

Magestry Rules Compliment to Version 1.29

The following, in no particular order, are changes and clarifications to the Magestry rules that have been released for use during the last two events of 2006. They are here to help you understand what has been changed, but please don't let them be a substitute for actually reading the rulebook. During the next 3 months, the staff of Magestry will listen to your input about the rules of your game, so please get familiar with them and tell us what you think. The website magesticrules.proboards62.com has been set up as a venue to discuss the rules before the finalized edition of version 1.3 is published over the winter.

The following are the new Fighting and Thieving skill tables. Please note the changes on them and look for the descriptions of any new skills in the rulebook. You will be responsible for knowing exactly what skills you can use and how to use them:

Fighting Skills Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
1	Crit 2, Disarm, Trip	Heavy Armor	10	<u>Light Armor</u> , Any Weapon Skill
2	Damage Reduction, Feat of Strength, Stun	Toughness	20	2 grade 1 slots
3	Battle Readiness, Crit 3, Parry	Fast Healing	30	2 grade 2 slots
4	Berserker Rage, Cripple, Sturdiness	Stabilize	40	2 grade 3 slots
5	Combat Instinct, Crit 4, Stamina	Sworn Enemy	50	2 grade 4 slots
6	Crit 5, Flatten, Terrorize	Resist Fear, Toughness	60	2 grade 5 slots
7	Crit Storm, Improved Parry, Magic Attack	Weapons Master	70	2 grade 6 slots
8	Crit Paralyze, Shatter, Spell Reduction	Toughness	80	2 grade 7 slots
9	Fatal Crit, Improved Stabilize, Riposte	Improved Thickness	90	2 grade 8 slots
10	Defensive Stance, Great Parry, Happy Hour	Weapon Specialization	100	2 grade 9 slots

Thieving Skills Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
1	Backstab 2, Detect Poison, Simple Mechanics	<u>Spot 1</u>	10	<u>Appraise</u> , Any Weapon Skill
2	Backstab 3, Escape, Waylay	<u>Spot 2</u>	20	2 grade 1 slots
3	Common Mechanics, Dodge, Hypnotize Confuse	Resist Poison, Spot 3	30	2 grade 2 slots
4	Avoid Trap, Backstab 4, Improved Escape	Spot 4, Trap-Setting	40	2 grade 3 slots
5	Backstab 5, Hypnotize Charm, Slow Poison	Extra Skill (Backstab 2), Spot 5	50	2 grade 4 slots
6	Complex Mechanics, Great Escape, Hypnotize Sleep	Resist Hypnosis, Spot 6	60	2 grade 5 slots
7	Alertness, Backstab Paralyze, Improved Dodge	Evasion, Spot 7	70	2 grade 6 slots
8	Backstab 8, Feign Death, Hypnotize Paralyze	Gather Information, Spot 8	80	2 grade 7 slots
9	Fatal Backstab, Great Dodge, Great Mechanics	Improved Waylay, Spot 9	90	2 grade 8 slots
10	Battle Finesse, Free Action, Hypnotize Control	Extra Skill (Backstab 4), Spot 10	100	2 grade 9 slots

In addition to the changes to the fighting and thieving tables, there have been changes made to some of the Prestige Class tables, but they will not be described here. If you have a prestige class, you are responsible for referring to *Professions & Prestige* and making sure you know how all your skills work.

The life point system has changed. Characters will now start with 2 life points and gain an additional LP at every even level (2,4,6, etc.).

The number system at Magestry is decreasing across the board to make calculations easier during combat. As examples: *Fireball* now deals 7 damage, *Magic Armor* now grants 2 armor points, *Great Health* now grants 5 life points, *Crit 5* is

the highest numbered Crit on the fighting chart and is a grade 6 skill. Please look in the rulebook for all numerical changes in the skills and spells you use. Using the older, higher numbers will be considered cheating.

The following changes have been made to the spell chart: *Improved Health* has left Spiritualism 5 and *Silence* has moved into its place from grade 4; *Feat of Strength* has filled its place at grade 4 and has also moved to Magestry 4 from Magestry 3; it has traded places with *Magic Armor*, which has moved to Magestry 3; *Mass Fear* has become *Mass Despair* and has moved to Spiritualism 10 from 9; *Mass Cure/Inflict Wounds* has taken its place at grade 9; *Sunburst* has left Nature 9 and gone to Nature 10, trading places with *Elemental Explosion*; *Magic Immunity* has left Magestry 9 and gone to Magestry 10, trading places with *Magic Explosion*.

Fatal Crit can no longer be parried with *Improved Parry* or Dodged with *Improved Dodge*. It requires a *Great Parry*, a *Great Dodge*, or parry with another *Fatal Crit*.

To determine what the Parry and Dodge skills are useful against, please refer to this new chart:

	Parry	Dodge
Regular	<i>Crit 2, 3, or 4, Disarm, Trip, Stun, Cripple</i> , any attack bearing a spell-like ability or creature effect	<i>Backstab 2, 3, or 4, Waylay, Crit 2, 3, or 4, Disarm, Trip, Stun, Cripple</i> , any attack bearing a spell-like ability or creature effect
Improved	<i>Crit 5-9, Crit Flatten, Crit Paralyze, Shatter, Backstab 2, 3, or 4, Waylay</i>	<i>Backstab 5-9, Crit 5-9, Backstab Paralyze, Crit Flatten, Crit Paralyze, Shatter</i> , any packet-based spell
Great	<i>Crit 10 and up, Fatal Crit, Backstab 5 and up, Backstab Paralyze, Fatal Backstab, Assassinate</i> , any packet-based spell	<i>Backstab 10 and up, Fatal Backstab, Fatal Crit, Assassinate</i> , any level-based or mass-effect spell

The skill *Stamina* still gives 5 temporary life points but now has a 10-minute duration. Any life points remaining at the end of that time vanish into Tatsunori's crit bank. (And that's one high-interest account.)

A new type of skill has been introduced to the game. Check it: **Add-On Skills**

If your school of study seems somewhat limited, you might try looking for some Add-On skills. These skills can be learned, for a fee, and added to your repertoire in a particular grade in your school of study. Add-On skills cost 5 skill points per grade and purchasing one does not give you an extra skill slot; rather, it only adds that skill or spell to your list of choices for that grade. Add-Ons are not published in a place available to public view and they are rare to find in-game; when one does wander into game (either in the mind of a teacher or on the pages of a book), that is when you will know what it is.

Sworn Enemy is no longer +1 vs. the critter. Instead, it grants the fighter the ability to use the skill *Crit 4* a number of times per day equal to his character level.

Weapon Specialization is also no longer +1 to all attacks. Instead, it allows the wielder to use the skill *Crit 2* at will with the chosen weapon. *Great Attack* is the same except it allows *Crit 2* with any weapon (*Crit 4* if that weapon is *Tatsunori*).

The spells *Forget* and *Drain Memory* are now more dangerous toys. A lost memory can be restored by the spell *Restoration* if cast within the same day or by *Restore Mind* if cast within the same event. If the memory is not restored by the end of the event in which it was lost, it is gone forever unless a GM says otherwise. So play nice.

Curses are now much more dangerous toys: their duration is now permanent, meaning they will remain until they are removed by a *Remove Curse* spell cast at a higher level than the curse was cast.

The cost of the skill *Knowledge* has been reduced from 30 skill points to 20 skill points. *Knowledge (Languages)* is now a *Knowledge* choice.

The spell *Disintegrate* has disappeared from the game and has been replaced with *Control Body*.

The spell *Psychic Emulation* now grants +8 casting levels instead of +10.

Blindness only prevents level-based spells from being cast. You are welcome to have a go at any other type. Throw and swing low!

Morale now grants 5 temp LP, not 6.

The changes to *Alchemy* and *Toxicology* are now officially published. Please see rulebook for details.

The spell *Healing Hands* now heals up to the casting level of the spell in LP, not twice the caster's level.

The spell *Resist Magic* is no longer a grade 4 Psionics spell. It has been replaced by the new spell *Release*. See Chapter 5 in the rulebook for details on that spell.

The cost of the skill *Resist Magic* has changed to 40[^] skill points. The cost of *Resist Disease* has decreased to 20[^] skill points. *Resist Magic* is now a grade 6 baggage skill in the school of Magestry; it has left grade 5 baggage. The *Resist Magic* baggage skill at grade 6 Nature has become *Resist Nature*, the *Resist Magic* baggage skill at grade 6 Psionics has become *Resist Psionics*, and the *Resist Magic* baggage skill at grade 6 Spiritualism has become *Resist Spiritualism*.

NOTE: Skills that have costs marked with a carat [[^]] increase in cost by a factor of itself each time purchased. The cost of these skills stops increasing upon the fifth purchase. Example: *Toughness* costs 30 skill points the first time it is purchased, 60 the second, 90 the third, 120 the fourth, 150 the fifth, and 150 every time after the fifth. Acquiring one of these skills as a Baggage Skill in a school of study does not count as a purchase for this purpose.

The skills *Escape* and *Improved Escape* no longer require 10 seconds to use; bonds may be escaped instantaneously. The skill *Great Escape* has changed; please see its description in the book.

All the skills and spells that require a person to tell the truth have been removed from the game. *Read Mind* has been replaced with *Psychic Bolt* in grade 5 Psionics, *Hypnotize* has been changed to *Hypnotize Charm* and has the same effect as the *Charm* spell, it has been clarified in the spell *Mind Control* that the caster cannot force the target to tell him the truth, and the spell *Drain Memory* now gives the caster only a vague vision of something that happened and can only target memories less than a day old (see description).

The “Heroic Effect” as granted by the skill *Happy Hour* and the spells *Heroic Dream* and *Heroic Song* has been changed to grant the recipient the following characteristics: his life points are totally restored and then doubled, he gains 4 levels of resistance to everything, he gains *Damage Reduction 1* against every attack, he becomes immune to all types of fear, and he acquires 4 uses of the skill *Feat of Strength*. This effect still lasts for one hour or until the user dies. It can also be stacked with the new effects of the spell *Elemental Form*.

There are now only four (regular) levels of mechanical lock and trap quality: Simple, Common, Complex, and Great. This means that locks will have between one and four tumblers and the serial number on a lock will be of as many digits as there are tumblers. This makes a rather significant change to the *Mechanics* skills as there are now only four of them rather than 10. Please see book for details.

Feat of Strength can now only be stacked up to 4 times. Plus, the rules for lock breaking are now a bit different. Evidence:

Breaking Locks

A mechanical lock can be broken by a significant feat of strength. One or more characters can use the skill *Feat of Strength* (and/or the spell of the same name and function) to break a lock, but it can be hard to do and always makes a loud noise: one *Feat of Strength* is required to break a Simple quality lock, 4 *Feats of Strength* are required to break a Common quality lock, 10 *Feats of Strength* are required to break a Complex quality lock, 20 *Feats of Strength* are required to break a Great quality lock, and the OOG statement for breaking a lock requires everyone involved to shout “Feat of Strength!” When breaking a lock on a chest, no more than two people can be involved, but when breaking the lock on a door, up to 6 people can be involved. Magical locks cannot be broken in this way. NOTE: Breaking the lock on a chest in this way will result in the destruction of all of the breakable objects within the chest.

The following section was added for clarity:

Magic Awareness

For logistical simplicity, you will always know if you are targeted by a spell, even if it was cast by the power of the mind, though you may not know what spell it was or who cast it. If you resist a spell with your magic resistance level, both your character and the caster will be aware of it. In fact, a caster will always know if his spell fails. If the caster’s spell is negated against your spell protection, he will know that it didn’t work and you will be immediately aware that your spell protection was just spent, even if the spell was cast silently.

The function of the spell *Elemental Form* has changed. Please see the obnoxiously long description in the rulebook.

A spell that is bestowed upon another can only be cast as it was given to him. The subject cannot empower it before casting, nor can he scribe it into a scroll, cast it into a potion, or bestow it onto a different person using this spell. He can, however, cast it into a glyph.

Empower Spell can be used to empower the level of a spell that is cast into a glyph or bestowed upon another as per the spell *Bestow Magic*; however, it does not allow the

empowering of spells that are scribed onto scrolls or cast into potions (Essence of Magestry).

All scrolls and potions will have maximum levels equal to 8 plus the grade of the Magic Ink or Essence of Magestry they use. You cannot use Combine to create a glyph a scroll or to bestow a spell on a target.

You cannot empower a scroll when reading from it.

Scrolls cannot be disenchanting by *Dispel Magic*.

The function of Feign Death has changed so that the user is only immune to a Final Blow if he has spent at least 10 seconds preparing himself in a lying position and is still in that position when the death strike occurs. If he is caught standing or in any other unprepared position, he is dead. Death poison will kill the user of this skill even if he is prepared in the lying position.

Bow/Crossbow can now be used by anyone as long as a shooting test is passed at check-in; it need not be purchased to be used. The cost for that skill has also decreased to 10 skill points.

Locks are one-sided unless there is a card on each side of the door. Only one magic lock and one mechanical lock are allowed on an item.

The *Diagnose* spell can figure out what is wrong with someone (magic control, magical maladies, poisoned, drunk, disease, destroyed mind.) It cannot determine exact enchantments on a creature (as in, “I have a Spell Immunity and a Great Health up”), a number of life points out of the max that are remaining, or reveal spell levels.

Undead Immunity is now called *Undead Resistance* and gives Damage Reduction 1 vs Undead.

The skill *Enchant Material* has vanished. What did that skill even do?

The new Magic Item creation method. Don’t get excited:

Creating Magic Items: Though items with magical power are rare in-game, characters that have achieved knowledge in the workings of powerful energies are able to create them. Creating magic items requires appropriate knowledge, materials, a master craftsman, and some degree of experience investment. Each magic item has a unique creation method (recipe). First, a character must learn this method, which can be done through instruction, finding the “recipe” in-game, or searching OOG using the skill *Gather Information*. After this, the character must acquire (in-game) the appropriate materials. All material must be enchanted with a certain number of magical charges, which can only be bestowed at sunrise each day by a character with the skill *Enchant Item or Weapon*. Materials for more powerful items will require more charges. It may be possible, but even more expensive, to purchase pre-charged material. Once the material is charged, the proper instructions must be followed to complete the creation of the item. Instructions will be different for each item, but they will almost always require that a master craftsman work alongside the character whom has done the research to learn the recipe and a number of spell casters (all with the skill *Enchant Item or Weapon*) to complete the creation. Upon creating the item, the character who did the research must invest a certain number of his own skill points into the completed item. Every

magic item requires that skill points are invested in it at its creation, but that skill point cost varies according to the item's power and will be decided upon by a GM. It is possible for one person to create an item alone if he has all the necessary skills, but once the item is created, it can be lost, stolen, or destroyed, at which point the skill points spent on its creation are not refunded. It can be a rather thankless profession.

Fixing one armor point with the skill *Battle Readiness* now requires 10 seconds rather than 5.

Berserker Rage now only lasts until the warrior suffers 4 more points of damage rather than 5.

A broken, crippled, withered, or stunned limb can now be fixed by *Cure Wounds 2*.

Beneficial Absorption spells will now be self-only. *Absorb Life Force* now gives the caster 5 temp LP instead of 10.

The spell *Change Form* is no longer dispellable, but it will remain detectable as magic.

Characters effected by *Mind Control* or *Hypnotize Control* remember everything they did while under the effect.

The name of the skill *Improved Mechanics* has been changed to *Trap-Setting*.

Big rocks that are thrown that hit a shield will damage the shield-bearer (not life or torso damage, just normal damage).

Psionic touch-based spells can be cast while the hands are tied.

More valid words for the *Command* spell are Fight, Sleep, Listen, Follow, March.

Psychic Emulation is changing to have the +10 levels plus auto Spell Turning for only psionic spells. Non-psionic spells that the character could normally cast can now be cast using *Psychic Emulation*, but they do not receive any extra benefit aside from being cast by the power of the Mind.

Detect Poison is clarified in that the only answers that can be given are Yes or No, not the type or level.

Telepathy can now be cast via unobtrusive earpiece radios without line of sight.

Mind Link is being replaced by the spell *Combine*.

Shields no longer stop breath weapons.

The skill *Stalking* can now be used to sneak into a place to use the skill gather information.

To be clear, temporary life points count as regular life points for purposes of weapon-based spells, blade poison, and creature effects.

Alchemical Components and potions now both expire after one year.

The skill *Enchant Ink* has moved to grade 5 baggage in the school of Magestry from grade 6. It now requires one whole vial of Ink to scribe a scroll. Plus, this skill cannot be used for spells higher than grade 3 and it cannot scribe more spells per day than the creator has character levels.

The spell *Empower Spell* can now only be cast up to 4 times to empower one spell to a maximum of 8 levels.

The prerequisites for Warlord are now Fighting 6, Nature 1, Spiritualism 1, *Thickness*, *Toughness* (x3).

Evasion halves damage from packet-based spells, rounded up. This cannot be used with shields larger than a buckler or wearing heavy armor. This baggage skill arrives with Thieving Grade 7.

Stack Spells can only be used to stack spells of the same school, and spells that are not from a prestige class.

Terrorize now lasts for one full minute. It does not end if the target loses sight or sound of the terrorist.

Literacy, Read Magic, See Spirit, Speak with Plants, Speak with Stone, Speak with Magestry, and Spot skills are now Attributes.

If you have permanent Damage Reduction 1 (say DR1 Fire), then you can use the skill Damage Reduction to block two (and only two) points of damage from that source you have permanent Damage Reduction 1 against.

Broken or withered limbs can no longer hold items.

A Dampening Field will now go down if the caster is knocked unconscious. Also, while a Dampening Field prevents anything from being cast that is not done by the power of Anti-Magestry (even Dispel Greater Magic), it will not dispel spells that are already in effect that read "No" next to there "Can be Dispelled?" heading.

Animate Dead cannot be dispelled, and *Destroy Undead* will prevent the creature from being animated again.

A creature affected by *Confuse* can still use skills to counter attacks made against them. (i.e. *Confuse* followed by *Crit Paralyze* will still allow them to use an *Improved Parry* skill)

The Dampener's *Anti-Magic Escape* skill will let them get out of a Magic Cage by using a Great Escape.

Spirit Walk has changed so each weapon strike only does 1 point of damage (assuming the weapon is enchanted with Spiritual Energy) regardless of special skills (although Crit #s will do increased damage, so Spirit Crit 3 will do 3 points of damage).

Dead bodies cannot drink potions.

Under the spell *Detain Spirit*, a preserved spirit is now forced to go to Death at the passing of the Magestream. It cannot continue to be preserved after that time.

A line has been added to all spell descriptions to indicate if they can be cast into Essence of Magestry using the baggage skill *Enchant Potion*. All spells may be scribed into scrolls.

The cost of *Fast Healing* has dropped to 30^ from 40^. Also, the effect of multiple castings of *Fast Healing* has been outlined.

Now, a character cannot gain the benefit from any more than one piece of armor on each body part.