

[Ephemerals](#_7udnqves7d87)

[Practicioners](#_uxt256czjuj)

[Mana](#_lw55r9web62h)

[World of the Word](#_bomw5rgfa5jd)

[Feel](#_4g2c40fnlnpd)

[Types](#_1gns53dxghs0)

[Practitioners](#_dpeveu5lgh4p)

[Phenomena](#_iketz8tabj8w)

[Self](#_k3sf3uk73ntd)

[Granted](#_dxe184cnanr)

[Spirit](#_wd1wbe8qauwy)

# That which is Unseen

# Overview

## The Spirit World

..Spirit Winds.

## The Occult

..Ley lines, Nexus.

## The Divine

### The Word

.Under all lies the word...Dragon Lines ... Holy Places.. Clearings...

# 

# 

# World of Spirit

...“Embracing, you become embraced. Clearing your vision, you become clear. Accepting the World, you embrace Spirit. Bearing and nurturing, Creating but not owning, Giving without demanding, Controlling without authority, This is Spirit”

What spirit is...what it looks like...

## Feel

### At the Center

Totems

### Pulls from

Spirit Monks. ...Flows with...Ki

Summoners. ...Uses...

### Pushed to

Shaman. ...

Spirit Talker. ...

### Using their own

Psychics. Psi...

## Types

## Practitioners

### Practitioner

#### Description

#### Constraints

#### Benefits

#### Typical Castings

#### Opinions of others ..

## Phenomena

## Spirit

# World of the Occult

## Feel

## Types

## Practitioners

## Phenomena

## Spirit

Magic Is the ability to manipulate mana. Spell casters use their own internal energies to manipulate Mana. It is not known where Mana comes from, but mana is generally all around us, it flows and pool. The caster uses their own energy to raise, focus, and apply mana. The act of raising, focusing and applying energy is called spell casting. That spellcasting can be very unstructured all the way up to very structured.

If you view mana as a kind of water then the very unstructured forms of spell casting are like scooping the water up in your hands and splashing them at someone as opposed to creating dams and dikes and pipes and hoses to deliver the water where you want to go. As you go from less structured to more structured it takes less energy to achieve the same result while taking more time and often requiring more care and detail work. The simplest form of casting are cantrips, which of the equivalent of splashing water out of a pool with your hand. They are blazingly quick, not particularly effective for anything beyond very small results like lighting a candle. The next form is slightly more structured, and it is called sorcery. A sorcerer is kind of like a kid with a hand pump who can pull up the water and direct it while dynamically changing with the circumstances so that they can redirect the water at the drop of a hat. The next level up, Wizardry, is much more structured but it does come in a range of complexities from simple structures with tightly focused purposes (Squirt guns), to more general Complicated structures (household plumbing), all the way up to monumental works (the Hoover dam)

Many has types or flavours

Each type of mana behaves in its own particular way especially when being manipulated by the caster or when interacting with each other. Some of these ways are very logical. The magical element of water is very effective in combating the magical element of fire. The magical element of fire takes more work to control but produces more damage than the magical element of air. The magical element of dark is diametrically opposed to the magical element of light. There are some energies that human mages can barely get access to and even when they are casting with them they are often on the edge of being out of control. There are also energies that are so phenomenally dangerous that only the most powerful of mages can even attempt to work with them.

Mana is often used in or generated by the activities of word or spirit, but never as aprimary part of the activity.

## The Fundamentals

The insanely dangerous energies. Chaos or Wild Magics. Wild magics are the magic of creation. They are profoundly chaotic, almost impossible to control, and wildly powerful. The world is designed so that the structure of the world prevents easy access to wild magics. Casting with wild magic is very much like a human trying to redirect lightning with their bare hands. They have a name for that type of spellcaster, the name is "fuse".

## The Eternals

The sometimes I can cast with them energies The eternal energies are a set of energies that are slow to summon, slippery to hold, hard to redirect, often difficult to banish and often have lasting effects and echoes. In general even though they are actually highly ordered and structured, that Order is rarely apparent to the spellcaster. These energies are known as Belief, Stream, and Fabric

## Belief

Belief is the energy generated by the exercise of faith. It is very difficult to get a handle on and generally only the gods can reliably use it. This really is the power of miracles. It can be cast and manipulated by mages and is used by priests and priestesses. It despite that there is a fundamental difference between when a mage or priest attempts to manipulate belief and when the divine is present. Don't make the mistake of believing that a priest is simply a mage. A priest is a channel for their deity.

### Stream

Stream is the energy of time and possibilities. Like belief is very difficult to get a handle on and generally only the gods can reliably use it. Mages and shamans and others such as oracles can use it in much the same way that humans can ride a rhinoceros. You may be physically able to do it, but you really don't have much ability to control the direction it goes. Someone who is using Stream can see what is happened in the past (Generally much easier than any other type of usage of Stream) as well as get a sense of what may be in the future. In general the foreseeings done with Stream are highly influenced by the mental state of the person doing the seeing. In other words, they often see the types of things they would expect to see.

### Fabric

Fabric is the energy of space. Like belief and stream is very difficult to get a handle on and only the gods can reliably use it. But it is relatively easier to control spell castings with Fabric. This is the energy associated with seeing things at a distance (clairvoyance) as well as being associated with the Really cool spells like teleportation.

## The Elementals

The bread-and-butter of most spell casters Elemental powers are fairly easy for a spellcaster to get a handle on. The world is designed in such a way that mages have relatively easy access to the elemental energies. They are generally fast to summon and easy to manipulate and behave according to various rules and principles. They have their own kind of order and will behave in predictable ways. Elemental energies are less likely to have lasting magical effects then the Eternal energies and they can have have fairly lasting physical effects. Most creatures are actually composed of a balance of the elemental energies in a dynamic balance. Too much exposure to any one elemental energy can imbalance an individual and make them sick. One of the first things that most spell casters learn is how to manipulate the energy without taking it into themselves and thus unbalancing themselves. The elemental energies are:

### Basic Elementals

Fire - Fire is quick to summon hard to control or banish. Losing control usually means something gets scorched. In general fire likes to do damage and consume things.

Water - Water is less quick to summon, almost as hard to control as fire, but it is rarely necessary to banish it because you can usually just let it dissipate and run off itself. Water is harder to focus in order to damage.

Air - Air is quick to summon and hard to control or banish the losing control rarely involves major damage. Air is very hard to focus in order to damage though it moves quickly

Earth - Earth is slow to summon, hard to move, and slow to stop. Once going, Earth can do a great deal of damage

Light - Light is quick to summon, easy to move, relatively easy to stop although you do need to do it quickly. In general Light does not tend to do a great deal of damage but it's side effects are often more significant ( temporarily blinding someone, distracting someone etc.)

Dark - Dark is also quick to summon, easy to move and relatively easy to stop. Like light it does not tend to do a great deal of damage but again its side effects are often significant.

Life - Life energies are slightly slower to summon then light and dark, as well as being very hard to focus on something. Life energies are lousy for doing damage with. You can conceivably hit somebody with so much life that they are unbalanced. Life energies are better for certain types of healings and divinations. They are very useful for doing damage to creatures animated by deah such as the undead.

Death - Death energies are slightly slower to summon them light and dark, as well as being very hard to focus on something. By the very nature Death energies are useful in injuring living creatures.

### Ephemerals

Shadow - Shadow is normally a fleeting type of energy that is created by the interaction of light and dark. Sometimes you can find pools of shadow at twilight but generally it exists in those locations between light and dark. While shadow is not the most reliable of elemental materials it does have some advantages for several key actions: such as confusing a person's eyes, clouding their minds or causing fear. Shadow also has a "resonance" with other blocks of shadow. As a result, Shadow mages have easier access to the ability to walk from shadow to shadow.

Nature - "Life is, Nature will be". In general nature occurs where there is a preponderance of life and a small amount of death. There is a natural dynamically generated energy called nature. Nature is the energy that binds most living things to the natural order.

Shamans often deal with Nature.

Decay - Decay occurs where there is a preponderance of death and a smaller amount of life. Decay is the energy that binds most Undead to that unnatural order.

# Practitioners

## Mana

1. wizard. A wizard (wyzard) is a male practicer of magic(k). Often this title was used interchangeably with witch. In the middle ages, the title became more common with users of HIGH magic(K), or what is known as ceremonial magic(k). This was different from the magic(k) practiced by many people of the heath, known as heathens or pagans, who tended to practice low or natural herbal magic which relied less on christian and Hebrew themes and overtones and more on nature spirits.
2. Magician. A Magician historically was not sex specific and was applied to either males or females who practice a form of magic(k). In time it has been used almost exclusively to mean stage magicians, who use illusions and slight of hand to appear to obtain some sort of occult knowledge. But a practicing magician, not a stage magician, is simply a practitioner of magic(K).
3. sorcerer. A sorcerer is a practitioner of magic(K), male or female with the female version of the word often being sorceress but sorcerer is still appropriate, but this label has been historically associated with malicious intent, so someone who uses magic(k) for ill or for negative ends. (also sorcerers are also associated with conjurations and not just ritual magic(k) or talisman work though a sorcerer may be proficient in both.
4. witch. A warlock is a badly used term. People ignorantly use it interchangeably for the male version of the word witch, but it is not. It means a liar or someone who is a traitor. In it's worse terms it means a person who has sealed his soul with an demonic entity, hence why the name was labeled onto male witches (or wizards) during the 14th century in Europe, as a form of disgrace. I hope that helps you.
5. warlock. A warlock is a badly used term. People ignorantly use it interchangeably for the male version of the word witch, but it is not. It means a liar or someone who is a traitor. In it's worse terms it means a person who has sealed his soul with an demonic entity, hence why the name was labeled onto male witches (or wizards) during the 14th century in Europe, as a form of disgrace. I hope that helps you.

## World of the Word

## Feel

## Types

## Practitioners

## Phenomena

Word

### Self

Demi-deities. ...

Dragons. ...

Namers. ...

### Granted

Avatars. ...

Priests. ...

Oracles. …

Chapter 4. The Divine

Ur. They ruled, they hunted, and were solitary. They knew only the rule of power. Cooperation did not exist for them. They ruled by sword. Their magic was of the most savage and basic but powerful. They rode the dragons. Children Urvile Granted Demondim "Tor'' and their noble leaders the "Lordim-Tor'' Duwan Kurrok Mergoth. Kailm (Forerunners of the Haroch)

# Spirit

“Spirit is in us. Spirit is all around us. Spirit is the balance.”“Spirit does not knock, yet does not intrude!”

5. Totem

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

6. Spirit Talker

Description

Becoming a Shaman

Constraints

Benefits

Opinions of others ..

7. Psychic

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

8. Spirit Monk

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

9. Mystic

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

10. Summoner

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

11. Rupa-Kechil

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

12. Native Borne

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Chapter 5. Totem

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 6. Spirit Talker

AKA Shaman, Witch doctor, Wiseman

Table of Contents

Description

Becoming a Shaman

Constraints

Benefits

Opinions of others ..

Description

Shamans live in two worlds, the world of flesh and the world of spirits. Since the world was young there have been those who walked between both worlds, existing in both but belonging to neither. It is a shaman’s job to serve both worlds. The shaman serves the spirit world by helping keep a balance between the realm of spirit and the physical realm. The shaman usually aids the spirits by performing rituals of cleansing, or performing rituals to thank the spirits or offer the spirits his body to interact with this world for a short time. Spirits will often grant boons for such services. Deals can also be made with spirits.

Shamans will often take on strange taboos which can last for month to years, or maybe his entire life. If these taboos are broken then the shaman loses face in the eyes of the spirit world. But remember, there must always be compensation. The way of the spirits is the way of balance. There is always a cost for every service. Everything must balance in the end. That is not to say that a shaman cannot do something from the goodness of his own heart, but that every favor given is a favor owed and every gain comes with a loss. In the description of some of the shaman’s bonuses and rituals it mentions things like pure places or natural places. Anywhere it says anything like this it means a place either taken back by nature and relatively left alone by man, or places that man have never been.

Becoming a Shaman

They say the first step is the hardest, and this is especially true of shamans. In order to become a shaman one must die first. When the shaman-to-be has a near-death experience (whether intentional or not) and his soul leaves his body, he is met by a spirit guide. It is the spirit guide’s duty to explain all that is expected of the shaman, the hardships he may have to endure and that he will never again be truly a part of mortal society. The spirit will not sugarcoat this, the shaman must be fully aware of what will become of him if he makes this deal. If the deal is made, the guiding spirit becomes the shaman's totem spirit and the shaman is given a permanent taboo, the first of many. The totem spirit will teach the shaman what he needs to know to carry out his duties, and what his rewards will be

Constraints

Shamans must honour at least one taboo to connect himself to his totem. This Taboo is a life long Taboo. Taboos need not be difficult to fulfill, but it does make the shaman stand out. All Shamans get -1 to Social stat. This negative does not count when dealing with the spirits. If a shaman breaks a taboo he loses the favor of the spirit world. He still retains the ability to interact with the spirit world but loses all bonuses and powers gained from spirits, and none but the most corrupt and wicked spirits will deal with the shaman until the shaman makes amends with the spirit whose taboo he broke.

Benefits

Spirit Sight

While performing specific rituals, or while under the effect of certain drugs, the shaman can see and hear the spirit world as vague shadows. Also, spirits can see through to this world as a vague shadow, but shamans glow brightly for them. Once a spirit sees a shaman, the spirits can then communicate with the shaman.

Only alcohol or natural drugs will allow the shaman to see the spirit world. Shamans are immune to hallucinogenic or mind- altering effects of these drugs and alcohol (though they may still suffer from slurred speech and lowered reflexes and reaction time). Synthetic, man-made drugs will not allow the shaman to see the spirit world. The shaman can look into the spirit world without the use of drugs or alcohol or without performing a ritual.

Spirit Possession/Channel

The spirit can use any powers it has in the Material realm while possessing the shaman. Shamans know the difference between spirits and demons and get a + 5 to save against demonic possession.

Commune

...

Awaken the Spirit

All things, be they animate or inanimate, have a spirit. This is not to say all things have a soul (a common mistake), but deep down all things are aware. A shaman can awaken the spirit in an object or being and communicate with it. An awakened object will strive to become the utmost of what the object can be. Basis of Native Borne Craft agic ?

Create Fetish

Fetishes are object imbued with either the essence of a spirit or a spirit itself making it a magical item. The items containing the essence of a spirit can be used to contact the spirit whose essence it contains.

Natural Healer

Shamans have a long tradition as healers. They can fight off corrupt spirits causing illness and can ask the plants and herbs what medicinal usage they may have. All shamans get a +5 ranks in Holistic Medicine.

Totem Spirit

All shamans get a totem spirit. The shaman can always reach out his voice and call his totem guide to him. A shaman will usually only do this if absolutely necessary. The totem spirit is under no actual obligation to come as soon as called, but most will do their best to get to the shaman as quickly as possible.

The Spirit Way

Shamans must learn the way of the spirit in order to help them and make deals with them. After the shaman makes the deal with his totem spirit, the totem spirit begins teaching him the ways of the spirit. All shamans get +5 to Spirit Lore. They also get a +2 to Law skill. They also understand the language of the spirits.

Rituals

The shaman deals with the spiritual world through magical rituals usually taught by the shaman's totem spirit. All shamans get +1 ranks in Magic Skill.

Opinions of others ..

...

Chapter 7. Psychic

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 8. Spirit Monk

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 9. Mystic

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 10. Summoner

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 11. Rupa-Kechil

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

..Partakes of word .

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 12. Native Borne

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

..Partakes of word .

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Part III. Occult

“...”

Table of Contents

13. Elves

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

14. Mystic

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

15. Sorcerer

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

16. Wizard

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

17. Changelings

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

18. Lycanthropes

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

19. Duwan

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

20. Uru

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

21. Kurrock

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

22. Occult Casting

The flow of casting.

Gathering

Focusing

Applying or loosing

Casting Types

Cantrips

Sorceries

Spells

Ritual

Rites

23. Occult Castings Design

Attributes used in spell design

Energy Types

Actions

Components

Components Properties

Target Type

Spell Statistics

Attriubutes that are purchased in design.

Casting Time

Range

Duration

AOE.

Basic Rules of Spell Design

Chapter 13. Elves

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 14. Mystic

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 15. Sorcerer

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 16. Wizard

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 17. Changelings

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 18. Lycanthropes

..Partakes of Spirit and Magery.

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 19. Duwan

..Partakes of Spirit .

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 20. Uru

..Partakes of Spirit.

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 21. Kurrock

..Partakes of Magery.

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 22. Occult Casting

Table of Contents

The flow of casting.

Gathering

Focusing

Applying or loosing

Casting Types

Cantrips

Sorceries

Spells

Ritual

Rites

The flow of casting.

There are three steps in any manipulation of mana. (whether it be cantrip, spell, ritual or rite). The first is gathering the energy, the second is focusing that energy and the third is releasing it.

Gathering

athering the energy is a fundamental part of the casting process. Most spells will use the mage's internal energy to summon and manipulate the specific type of energy needed. How well a character can access their own power is governed by their PSI stat. Using the power to gather energy expends Mental Fatigue. This MFT can be supplemented by energy from Material Components, Magic Items, Living Sacrifice, Worship, Physical Exertion, or just by being given the energy by another. The skill used in gathering the energy is Manipulate Energy. An ME skill is needed for each type of energy to be manipulated. ME: skills such as ME:Fire can be used to make perception rolls for detecting the energy in question. A perception skill for a specific energy type can be used to determine the intensity and extent of the energy.

Focusing

In focusing the energy the caster directs and channels the energies toward a specific end. Material components used during this part of the spell would be used for channeling the energies involved \footnote{ Material Component could be damaged (magically) if it cannot contain the energies involved}. Somatic and verbal components add to this part of the spell process as does any meditative state or trance.. The mage determines how much energy will be applied at this point. The time taken in focusing the energies is spent in setting up the various actions to be performed by the energy. The time spent in applying the energy is fairly constant compared to the time spent focusing the energies.

Applying or loosing

The energy released should follow the form laid out by the caster when he focused on the spell

Casting Types

Spell types Spells vary in their complexity and in the time it takes to cast them. There are special names for spell casts of a given complexity and cast time. Those names are Sorceries, Cantrips, Spells, Rituals and Rites.

Cantrips

Cantrips are simple magicks. They are simple in structure and low powered. Often simple material components will supply the power needed. A caster casting cantrips needs to have a skill in Casting:Cantrips in order to be considered ranked in the action they are attempting.

Sorceries

Sorceries are castings that have a structure imposed by the caster at the time of cast and are generally fairly flexible.

Spells

Spells are ritualized sorceries. They have a structure and effect that are determined when they are designed. Thus a caster using a ``Throw Fire'' spell may only vary the specific effects of the spell taht are designed to be varied.

Ritual

A ritual is a highly structured and detailed spell that involves the manipulation of more than one mages worth of energy at a time. In order to do this the caster must gather power from some outside source. To cast rituals requires the Hold Energy skill for energy type being used.

Rites

A rite is a ritual that requires the work of two or more casters during its casting.

Chapter 23. Occult Castings Design

Table of Contents

Attributes used in spell design

Energy Types

Actions

Components

Components Properties

Target Type

Spell Statistics

Attriubutes that are purchased in design.

Casting Time

Range

Duration

AOE.

Basic Rules of Spell Design

Spell design consists of isolating the various attributes of the spell such as the energies to be used and the actions to be taken and using these attributes to add or subtract from a pool of Spell Design Points (SDP). Factors in Spell Design are

Attributes used in spell design

Energy Type - This describes the types of energies to be manipulated.

Actions

This is what the energies are to be used for.

Energy Types

Personal Energies: Power and Psi. Both are easy to summon from within or raise via sacrifice.

Eternal energies : Belief, Fabric and Stream. Belief is the energy created by the worship or investment of faith in another entity, being, or object. Stream is the energy derived from the dynamics of the time continua. Fabric is the energy derived from the shifts of equilibrium of seemingly static forces involved in the here and now.

The Elemental energies are Light, Dark, Fire, Air, Water, Earth, Life, Death.

The Ephemeral energies are Shadow, Nature, and Decay

Actions

This is what the energies are to be used for. These actually spend time during the Focusing process. These actions are often described in a pairing between an action and its opposite.

Actions

Name Description

Detection Identifying the existence of something.

Concealment Hiding the existence of something

Divination Determining something about an objects nature.

Anti-Divination Blocking the determination of the attributes of an object or occurence.

Summoning Bringing energy to the immediate locale .

Banishment Returning energy from the immediate locale to its origin.

Creation The generation of an energy from nothing.

Destruction The elimination of an energy from existence.

Concentration The gathering of energy from the nearby region to a more intense whole.

Dissapation The scattering of energy into a more diffuse form.

Transport To move through a distance.

Anti-transport

Binding To tie energy to a physical object.

Releasing

Transmutation

Stasis

Translocation To travel a distance without passing through the fabric of the current plane.

Anchoring To prevent translocation.

Influence

Control

Damage To rend or otherwise hurt.

Restore

Shield

Activate Activates a spell

Hold

Components

Casting Components covers external props, preparation, and other components.

Verbal - Verbal Components are vocal actions that aid in the casting of the spell. This is the default. It assumes a normal speaking voice chant.

Somatic - Somatic Components are physical actions such as hand waving or finger moving.

Material - Material components are physical objects or materials that aid in supplying, channeling, or directing energy.

Preparation - Preparation covers any activity that may be performed before the spell is cast.

True Name>

Components Properties

Each casting components value to the design of the spell may be modified by the various properties of the Casting Components. If the material is rare or particularly fine, it will add to the spell's abilities.

Expensive

Cheap

Rare

Common

Renewable

Non-Renewable

Reusable

Non-Reusable

Complex

Loud

Quiet

Long

Short

Target Type

Factors involved in the Application of the Energy Target type describes whether the energies affect a target, multiple targets, or no targets at all. A Target Type is what the spell is directed at. A spell with no Target Type is directed at the energy used in the spell. A ``Summon Fire'' spell has no target type. A ``Blast'Em'' spell has a target type.

No Target The spell is not intended to effect anything other than the base energy type used in the spell.

Target,Self The spell is intended to effect the caster.

Single Target The spell is intended to effect on one object or entity.

Multiple Targets The spell is intended to effect multiple targets. The assumption here is that the Quantitative Effect is {\bf split} between the multiple targets wheareas an Area of Effect spell has that Quantitative Effect apply equally among all of the targets.

Area of Effect The spell is intended to effect everything in a given area.

A spell that has a range and a target but no Area of Effect would look like this: A spell that has a Target and an Area of effect but no range would look like: A spell that has a range and an Area of Effect would look like this: Target Components A spell targeted at living creatures may be narrowed down to effect only what is desired.Magic, Psi and Ki 8 Physical Form Mind Perception

Spell Statistics

Each spell has six statistics that are manipulatable and balanced by the spell designer.

Resistance (RES). Resistance is how easily can the spell be resisted. The higher this value is the better it is for the caster. When doing spell design the designer will be modifying Resistance. When the spell design is complete the value for RES will be used to generate the Resistance Difficulty Factor (RDF) Equation 1. Resistence RDF = 7 - Resistance

Quantitative Effect (QE). A quantitative value for the total effect a spell can have. QE is a numeric constant. This is translated to actual effect via a table. For Damage or Restoration spells this directly translates as the damage done by the spell.

Casting Diffulty Factor (CDF). The Difficulty Factor involved in casting the spell.

Energy Cost (EC). The Energy Cost is the amount of Mental Fatigue used to cast the spell from start to finish.

Casting Time (CT). Casting Time is the time taken in pulses or any appropriate time unit. More casting time is lower cost, less casting time is higher cost.

Range

Attriubutes that are purchased in design.

Casting Time

Table 23.1. Cost of Casting Time Scale in SDP

Casting Time Scale Cost in SDP

Pulse 2

Second 4

5 Seconds 6

1/2 Min 8

2 Minutes 12

10 Minutes 16

1 Hour 24

4 Hours 32

1 Day 40

1 Week 48

Range

Touch range spells require the caster to come into physical contact with the target. Numeric range spells have a scale and value that is bought with SDP. No Range Implies that the caster is the origin of the spell emanation Touch Requires the casters body to come into contact with the Target.

Table 23.2. SDP Range Scale

Range Scale SDP

0 0

0.1 Meter -2

0.5 Meter -4

1 Meter -8

5 Meters -12

10 Meters -16

100 Meters -24

1 Km -32

Duration

Duration(DUR). Duration is the length of time that the effect of the spell lasts. An Instaneous spell lasts for a very small and fleeting duration. Active Concentration duration spells last for as long as the caster concenmtrates on the spell. Any other actions the caster may partake of will be considered florentine actions. Passive Concentration duration spells last for as long as the caster is concious and or clear minded. Permanent spells last until dispelled or disrupted. Spells that have a numeric duration buy the scale and value of the duration. By default the scale is in pulses and the value is the mage's PSI. .

Table 23.3. SDP Duration Time Scale

Duration Time Scale SDP

Instantaneous 0

Pulse -1

Second -2

5 Seconds -3

1/2 Min -4

2 Minutes -6

10 Minutes -8

1 Hour -12

4 Hours -16

1 Day -20

1 Week -24

AOE.

Table 23.4. Cost of Area of Effect in SDP

Scale of AOE Cost in SDP

0 0

1 Meter 2

2 Meters 4

5 Meters 8

10 Meters 16

20 Meters 32

Basic Rules of Spell Design

One or more energy types must be used in the spell.

To bring energy into use the caster must Summon, Create, Concentrate or have the energy otherwise available.

To bring the power into use the caster do one of the following: Translocate it, Transport it, Bind it and physically move it, or Hold it and physically move it.

Spells designed to inflict damage on a target must use the Damage action.

Bindings are only needed when the energy needs to be anchored to an object or place.

Spells that use Influence, Control, Damage and Restoration must have a target.

A spell is designed by starting with 25 + Mages MST in SDP. All spell statistics are 0. CDF = 0, Resistance = 0; DUR = 0; RNG = 0; QE = 0; EC = 0.

A {\it Laser} spell is designed as follows.

We start with the Base spell type.

We choose the Energy Type of Light.

The first action needed is the Summoning of the Light.

The next action is to transport the Light to the target.

After transporting the Light, we must apply it to the target in order

to damage it.

Now let us design another spell. We will design a {\it Lightnings Hand} spell. We specify multiple targets. \section{Other Notes that are of interest} Investment Rituals are specific to the energy being used. Normally, invested items can resist. With sufficient preparation the resistance can be dropped to 0. Warding rituals are similiar. \section{Spell Design Tables} \tiny

Table 23.5. SDP:Energy Types

Energy Type SDP Speed

Power -7 0

Belief 0 7

Stream -2 5

Fabric -1 6

Light -4 3

Dark -4 3

Life -4 3

Death -4 3

Fire -5 2

Water -5 2

Air -5 2

Earth -5 2

Shadow -6 1

Starlight -6 1

Nature -6 1

Decay -6 1

Telekinetics

Phanokinetics

Temporokinetics

Energetics

Biokinetics

Table 23.6. SDP: Actions

Action Type SDP Speed

Det/Conceal -1 1

Div/A-Div -1 1

Summon/Banish -1 2

Create/Destroy -1 10

Conc/Dissapate -1 3

Transport/A-Tra -1 4

Bind/Release -1 7

Trans/Stasis -1 8

Translocate -1 9

Hold -1 1

Activate -2 5

Fast Activate -3 1

Influence -2 1

Control -3 2

Damage -3 2

Restore -2 3

Table 23.7. SDP:Casting Component Type

Casting Component SDP

Verbal 0

Somatic 4

Material 4

Preparation 4

Runes 6

True Name 8

Requires to-hit roll 4

Energy Held for duration -4

Table 23.8. SDP:Casting Component Properties

Component Properties SDP

Cheap 0

Moderate 1

Expensive 2

Common 0

Uncommon 1

Rare 2

Renewable 0

Non-Renewable 2

Reusable 0

Non-Reusable 1

Simple 0

Moderate Complex 1

Complex 3

Quiet 0

Normal Speech Level 1

Loud 2

Short 0

Same Length as Spell 1

Long 2

Table 23.9. SDP:Target Types

Factor Name SDP

No Target 0

Directed,Self -2

Single Target -4

Multiple Targets -8

Spells -10

Area of Effect -16

Table 23.10. SDP Target Components

Target Component SDP

Matter(Inanimate) -1

Body(Animate) -1

Mana(Inanimate) -1

Lifeforce(Animate) -1

Thought -1

Perception -1

Essence(Soul) -1

Table 23.11. Costs for Misc. Factor Changes

Factor SDP

Rank linked QE 5/1

Rank linked AOE 5/1

Rank Linked RES 4/1

Rank Linked DUR 3/1

Rank Linked RNG 3/1

Table 23.12. Costs for Factor Changes

Factor Manipulation Factor/SDP Ratio

AOE 1/2

CDF 1/1

RES 2/1

QE 2/1

DUR 1/1

RNG 1/1

EC 3/1

Part IV. Word

“...”

Table of Contents

24. Deity

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

25. Demi-deity

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

26. Tor

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

27. Ur-vile

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

28. Demondim

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

29. Nator

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

30. Monk of the Word

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

31. Dragon

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

32. Namer

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

33. Avatar

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

34. Oracle

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

35. Priest/Priestess

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

36. Paladin

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

37. Vampyr

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

38. Dhampyr

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Chapter 24. Deity

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 25. Demi-deity

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 26. Tor

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 27. Ur-vile

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

..Partakes of Occult.

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 28. Demondim

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

..Partakes of Occult.

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 29. Nator

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

..Partakes of Occult.

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 30. Monk of the Word

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 31. Dragon

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 32. Namer

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 33. Avatar

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 34. Oracle

.AKA Spaewife..

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 35. Priest/Priestess

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

...

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 36. Paladin

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

..Partakes of spirit as a call for balance.

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 37. Vampyr

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

..Partakes of spirit .

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...

Chapter 38. Dhampyr

...

Table of Contents

Description

Constraints

Benefits

Typical Castings

Opinions of others ..

Description

..Partakes of spirit .

Constraints

...

Benefits

...

Typical Castings

...

Opinions of others ..

...