
MIGHT & MAGIC

Magic is a weird and wonderful power which can do magnificent things, but comes at a fairly high degree of risk to anyone not highly trained in it. Any character potentially *can* have access to **the weave** (the means by which magic is manifest), but not everyone will want to make the sacrifices, in training or direct danger, required to wield such power effectively.

A mage is a practitioner of the art of **thread weaving**, the gathering of mystical fibres which lie outside of observable existence. When brought together in the right kind of **pattern**, they can ignore, replicate, or reforge the laws of physical reality.

When a mage **weaves** a pattern, it doesn't matter who or what it is woven around (whether an unoccupied building, an arch-nemesis, or themselves); all that matters is the **potency** of the **weave**. The bigger the potential effect, the more dense and tightly packed the **weave**, and so the greater the challenge of casting.

Magic uses the **WEAVE** skill, which allows them to construct patterns across the entire horizon of imaginable possibility to create an effect in our perceivable reality. Technically, *anyone* can use magic. However, being **untrained** in the **WEAVE** skill means that any **test** which uses it is done so at **disadvantage**, like any other advanced skill.

Spells also have **tags** associated with them, which help define and shape their effects. The skill of the mage often determines how many tags they can manipulate into the **weave**. The more skilful the mage, the more effects they can often include in their magical effects.

Casters gain magic power through their **background**, which also determines which attribute bonus is used. Technically, **WEAVE** tests are made with a roll+0, but **background** and also some **talents** will often modify the option(s) of which attribute is used.

USING • THE WEAVE

When you **weave the threads of magic to create a fantastical effect, describe that effect**. By default, **roll+0** using the **WEAVE** skill. A mage cannot cast a spell if **panicked**.

The **test** is **TIER II+2x potency**. Other factors, such as **talents** or **implements**, may modify the **TIER**. So, a spell with **potency 2** would be **TIER VI** (which is why the mitigation of a spell's difficulty is important).

Outcomes

The outcomes of the **WEAVE** are:

- ◆ **Strong.** Gain **4-hold**
- ◆ **Weak.** Gain **3-hold** and resolve **1**
- ◆ **Bad.** Gain **2-hold** and resolve **2**

Spend **hold** to:

- ◆ add one **tag**
- ◆ add additional **targets** equal to **potency**
- ◆ **duration** lasts **1-TIME** per **potency**, and requires the caster's **concentration**

Then **resolve** the spell: the GM will choose:

- ◆ the spell is **+conspicuous** and will attract attention from somewhere
- ◆ the spell is **+messy**, and will splatter or leave distinct traces
- ◆ the spell is **+intimate** and can only be used if the target is willing, or restrained and touched
- ◆ the mage suffers **+1-poise**

Given that it must *make sense in the narrative*, the **resolve** and **tag** choices cannot directly conflict with one another.

Concentration

Spells with any kind of duration require the mage to **concentrate** on maintaining the weave of their spell. This costs nothing other than saying they are doing so, however, the following conditions will break **concentration**:

- ◆ weaving another spell with a **duration**
- ◆ becoming **panicked**
- ◆ becoming **bloodied**
- ◆ taking a **REST**

Potency

Each spell is considered one of six degrees of **potency**, which indicates in a broad sense its level of power and effect. Each degree of **potency** increases the **TIER** of the **test**, and potential **backlash** suffered.

Because players describe the spell that their character is casting, they are essentially deciding the **potency**

themselves. **Potency** also has a mechanical effect in that it may be added to **harm** inflicted, or to affect multiple targets.

The GM will make a call regarding how **potent** a spell is; the more words required to describe it, and the greater impact it will have on the narrative, the greater its likely potency.

Table X: Spell Potency

Potency	Description
0	Trivial. Barely noticeable, very low impact, akin to parlour tricks, a simple rote-memorised cantrip.
1	Minor. Low impact, noticeable but limited effect, minimal aftermath.
2	Moderate. Medium to high impact, distinct aftermath, attention-holding and possible wide-ranging effect.
3	Major. Strong impact, wide-ranging or very strong aftermath, will draw the attention of anyone nearby.
4	Massive. Incredible impact, very wide-ranging and potentially deadly aftermath, inescapably obvious effect.
5	Portentous. Colossal impact, the sort of thing legends are written about; entire location-affecting, very likely unsurvivable for most within its grasp, even powerful creatures.

The Chromatic Die

Whenever a spell is cast with a **potency** greater than zero, **another d6 is rolled** along with the pool. It can be of any colour, so long as it is distinct - that's why it's called **chromatic**.

Table X: Chromatic Die Effects

Roll	Outcome
1	<i>under-cast</i> ; suffer 1-poise
2-5	no additional effect
6	<i>over-cast</i> ; suffer potency-backlash

Magic often has mechanical outcomes based on the **Chromatic Die**, some of which are positive, some not so positive. Various **talents** and **abilities** also make use of the **chromatic die**.

A mage may avoid **backlash** by suffering **1-poise** and **panic** instead.

Tags

Magical **tags** work the same as those for **GEAR**. Spells have **close** reach by default. When linked with a hyphen, the first value represents an *amount*, the second value represents a *mechanic*. So **potency-harm** means *harm* equal to *potency*. In which case, if the potency is Moderate then that means **2-harm**. Any other related tag will come afterward, such as a *type* (such as an element or material).

Spell Tags

Alter. Changes the **form** of existing matter, including size, shape, weight, transparency, or features of the target. May add a bonus to relevant **tests** equal to **potency**

Bludgeon. Inflict **potency-harm earth**, which gains **+forceful** on a **chromatic 3+**

Burn. Inflict **potency+1-harm fire**, which spreads uncontrollably on a **chromatic 5+**

Control. Gain fine-grain **manipulation** over an effect, such as **forceful**, or remove the chance that an effect like **burn** will get out of hand

Create. Bring into existence **matter** which did not exist before, which on a **chromatic 5+** is uncanny or problematic in some minor respect

Cure. Restore *potency-blood* to a target, which on a *chromatic 5+* may cure *bloodied*, or *hungry*, or *sick* instead

Enchant. Manipulate the *psychology* of a target, whether it be their perception, behaviour, or consciousness, positively or negatively. If this conflicts with a target's *impulse*, the **TIER** increases by +2.

Far. Can reach *+far* range

Freeze. Inflict *potency-harm water*, which also gains *+restrictive* on a *chromatic 3+*

Force. Gains the *+forceful* quality, and the ability to *shift* a target

Flight. Target *shifts* and avoids land obstacles across a number of *zones* equal to *potency*

Haste. Target becomes *fast*, or *very fast* if already *fast*, or normal pace if *slow*, which on a *chromatic 3+* causes *hunger*

Impair. Inflicts *+blind* or *+deaf* on the target, mitigating any effort to perceive with that sense

Lightning. Inflict *potency+1-harm air*, which forks on a *chromatic 3+* and twice on a *5+* but has an equal chance on each of hitting an **ALLY**, including the caster

Obfuscate. Gains the *+obfuscated* quality. This may be selected separately for the *weaving* of the spell itself, or its *effect*.

Observe. Gain *sight* of a target or location

Pierce. Gains the *ap* quality

Protect. Gain *defence* equal to *potency*

Restrict. Target becomes *slow* (or normal if *fast*, *fast* if *very fast*), is hindered, confined, or even pinned and held

Thunder. Inflict *potency-harm air*, which also gains *deafening* on a *chromatic 3+*

Discern. Gain *understanding* of something hidden, or perceive something not immediately obvious, penetrating *obfuscation*, or visions

Rituals

A caster may spend **TIME** to reduce the **TIER** of a spell by an equal amount, up to **3-TIME**. Each additional mage (ie. anyone who can use the **WEAVE** skill and *assists*) who takes part also reduces the **TIER** by one. Naturally they will also suffer any *backlash* or consequences.

Note that a ritual may not be reduced to less than **TIER II**.

Somatic Components

A caster may use various gestures, words, and other incantations in order to assist the recollection of the methodology of the spell's casting. While this makes the casting process clearly audible and visible, it reduces the **TIER** by one. If the spell is a ritual which takes **2-TIME** or longer, it reduces the **TIER** by two instead.