



**The Basic System: Magic**

Magic has got to be one of the greatest unknowns in any game. There are so many different ways to approach it that I'm sure it'd be hard to please everyone. So we have included a spell list in here for you. To determine how many **Magic Points (MP)** a player gets we just simply multiply their **INT MSB times 5**. This determines how many **MP** a player receives at the start of character creation. While you say "Wait a sec, magic uses **WILL**" it requires smarts to learn it.

When a caster uses a spell against a person, that target may use their **WILL MSB** to reduce damage or fight off the effects of spells. So whenever a spell is used, the opponent rolls their **WILL MSB** against the spell caster's results. If the opponent rolls above then the spell doesn't work. In order to cast a spell the player rolls his **WILL MSB + Spell level + 3d6**. For every time a spell is successfully cast, the player gains one magic point.

## The Spells

### Air walk

**Base Cost: 4 MP**

This spell allows the caster to walk on air. This works great for someone trying to walk over a trap or pit.

### Arcane Lock

**Base Cost: 8 MP**

With this spell the caster may lock a door of their choice magically. The only person able to open the door is the caster. Anyone trying to open lock will not be able to and will be forced to gain access by 'other' means.

### A Lucky Guess

**Base Cost: 8 MP**

Being able to tell whether that vital stunt will work or not. By casting this spell the player gets plus one to their next action. For every LEVEL used for this spell, the caster gains an additional bonus point.

### Blindness

**Base Cost: 12 MP**

This spell causes the target to become blind. This effect lasts 10 rounds and an additional one round for every additional LEVEL invested. The victim can try to resist by making a **WILL** check against the spell caster's roll.

### **Bison's Strength**

**Base Cost: 4 MP**

With this spell a character can increase their **STR** plus one per LEVEL used.

### **Cast Lightening**

**Base Cost: 6 MP**

This spell creates/summons a lightening bolt that the caster can shoot at a target. The bolt does 1d6 per LEVEL used for the spell.

### **Cat's Reflex**

**Base Cost: 4 MP**

The target of this spell is imbued with supernatural **AGI** for a short period of time. It adds +4 to **AGI** and lasts 10 rounds. For every additional LEVEL invested you get +1 **AGI**.

### **Chain Lightening**

**Base Cost: 15 MP**

This spell fires a lightening bolt out of the caster's hand that deals a 1d6 to a target. For every additional LEVEL invested, the damage increases by one 1d6 and the lightening may strike one more target doing one 1d6 less to that target than the previous one  
than the previous one.

### **Charm person**

**Base Cost: 2 MP**

This spell helps people like you. This comes in handy when you want access to a room or when a situation has gotten out of hand. The target cannot act hostile towards the caster for up to 5 minutes. After that there are no signs of friendship and the victim will probably be really upset. The target may resist using their **WILL**.

### **Clone**

**Base Cost: 20 MP**

With this power you can create doubles of yourself. The base cost is 20 **MP** which allows you to generate one double of yourself. For each additional LEVEL used for this power you gain an additional double. Each double will last 24 hours and when the time is up they disappear.

### **Cold Beam**

#### **Base Cost: 16 MP**

The player can fire cold beams from their body. They can be used to freeze a target in place or even generate an ice wall. You may even freeze surfaces and make them slick. At level one for this power the player can do 1d6 cold damage, range 10 feet, AC 20 and 20 HP. Each additional LEVEL used the player gains 1d6 damage, 10 more feet and 20 more HP added to the ice wall. The Nemesis for this power is Fire Beam or any heat related powers.

### **Contagion**

#### **Base Cost: 15 MP**

This spell casts a plague. Anyone exposed must make an END check versus this power. Here's how it works:

1 LEVEL= Common cold, 1d6+END

2 LEVEL= Flu, 2d6+ END

3 LEVEL= Viral infection, 3d6+END

4 LEVEL= Bacterial infection, 4d6+END

5 LEVEL= Deadly plague, 5d6+END. The target once infected will die. The difficulty check to save a patient is 30 with INT.

### **Create water**

#### **Base Cost: 1 MP**

You can create 1 liter of water. For every additional LEVEL you can make one more liter.

### **Crush**

#### **Base Cost: 5 MP**

This spell allows the caster to crush things with their mind. The spell starts out with a crushing strength of two. For each additional LEVEL invested into this spell the crushing strength increases by two.

### **Cure wounds**

#### **Base Cost: 5 MP**

You have the ability to heal others. For every LEVEL put into this power the player heals 1d6 HP. Here's the scoop:

1 LEVEL= 1d6 every 10 turns

2 LEVEL= 2d6 every 8 turns

3 LEVEL= 3d6 every 6 turns

4 LEVEL= 4d6 Every 4 turns

5 LEVEL= 5d6 every 2 turns

6 LEVEL= 6d6 every turn

Anything higher is ridiculous! (once you hit level 7 you may raise the newly dead within reason back to life)

### **Darkness**

#### **Base Cost: 4 MP**

You can control the shadows and hide well in them. For each LEVEL used for this power you may darken rooms, hide in shadows and generally be a dark fellow within a 20 foot radius.

### **Dazzling Lights**

#### **Base Cost: 4 MP**

This spell creates a ten foot sphere of almost blinding light that lasts for a 1D6 rounds. For every additional LEVEL invested the sphere extends by ten feet and last one round longer.

### **Death and Decay**

#### **Base Cost: 50 MP**

This spell instantly kills one subject and causes their body to decompose instantly. A victim must make an END check difficulty 30 and if they fail they die!

### **Dismissal**

#### **Base Cost: 10 MP**

This spell banishes any supernatural being back to their point of origin. If they originated on Earth then the caster is in trouble, the being won't be going anywhere. For each additional LEVEL used for this spell the caster may add one to his casting results. The demon or entity being banished gets to roll his WILL against the caster to prevent this from happening.

### **Dispel Magic**

#### **Base Cost: 25 MP**

This spell works like a nemesis effect. Anyone casting this spell may deduct their roll from the roll of the opposing caster. If the person casting dispel magic rolls above the opposing caster's roll then the magic effect is gone.

## Dream

### Base Cost: 8 MP

This spell allows caster to send messages and slight suggestions to a subject through their dreams. Anyone using this spell runs the risk of drawing the attention of a dream stalker. The GM should roll 1d6. On a roll of a six then a dream stalker comes calling. Below are the ranges for the Dream spell.

1 LEVEL= 10 feet

2 LEVEL= 40 feet

3 LEVEL= 30 Yards

4 LEVEL= 50 Yards

5 LEVEL= 1 mile

6 LEVEL= 5 miles

7 LEVEL= 10 miles

8 LEVEL= 30 miles

9 LEVEL= 100 miles

10 LEVEL= Global

Anything above this will reach across space.

## Fear

### Base Cost: 12 MP

This spell causes a target to become so scared of a caster that they will usually run away. For each LEVEL put into this spell the caster gains a plus one to their roll. The target still may use their **WILL** to resist this spell.

## Fire Beam

### Base Cost: 16 MP

You can shoot beams or flames from your body. They can be used to torch a target or even generate a fire wall. At level one for this spell the player can do 1d6 fire damage, range 10 feet, and 20 HP. Each additional LEVEL used the player gains 1d6 damage, 10 more feet and 20 more HP added to the fire wall.

## Finch Bombs

### Base Cost: 8 MP

This spell allows the caster to turn the most mundane household item, for example a banana, into an explosive device. These little 'bombs' do a 1d6 damage and have to be thrown before they will detonate (on impact). For every additional LEVEL spent these bombs become more potent and do an additional 1d6 damage.

### **Fireball**

**Base Cost: 18 MP** This spell creates a roaring ball of fire which explodes when it hits its target damaging everything in a 30 foot radius dealing 2d6 damage. Does an extra 2d6 per additional LEVEL invested.

### **Flesh to stone**

**Base Cost: 25 MP**

This spell turns its target to stone for a 1d6 rounds. For every additional **MP** invested the spell lasts one round longer. The target may roll **WILL** to resist.

### **Fly**

**Base Cost: 10 MP**

This spell allows you to fly by super powered means. For each LEVEL used in this power the player may increase their flight speed and height. Here's how it works:

1 LEVEL= 30 MPH, 50 feet

2 LEVEL= 60 MPH, 100 feet

3 LEVEL= 120 MPH, 200 feet

4 LEVEL= 340 MPH, 400 feet

5 LEVEL= 700 MPH, 1000 feet

6 LEVEL= 1,200 MPH, 2000 feet

7 LEVEL= 2000 MPH, 4000 feet

Anything higher increases speed by 1000 MPH, and +1000 feet

### **Force Field**

**Base Cost: 5 MP**

With this spell the individual has the ability to generate a force field around them. The starting force field offers a 20 **AC** with that value going up per LEVEL used on it. For each additional LEVEL you may add +2 to your **AC**. If an attack goes above the **AC** then the shield drops.

### **Gate**

**Base Cost: 25 MP**

This spell allows character to open gateways to any point in space. The base cost is 10 LEVEL. Here's how it works:

10 LEVEL= any location in 100 miles

11 LEVEL= any location in 400 miles

12 LEVEL= any location in 700 miles

13 LEVEL= any location in 1,000 miles

14 LEVEL= any location in 1,300 miles

15 LEVEL= any location in this solar system

As you go higher up the distance get greater.

### **Ice Blast**

#### **Base Cost: 8 MP**

This spell creates a giant rail of ice that is blasted into the target dealing 2d6 damage. For every additional LEVEL invested the damage increases by a 1d6 and the radius of the attack increases by six feet.

### **Ice Storm**

#### **Base Cost: 14 MP**

This Spell creates a cone of cold air emanating form the caster and ending at the target along which hundreds of icicles, sleet pellets and hail stones are flung at the target impaling and sandblasting them. This spell does 2d6 damage to a ten foot area and for every additional LEVEL invested does an additional 2d6 damage to an additional ten foot radius.

### **Invisibility**

#### **Base Cost: 16 MP**

You can't be seen by normal vision. As a matter of fact not much can see you. For each LEVEL used for this spell you gain +1 to hide on top the base +10 you get for being invisible.

### **Iron Form**

#### **Base Cost: 14 MP**

This spell gives the user natural body armor with a starting **AC** of 10. For each LEVEL spent the armor goes up by 5 **AC**. There is no limit to this spell. The armor itself can be anything from a rough hide to metallic skin.

### **Magic Lift**

#### **Base Cost: 5 MP**

With this spell the player can move objects without physically touching them. The base **STR** for this spell is 2. For each LEVEL put into Magic Lift you gain +2 **STR**.

### **Manipulate Organ Function**

#### **Base Cost: 10 MP**

This spell allows you to manipulate the targets bodily functions. This manipulation can range from pumping them full of adrenaline to shutting off their diaphragm so they can't breathe. This manipulation lasts for 1d6 rounds and one round after that for every additional LEVEL invested into this spell.

### **Magic missile**

**Base Cost: 4 MP**

This spell launches small bolts of pure arcane energy at targets to do a 1d6 each for a single missile. For every additional LEVEL invested in this spell you get an additional missile or may increase the damage to one bolt by 1d6.

### **Obscuring Fog**

**Base Cost: 6 MP**

This spell creates dense fog in an area of 20 feet. For every additional LEVEL invested the area of fog increase by 10 feet. Lasts a 1d6 rounds plus an additional 1d6 per additional LEVEL invested. Difficulty to see through the mist starts out at 20 and increases by one point per LEVEL used in the spell.

### **Polymorph, Others**

**Base Cost: 16 MP**

With this spell you may transform a target into a gaseous form or water like form. Electricity and other energy forms are included in here and do 1d6 damage touch per LEVEL used for power. This gives the player the ability to slip through cracks in doors and evade kinetic attacks. For every LEVEL spent in this power you may gain an additional +2 to your **AC**.

### **Body Transformation, Self**

**Base Cost: 10 MP**

With this spell you may transform into a gaseous form or water like form. Electricity and other energy forms are included in here and do 1d6 damage touch per LEVEL used for power. This gives the player the ability to slip through cracks in doors and evade kinetic attacks. For every LEVEL spent in this power you may gain an additional +2 to your **AC**.

### **Generate Flame**

**Base Cost: 2 MP**

This spell allows casters to create fire. Be it a small brush fire or something a lot worse. For each LEVEL used in this spell the player may do an additional 1d6 damage. You may also control temperatures raising them +30 degrees per LEVEL used in this power.

### **Generate Ice**

#### **Base Cost: 2 MP**

This spell allows casters to create ice. Be it an ice ball or something a lot bigger. For each LEVEL used in this spell the player may do an additional 1d6 damage. You may also control temperatures dropping them -30 degrees per LEVEL used in this spell.

### **Remove disease**

#### **Base Cost: 4 MP**

This spell allows you to cure the subject of any disease that they infected with. The caster uses this spell and must beat the difficulty level of the disease.

### **Resurrection**

#### **Base Cost: 25 MP**

With this spell you may bring back the dead! The difficulty to do so is a base of 30. For each LEVEL used for this spell you may add plus one to your rolls. This spell only works if the whole person is there and their soul is nearby. This spell will not bring back anyone who has been scattered across a billion planes!

### **Rust**

#### **Base Cost: 12 MP**

This spell allows you to rust any metal by merely touching it. It does 3d6 to any metal object plus an additional 1d6 for every additional LEVEL invested into the spell.

### **Sanctuary**

#### **Base Cost: 35**

This spell blocks out all incoming and outgoing attacks. The spell is so powerful it can withstand a nuclear blast. The spell itself covers a ten foot radius per LEVEL used. This spell can even be cast around something else to contain it.

*Example: A rogue nuclear missile was about to detonate over New York. The Guardian, Mage, cast sanctuary on the missile causing it to detonate. Because the missile was in the sanctuary bubble, the radiation could not leak out. The bubble was then sent through a dimensional gate where the radiation could be released.*

### **Scorching Light**

#### **Base Cost: 8 MP**

This spell creates a pure beam of sunlight. This works great when battling vampires and other sun fearing creatures. It only does 1d6 damage per LEVEL used in this power, but it's considered PURE sunlight.

### **Shapeshifting**

#### **Base Cost: 15 MP**

This player may assume the form of another person or animal. For each additional PP the player may assume a form more complex. Here's how it works:

- 1 LEVEL= Basic change, same body frame (facial features, teeth)
- 2 LEVEL= Basic change, slight variation of body frame (change sex, face)
- 3 LEVEL= Major change, different body frame (full body)
- 4 LEVEL= Major change, different species (animal)
- 5 LEVEL= Advanced change, may change size by 2 feet
- 6 LEVEL= Advanced change, may change size 4 feet
- 7 LEVEL= Advanced change, may change size 6 feet

Anything above 7 LEVEL isn't worth doing unless you want to look like a Titan.

### **Sound Blast**

#### **Base Cost: 4 MP**

The player can cast a screaming sound so loud it can shatter windows and ear drums. For each LEVEL used for this spell the character may do 1d6 sonic damage.

### **Teleport**

#### **Base Cost: 15 MP**

You may move from place to place in a flash. For each LEVEL put into this power your range increases. The downside to this power is when teleporting into a crowded room or an unfamiliar place you could very well find yourself in a wall or person! So to use this power you must also add your INT MSB to the roll! Here's how difficulties are set and ranges for Teleport:

- 1 PP= 10 foot range, Difficulty 30
- 2 PP= 50 foot range, Difficulty 30, 20 for anything under 50 feet
- 3 PP= 100 foot range, Difficulty 30, 20 for anything under 100 feet
- 4 PP= 300 foot range, Difficulty 30, 20 for anything under 300 feet
- 5 PP= 500 foot range, Difficulty 30, 20 for anything under 500 feet
- 6 PP= 1 miles, Difficulty 30, 20 for anything under 1 mile
- 7 PP= 5 miles, Difficulty 30, 20 for anything under 5 miles
- 8 PP= 10 miles, Difficulty 30, 20 for anything under 10 miles
- 9 PP= 50 miles, Difficulty 30, 20 for anything under 50 miles
- 10 PP= 100 miles, Difficulty 30, 20 for anything under 100 miles

### **Temporal stasis**

#### **Base Cost: 40 MP**

This spell puts the target into suspended animation for a brief period of time. The effect lasts for 1d6 rounds, plus one for every additional LEVEL invested in this spell. This works great for people that are poisoned and cannot get to a hospital right away. It also works for serious injuries where medical treatment is not close enough to save a patient.

### **Time stop**

#### **Base Cost: 100 MP**

This spell works the same as Temporal Stasis except that it can affect targets in a 50-foot radius. The effect lasts 1d6 rounds plus one for every additional LEVEL invested.

### **Tongues**

#### **Base Cost: 3 MP**

This spell allows the castor to understand any spoken or written language for 1d6 turns plus an additional 1d6 turns for every other LEVEL invested into this spell.

### **Ventriloquism**

#### **Base Cost: 6 MP**

This spell allows you to perfectly imitate the voice of any person you have ever heard talk before for 1d6 turns plus an additional 1d6 turns for every other LEVEL invested into this spell.

### **Water walk**

#### **Base Cost: 8 MP**

This spell allows the castor or target to walk on water as if it was normal ground. This effect lasts for 1d6 turns plus an additional 1d6 turns for every other LEVEL invested into this spell.

### **Weather Control**

#### **Base Cost: 22 MP**

The character can control the weather, summon lightning and cause droughts. For each LEVEL used for this power the greater the weather effects. Here's how it works:

1 LEVEL= Fog (20 feet), slight wind, lightning strike 1d6

2 LEVEL= Dense Fog (40 feet), heavy winds, lightning strike 2d6

3 LEVEL= Rain storm (1 mile), lightning strike 3d6

4 LEVEL= Heavy storm (2 miles), snow storm (1 mile), gale force winds, lightning strike 4d6

5 LEVEL= Hail Storm (3 miles), ice storm (1 mile), lightning strike 5d6

5 LEVEL= Tornado, Lightning blitz 6d6

6 LEVEL= Tornado (1 mile), Lightning Blitz 7d6

Anything after this increases all ranges by 1 mile per LEVEL used. Damage for Lightning attacks is increased +1d6

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