

The Magical Fields

This section gives more information on each magical field, describes the tools of each magical field, and has listings of sample straight magic spells which can be used by the player.

The examples serve two purposes. Firstly they provide you with a better understanding of what kinds of things each tool can do. Secondly, they provide ready-made spells for those who do not want to take the time or energy to do all the spell-building calculations of this system.

Using the Tools

The tools are described on the following pages. Each tool has a table which allows for the calculation of the base difficulty of the spell. All modifiers as described in the magic section, and as described under the tool's description, are added to this base difficulty.

Description of Sample Spells

Sample spells are going to list two levels. The Base Level is what level the spell is on the given table, and the Level is the level of the spell with all modifiers taken into account.

Of course, range, duration, etc. can all be easily changed. Pushing range or duration up or down is going to modify the spell level by increments of five. Remember the Rule of Five!



Physical Magic

The tools of physical magic are:

Affect Motion

Affect Sound

Affect Size

Fold Space

Generate Light



Motion

This most generic of magical tools allows the magician to move a material object as desired. Note that is an object is the target of the spell, the caster can alter the direction from which the force is applied, and could thus pick up an object, move it across the room, and then carefully set it down with one spell.

To have control over an object, look up its weight on the Motion table to get the base spell level. This allows for picking up an object and moving it very slowly as in a snail's pace.

Do not use the general size modifiers when using this tool.

Finesse

Moving an object can be more than a straight line operation. We recommend adding to the spell level depending on the complexity of the object's movement. This also captures the amount of change the caster can put in the object for duration length spells.

For minor corrections in the objects path add 5 to the spell level. For controlling the object completely, add 10 to the spell level. This allows for direction change, and whatnot. To be able to utterly toy with the object add 15. The last option allows the caster to stop, reverse, and spin the object as long as the movements do not exceed the maximum speed.

Friction

If there is a lot of friction we suggest adding a few levels as if the object were more heavy than it actually is.

Hitting Things

To hit things with an object moved by a spell, we recommend using the modifiers for missile weapons as spell modifiers or using a to hit roll as if the caster had physically thrown the object at the target after the spell is successfully cast.

Sample Spells

Levitate Feather

Level: 6th

Duration: Total thought

Range: short

Move a feather at a snail pace, with mild change of direction.

Arrow Dagger

Level: 20th

(1 kg, very fast, no direction)

The caster casts the spell and then throws a dagger at the target. The caster then makes a normal to hit roll for a thrown dagger but halves all ranges and gains a +5 class bonus for the to hit roll.

There is no modifiers for aiming.

If the dagger hits, multiply the damage of the dagger by the range in meters divided by 3. The maximum multiplier is x5.

Levitate Object

Level: 20th

Duration: Strong concentration

Range: short

(1 kg, slow, change direction)

This spell allows the caster to move a 1kg object around a room slowly. The duration is strong concentration, so as long as the caster is concentrating fully, the spell continues.

Unlock Simple Bolt

Level: 30th

Range: short, unseen

(2kg, slow, spin)

This spell allows the caster to unlock a simple, unseen bolt on a door. The bolt has to be relatively lubricated and light, and has to be the variety of bolt which does not have a key or complex locking mechanism.

Motion

Lvl	Weight
1	30 gram
5	2 kg
10	20 kg
15	100 kg
20	500 kg
30	1 ton

Speed

Rate	mod
Crawl	0
Slow	5
Fast (arm throw)	10
Very Fast (arrow)	15
Wow!	20
Control of Object level	mod
One direction	0
Mild changes	5
Change directions	10
Spin, etc.	15
Change speed quickly	+5

Some Helpful Reference Notes

1 lb. = 0.45 kg
 1 kg = 2.21 lbs
 1 N = 0.225 lb.

1 m.p.h. = 0.44 m/s
 5 m.p.h. = 2.22 m/s
 10 m.p.h. = 4.44 m/s
 20 m.p.h. = 8.88 m/s
 50 m.p.h. = 22.22 m/s
 100 m.p.h. = 44.44 m/s

Speed of Sound = 343 m/s
 Speed of a Bullet 350 m/s

Volume Table

Level	Volume
0	Silence
1	Whisper
5	Speaking Voice
10	Shout
20	Calvary Battle
30	Deafening Boom
50	Shattering Volume

Complexity Table

Level	Complexity
0	Single Pitch/Tone Slight Pitch Variation
5	Simple Instrument
10	“Wooden” Voice, Complex instrument
15	Realistic Voice
20	Symphony
+5	Mimic Specific Sound/ Voice/Instrument

$$\text{Sound Spell Level} = \text{Volume} + \text{Complexity}$$

Sound

The use of this tool allows the magician to magically create or destroy sounds. As sounds have two basic components, volume and complexity, including pitch and tone quality, an equation is used to determine the level of spell required to produce a specific sound.

To arrive at the level of a specific sound spell, add the complexity level to the volume level, found on tables in the margin. Thus, a Realistic Voice at a Loud Shout results in a 9th level spell, without duration and range modifiers.

Sound spells have no size modifier unless the sound is to be uniformly loud in a given area which is larger than the Small category. Otherwise the sound will fade normally as it gets further from its source.

Sound Reduction

This spell tool may also be used to reduce sounds. A mage can create zones of muffled sound and may even make some sounds inaudible.

To reduce sounds, the magician may reduce the sound by one category on the Volume Table for one level of complexity. Consequently, a wizard may reduce the volume of a speaking voice to that of a barely audible noise by casting level 4 spell, plus any additional modifiers for duration, etc.

To be very useful, such spells should be placed on the object or on a space completely surrounding the object emitting the noise whenever possible. This will dim the volume of a sound to the desired level.

If the object itself is not muted or placed entirely within a field of silence, some of the sound will escape. Thus, to stop sounds from bouncing down a corridor, a zone of silence at least as large as the hall could be placed at one end of it where it would act like a cork in a bottle. This use of silence zones will decrease the volume of a sound to the desired level as if the noisy device was completely enclosed.

In other cases, such as partial

enclosure, the sound should usually be at least slightly muffled. The GM is the arbiter of such situations.

Sample Spells

Silence

Level: 20th

Duration: 5 minutes

Space: 1 room house

This spell reduces all sound surrounding the caster for 10 feet by 9 levels for 5 minutes. This means a loud shout is reduced to nothing and a combined loud shout would be reduced to a barely audible noise.

The sounds of combat would be mostly negated.

Ventriloquism

Level: 30th

Range: Medium

Duration: mild attention

This spell allows for a caster to make any non-living object within 10 meters speak in a normal voice. The spell lasts as long as the caster is paying mild attention to it.

Sonic Wall-Breaking Boom

Level: 70th

Range: 100m

This spell allows the caster to bellow a short phrase in a wooden voice so loud it would level a castle.

The caster can do this from a range of a few hundred yards.



Size

This magical tool allows the magician to alter the actual physical size of the object. Note that the weight of the object is appropriately altered as well, so that a person made the size of a locust only weighs about as much as a locust.

Remember that various forces operate very differently on drastically increased or reduced scales. A person the size of an insect may be able to climb walls due to surface tension, while the same person increased to the size of a huge giant might be unable to move because bones lose strength relative to size and need to become thicker to compensate (think of an elephant's leg bone; it is very wide for its length). We recommend not taking these effects into consideration unless dealing with size increases of 10 times or more and size decreases of 1/100th or less. In addition, other spells could compensate for the loss of strength, such as giving one's bones the quality of steel before growing to a massive height.

Most changes will be within more usual limits however, and in these cases GMs can assign strength and rates of movement accordingly. Most reasonably-sized objects, from mice to horses, can sustain a change of 1.80 (level 6 on table opposite) with no problems. Changes greater than this can create problems for living beings, although inanimate objects may survive unharmed.

Sample Spells

Enlarge Self

Level: 15th

Duration: 5 minutes

This spell doubles the size of the caster for 10 minutes. We recommend that physical strength should go up 10 points. In addition the caster is now considered to be, of course, large for the purposes of combat.

Jam Door

Level: 16th

Duration: 1 hour

Range: Touch

The caster touches the target door (a large object) and increases its size by ten percent, thus jamming the door in its frame.

Opening such a jammed door is rendered extremely difficult, and most likely the only way to circumvent it is to break it down.

Shrink Self

Level: 20th

Duration: 10 minutes

Range: Self

This spell quarters the caster's size for 10 minutes. We recommend that physical strength should go down to 1/8th the original level.

Giant Bug

Level: 35th

Duration: 10 minutes

Range: touch

This spell takes a centimeter long insect (a fairly big insect) held in the hand and makes it into a proportionally sized 5 meter long insect.

The insect is not under the control of the caster in any way. Note the 5 spirit resistance of the bug is taken into account.

Level	Size Multiplier
1	+1%
5	+10%
15	+50%
20	X2
25	X4
30	X10
35	X100
40	X1000
50	X5000

Increasing Size
 New Size = Size X Size Multiplier

Decreasing Size
 New Size = Size / Size Multiplier

Helpful Reference Notes
 The Size Multiplier of 2.00 allows the mage to either double or halve the size of an object.

Level	Distance
5	1 meter
10	10 meters
15	100 meters
20	1 km
25	10 km
30	100 km
35	1,000 km
40 ⁽¹⁾	10,000 km
45	Anywhere on planet
50	Anywhere
1 Furthest distance between any two points in Tigmar.	

Teleportation Weight Modifiers

Mod	Weight Max
+0	100 g
+5	1 kg
+10	10 kg
+15	100 kg
+20	1,000 kg
+25	5,000 kg
+5	per added 5,000 kg

Destination Modifiers

Strength of image:		
	Vague image	+10
	Strong image	+0
	Exact image	-5
Was there before		-5

Helpful Reference Notes

- 1 meter = 3.28 feet = 1.09 yards
- 1 kilometer = 0.62 miles
- 1 kg = 2.21 lbs
- 1 light year = 9.5×10^{12} km

Fold Space

Folding Space is the technique used for teleportation and four-dimensional storage. The theory is that by making two points in space touch, you can easily cross large distances by moving from one to the other.

The level of effect for teleportation is the maximum distance that may be travelled.

The duration modifier is only if the caster wants to keep a gate between the two locations open for some length of time. The size modifier is for the size of the portal.

It is a good idea to have some idea about the end location of the teleport; it is possible to kill oneself by teleporting into solid rock. Generally, the GM may allow simple teleportations to work with merely a direction and a distance as variables. The GM can then easily estimate the endpoint. Hence, a player who wishes to fold space and arrive 5 meters straight ahead, perhaps through a wall, has given enough directions. In this case, the distance is the only variable that must be estimated by the player.

Teleportation to a Specific Destination

The magician may wish to teleport to a specific location, such as a temple or home. These teleportations do not require the caster to know his or her current position; a strong image of the desired location is enough to allow the brain to shape magical powers to fold space.

In such cases, the magician must be able to form a fairly accurate picture of the desired location. Even information from a painting or poem can furnish enough ability to picture a locale to permit fold space to work properly; the caster merely needs a vivid enough mental image.

If, however, the location pictured is very similar to a different location, confusion of destinations is possible. The GM may either roll randomly to determine which of the sites is the destination or may use a best guess at which picture is more closely matched.

The fold space spell must have a long

enough range for the spell to operate. If the spell used is not powerful enough, the spell will simply not operate, although it will drain MFPs normally.

Doors, Tapestries and Models

Doors, tapestries and models of the target location give a physical form to a spell, which subtracts a level off of it as a bonus.

Tapestries and models, if they are a reasonable depiction of the location, can turn a vague idea of a target location into a much stronger one.

Teleportation Weight Modifiers

For teleportation, the more weight being relocated the more difficult the spell. Add the weight level to the complexity of the spell. This includes the weight of the caster, if he is going.

Deep Chests and 4D Storage

There are many areas both built and discovered which are merely small chambers. One example is a chest left at home with a pattern of studs on the inside memorized by the caster. Then, with this tool, a caster can reach through a gate to retrieve items in the memorized chamber without actually going to the chamber itself. Thus we have the magicians magical pockets.

Often a mage will make a small model of the chest to better remember what the chest looked like. This would count as a model, described above.

Sample Spells

Shift Self Through Door
Level: 20th

This allows a caster to move himself a meter through a door, to a hopefully empty space on the other side.

Magic Chest
25th

Given a prepared chest and a small model, the caster can reach through the small model and pull things out of the primary chest, no matter where the caster is.

Teleport Self Home
Level: 35th



This teleports the caster home from anywhere in Tigmar. The caster is presumed to have a strong image, have been there before, and constitute a mass of something around 100 kg.

“Yagh! Curse the Light, obscurer of Truth with false brilliance. Knowledge lies in the domain of Dark.”

- Damis, Follower of Dark

Level: Light:
 5 1 candle
 10 Lantern
 15 Bonfire
 25 Daylight

Notes:

A standard lantern produces around 10 candles of light.

Light

This common magic tool is very useful for a variety of tasks concerning illumination. The magician can either use this tool to create a magical light or alter the brightness of an existing light, magical or not.

Light spells are usually attached to an object, such as a robe or model torch, etc. This object becomes a light source. Regions may be lightened, darkened nonetheless.

A darkened region will subtract its light value (say 5 candles) from any light source located within it. If the light source is overpowered by the region, perfect blackness will ensue. Note that a very dark region is required indeed to darken daylight completely.

Light regions appear to shimmer or glow. A very clever mage could create a shape made of light, a “ghost” for example, if desired. The region will glow with its inherent intensity, both inside and out.

Level: 30th

Duration: Instant

Range: 10m or less

The caster makes a small space in front of the victim’s eyes light up in a blinding flash. The aura of the victim was taken into account. The victim will be blind for 10 minutes, 20 if previously in dim lighting.

Spell is bonfire brightness, deals with the aura of the victim, and has a small size.

Blinding Opponents

To blind, one may cast a very bright or dark light spell on an opponents eyes. At about 50 candles, the opponent will see either dimly (as in a darkened room) or will have annoying vision spots. At 100 candles, the victim will be blind. Remember that the eyes count as part of a living being, and so gain the spirit defense bonus to such spells.

One candle of light is the light produced by a medium sized candle (the kind which are 6 - 8 inches high and around an inch in diameter with slender wicks).

Sample Spells

Light

Level: 10th

Duration: 1 hour

Range: Touch

Light the small wick of a lantern so it glows with the light of standard lantern.

Blinding Flash



Spirit Magic

Spirit Magic deals with living spirits. There are two basic forms of spirit, inert spirit and active or live spirit. A live spirit has the ability to grow, change, and to various extents, think. Inert spirit can be thought of simply as power. Spirit Magic deals with affecting thoughts, capturing memories, and other such things related to things we commonly perceive as minds.

There are four basic tools in the field of Spirit Magic. These are Summon Spirit, Alter Mind, Alter Aura, and Link Spirit.

Read Mind of Spirit	
1	Overwhelming emotions
5	Strong emotions
10	Mild emotions
15	General thoughts
20	Subliminal thoughts Detailed thoughts Simple memory Sense (sight, etc.)
20	Complex memory Perceived experience Knowledge of something or someone
30	Drawn out command Entire skill Entire language
50	Complete past life Complete personality

Spell: Read Mind

This tool allows the caster to read various aspects of a spirit's mind, such as a memory, thought, or base emotion. One can only affect the emotion or thought in spirits which have emotion or thought. Thoughts range over ideas, skills, and memories.

Senses are sight, sound, touch, and taste/smell. For humans sight and touch are primary senses and taste/smell and sound are secondary. Animals might have different primary and secondary senses.

When reading a spirit's mind, the complexity and hence defensive quality of the target mind must be taken into account. Add the spirit's complexity of the mind's spirit to the table above.

Modifiers

Do not add size modifiers to these spells. Range is always a factor, and duration usually is for such things as browsing someone's mind for some length of time, or the length of the memory being instilled.

Reducing Spirit Resistance

A spirit, even if willing to subject itself to mind altering spells, still has its resistance. The mind is too used to protecting itself to give up so easily.

However, a person can lower his own spirit resistance by 1 for every rank of meditation.

In addition, if the target is hypnotized, the spell level can be reduced by 1 for every level of success of the hypnotizer.

Sample Spells

Memory Recall

Level: 15th

Duration: continual thought-total

This spell recalls a memory in the caster's own mind, and replays it so the caster can re-examine detail that might have been somewhat blurry. Sadly, this is not a foolproof recall method as some distortion is inevitable, depending on the

caster's perception. Essentially this gives a +10 on the caster's perception check or memory check.

Detect Deceit

Level: 35

Duration: continual thought-mild

Range: 10m

Caster can detect lying from a given predefined target.

Note: Deceit is detected as a mild emotion of nervousness and uneasiness (a mild emotion).

ESP

Level: 30th

Duration: Continual thought-total

Range: 10 meters

The caster can listen to the current general thoughts of the target's mind. The target is assumed to be within 10 meters.

Query Concept

Level: 30th

Duration: concentration-total

Range: touch

Caster, by gripping target's head, gets memories in order of significance, according to target, regarding some predefined concept, person, or object.

Memory Theft

Level: 35

Duration: short

Range: 10m

This spell allows for the caster to steal and then experience a single complex memory which is known to exist within the target's mind.

Note: The duration of this spell is short, regardless of memory length. The memory can be examined by caster after theft.

Mind Walk

Level: 35th

Duration: Total thought

Range: 10m

The caster, as long as concentrating, can browse through the target's mind. The caster can move from linked idea to linked idea, experience first-hand the target's memories, register current and



subliminal thoughts, find the target's fears and desires, and experience the target's emotions.

Note: The base level is 20 because all the various thoughts, etc., that can be perceived are less than 20th and so it seems that the combined sequence of browsing having a level of 20 is reasonable.

Affect Mind of Spirit	
Level	Effect
1	Mild emotions.
5	Strong emotions. Mild directed emotions.
10	Simple thoughts Strong, directed emotions. Subliminal thoughts
15	Overwhelming emotions Simple memory Sense (sight, etc.) Simple commands
20	Overwhelming, directed Emotions Sophisticated thoughts Current conscious thoughts Complex memory Knowledge of something or someone Sophisticated commands
25	Perceived experience
30	Drawn out command. Bestow skill Bestow language
50	Create/remove past life. Replace personality

Contradiction Resistance
 Smoothly interwoven-5
 Against direct orders+5
 Against ones views/morals+10
 Against strong views/morals+15
 Against essential nature+20

Spell: Alter Mind

The next level of Spirit magic is altering spirits' minds. In general, all the rules and observations in the Read Mind tool apply here. There is also some additional information, given below.

Base emotions can be directed or undirected. A directed emotion makes the thing feel the emotion with regards to something specific. Undirected just makes the being feel the emotion.

Memories are harder to instill in a spirit since they are so inherently complex and are so intertwined with other memories. The mind easily dismisses a false memory if the memory is inconsistent with countless other memories also held. The mage, in order to instill a memory in some spirit, must find a void in its memory, or sever old memories and make the space for the new one to fit in cleanly. For this reason childhood memories and such are usually easier to implant in a mind.

A caster can not instill any emotion or thought in a spirit's mind that the spirit could not understand.

Once a memory has been installed and the spell duration expires, the memory will be assimilated by the rest of the target's mind. This means if the memory is incongruous, it will be discarded, but if the memory is plausible, or the mind is not sophisticated, the memory may stay.

Instilling Thoughts

Thoughts will remain as previously thought in the targets mind. This means the target can think further and decide those thoughts were wrong. If asked for the underlying reasoning behind thoughts, targets often become confused and disoriented, as they have none (unless the caster implanted them as well, which is more thorough and more difficult). If desired, a thought can be giving a duration, which is how long the thought would not be dismissed or questioned. In this case the target will cling to the thought with blind faith if necessary.

Contradiction Resistance

If the modification to the mind goes

against the grain of the target mind, there is further difficulty in making the spell work. For example, to make a guard with strict orders to not let you pass will be harder than making a random passerby let you pass without comment.

The table at the side attempts to capture this tricky aspect of mind alteration.

This is especially useful when attempting to resolve the classic command of, "kill yourself."

This also applies to memories and ones ability to reason about ones environment. Giving a true pacifist the memory of killing someone is more difficult, since the pacifist can not as easily imagine killing someone.

Single Target Illusion

Through this tool, a caster can give an ongoing sensory experience to a target which they will perceive as being real and happening. These senses will not physically affect the target.

Copying Elements of the Mind

The caster can copy specific qualities of the mind from one mind to another. This is easier since the element does not have to be invented. Subtract 1 level from the spell.

Using Quality Magic

Quality magic allows the caster to implant specific qualities from a latent copy. It is otherwise exactly as a normal copy, described above.

Creation of Mind Modifiers

If the mage built the mind which she is trying to control, she gets bonus for any type of control or memory implantation. This bonus goes down over time, however, since a mind is independent and grows and changes over time. This is normally called 'warping'



by mages.

Table 96: Creation Bonus

Time since Creation	Bonus
Less than 1 minute	-8
Less than 1 hour	-4
Less than 1 week	-3
Less than 1 month	-2
Any time after	-1

Sample Spells

Make Self Familiar

Level 25th
Range: 5m

This spell makes an animal such as a dog believe it has seen the caster before in a friendly context (simple memory) so as to make the animal not bark or attack. Note the spirit resistance of the animal is only 10, and it is assumed the memory will stick after the spell is cast.

Mind Trick

Level: 30th (25th with eye contact)
Range: 5 m
Duration: Instant

Caster instills a simple and natural thought in the target. The thought can often be dismissed after some further thinking later on, but it allows the caster to convince people of potentially reasonable things (e.g. I do not have any money). It has no verbal or stomatic components. Note the -5 bonus for weaving in the thoughts to avoid the contradiction resistance.

Sleep

Level: 30th
Duration: Instant

This spell puts one person who is within 5 meters to sleep. The spell is a simple command.

The person can be waken normally.

Fear

Level 40th (30th with eye contact)

Duration: 5 minutes

Range: 5 meters

This spell makes one nearby person desperately afraid of the caster for a few minutes. The person will do anything to escape or show submittance to the caster.

Nightmare

Level: 45th
Range: 100m

Duration: Continual thought-total

The caster, while concentrating and imagining a dream or memory for the target, makes the target perceive the dream or memory as real. The target will physically act as it deems appropriate for the nightmare. The target can think, however, and might realize the falsity of its perceptions and then stop acting at all.

Puppet

Level: 50th
Range: 5 meters

Duration: Continual thought-total

Make a nearby person a puppet, obeying every order (sophisticated commands), including ones overriding the puppet's strong moral convictions.

Mind Bond

Level: 65th
Duration: Strong concentration on both sides.
Range: 500km, target unseen

The caster and the target can communicate by thinking conscious thoughts and emotions. In some sense this is two spells, but for ease it is combined into one.

The first time this happens to anyone it is very confusing, but the mind quickly adapts to the unusual form of communication.

Concealing the truth and lying in this communication is extremely difficult as is hiding ones true emotions about the discussed events.

Even though both sides of the connection need to work at keeping the connection up, we give the caster the full +5 for the mild concentration duration modifier.

Aura Mood Change

- 1 Mild emotion.
- 5 normal emotion.
- 10 Major effect- radiate a passionate love or hate or conceal the same.
- 15 Conceal significance- Significance of being is concealed so no one notices it without undo provocation.
- 20 Cause terror- cause people to fear the being irrationality.
- 25 Seductive effect- radiate an emotion or state of being so strongly that people are almost incapable of not believing it regardless of physical action.
- 30 Unadulterated evil- radiate evil and power so strongly that people will be petrified, cowed, and humble if not rendered immobile.
- 35 Sainly serenity- radiate the classic love and serenity which saints alledgedly own. People feel blessed in the presence of such a powerful aura.

Spell: Read Aura

All living objects have an aura surrounding them. Loosely speaking, the aura serves as a protection against other spirits and magical effects and as a means of a more subconscious and basic communication.

The first purpose comes from the first beginnings of living beings. Previously the spirit of one being could easily overlap and interfere with the spirit of another being just by close physical proximity. To protect themselves, living beings developed a shielding mechanism which detects other spirits before they enter the being's spirit space and then the aura acts like a half inflated balloon. No matter how one pushes two such balloons together, they retain their own air.

The second purpose allows an easier communication between beings of different types, be they animals and humans or humans and some bizarre intelligent life form. Aura radiates basic feelings, such as unworthiness, love, or hate.

NOTE: Aura can be an area effect.

Sample Spells

Detect Deceit

Duration: While desired

Caster detects when people in the area are lying.

See Magic

Caster looks at the energy around herself, and thus can see spells, etc.

See Invisible and Concealed Life

Caster tunes in to auras in the space around her to see energy rather than physical world.



Spell: Alter Aura

Alter Aura is for changing a spirit's aura, rather than reading it.

Spell Resistance

The first purpose of the Alter Aura spell is to increase and decrease spell resistance.

The number of levels of resistance given or taken from the target spirit is the base spell level divided by 5 when altering spirit resistance.

Alter Spirit Resistance +1

Level: 15th

Duration: 1 day

Range: Touch

Caster makes a consenting target more resistant to magic by strengthening the target's aura. A +5 resistance would be a 25th level spell.

Mood Change

The main purpose of the Alter Aura spell is a means to alter an aura so the person is radiating something other than they are feeling and other than they are.

The more simple the spirit, the more it relies on aura more than other communication in forming its opinions. For example, a dog is more sensitive to a hateful individual who is acting nice than a human. However, the dog is more easily tricked, and by aura change a person can disguise more easily his motivations from a dog than a human.

Spirit Resistance

Spirit resistance is reduced by 5 when dealing with the Aura, as described in the spirit resistance section of the rules on page 182.

Detailed Auras

Complex experiences and weird effects are harder to weave, and should be given a +5 penalty to the spell level. Stigmata is an example of this.

Sample Spells

Crowd Invisibility

Level: 20th

Duration: 1 hour

Range: Self

This spell causes people to ignore or

miss the caster as the caster is radiating insignificance. The caster is just considered to be the most likely person to be wherever the caster is (a member in a crowd). People will not pay attention to, associate with, or recall the caster under this spell.

Getting past guarded doors is another matter. For this, see Erasure, below.

Charisma

Level: 25th

Duration: 1 hour

Range: Self

Caster makes self so alluring and likable (1 step down from total seductive effect) that people are very much inclined to do him favors, and will go out of their way to be friendly.

Erasure

Level: 30th

Duration: 1 hour

Range: Self

Make caster so unremarkable that, unless caster is acting in an extreme way (level 25) people will not notice the caster's presence or remark upon it at all. Caster can walk through doors that are guarded as long as caster is not specifically being looked for or does not look specifically and extremely out of place.

Stigmata

Level: 35th

Range: 5m

Duration: 1 day

The caster makes an unwilling target radiate a combination of anger, guilt, and shame which causes people to treat the person as an ex-criminal, namely poorly. The radiated emotion is considered to be medium in power (level 3)

The Legend of Istain

Istain was an old warlock who lived in the Granite Key off the coast of the Holy Empire. His profession had caused him to lose his family which he had raised and cherished as his highest profession. The Edge of the Sun, in their suspicions of him, found probable cause that he was attempting to create a race of demonic

Aura Mood Change

1 Mild effect- radiate a mild emotion or disguise a mild emotion.

5 Medium effect- radiate a normal emotion which is not passion, or disguise same.

10 Major effect- radiate a passionate love or hate or conceal the same.

15 Conceal significance- Significance of being is concealed so no one notices it without undo provocation.

20 Cause terror- cause people to fear the being irrationality.

25 Seductive effect- radiate an emotion or state of being so strongly that people are almost incapable of not believing it regardless of physical action.

30 Unadulterated evil- radiate evil and power so strongly that people will be petrified, cowed, and humble if not rendered immobile.

35 Sainly serenity- radiate the classic love and serenity which saints allegedly own. People feel blessed in the presence of such a powerful aura.

beings, and so exterminated his close ones to make sure they were not artificial or being used in the assistance of magic.

In fact, the creation of life fascinated Istain, and his jealousy of his wife's ability to bear children may have sparked his insane pursuit to create life of his own. The people of the Edge of the Sun were not mistaken in their suspicions of Istain, and continued their pursuit of him with the sanction of the Emperor in order to prevent him from creating his unholy atrocities.

Istain continued his studies in a fanatical rate and managed to create the first of his stone children. Istain's Children were huge and deadly and they protected him against the greater glory of the Edge of the Sun. The devilish thing about Istain's Children was their intelligence—and their ability to breed. They were content to serve their master, whom they called a God, mortal that he was. His maniacal desire to conquer the world took him even further, however, and he continued to build creatures. His second creation was Istain's Bane. These creatures were mammoth in size, but fortunately, and probably due to an error on Istain's behalf, they were unable to breed and were far less intelligent. They turned on Istain and killed him. These creatures too, still exist, and throw rocks at ships from the Granite Key for sport.

Spell: Link Spirit

This is the apex of Spirit Magic. Linking a spirit to an object gives the object life and a mind.

The mage, with this tool, takes some existing spiritual force and by connecting it to a physical form shapes it into a mind and personality, creating life. Obviously this process is very similar to the Alter Emotion tool except in this process connections from physical to spirit are being made for the first time while in the Alter Emotion tool the connections are being moved and changed slightly to fit the caster's need.

Sample Automations

Watching Eye

This is a metal eye on a wall sconce which watches a corridor and then triggers a spell machine which sends its visual image to the caster when someone comes down the corridor.

This automation is a level 8 spirit which is bound together with a spell machine which takes current visual perceptions of the automation and sends it to the caster with the Alter Mind tool in Spirit Magic.

Stick to Snake

Duration: 5 hours

Range: Touch

This is where the caster using Modeling, turns a stick into a snake and then breaths life into it by summoning and attaching the spirit. The spirit, an Complexity 9 one, takes 9 seconds to fully acclimate into being a snake.

Walking Corpse

Duration: months

Range: touch

The caster raises a dead corpse by summoning a spirit of complexity 12, attaching it to the corpse, and imprinting in it, with the Alter Mind tool, the ideas of violence and attack with which were copied out of an attack dog with Quality Magic. The corpse will acclimate in 24 minutes. There is no multiplier for Form Similarity as the caster is not trying to make a specific spirit mind, but just to give the acclimating mind tendencies for

violence and attack.

If the caster then takes an imprint of the mind after acclimation and uses that in a later corpse, the acclimation time for the later corpse would be only 12 seconds as it is a natural form and mind.

See Advanced Magic Section for how to use this tool

Detach Difficulty

Five times the target spirit's complexity.

Human 75

(partial detachment) 38

Do not add modifiers for size, space, or duration (unless otherwise noted)

No person, including caster, can wave their spirit resistance for either full or partial spirit detachment.

Spell: Detach Spirit

Detaching a spirit from its form frees the spirit into the world. If the spirit was originally created or was at some point modified to be linked to the spirit world without the use of the physical object it was attached to, the spirit will be a free spirit, or a ghost. Otherwise the spirit will slowly dissipate over time as it is not being fed energy from the spirit world. Humans, for example, are feed through the spirit world by the link of their brain. If the spirit is pulled from the brain the spirit can not feed anymore, and will remain a ghost for a few years until it disappears into nothing, or possesses another form which gives it sustenance.

The more complex a spirit the more tenacious its grip on the object it is linked to. This makes it more difficult to pull a human spirit off its physical form than pulling the algae life force off the algae physical form. Thus the difficulty of the spell is five times the complexity of the spirit.

However, if the spirit is an unnatural link the attachment is much more weak, and there is usually some bonus to the difficulty in detaching the spirit. This bonus depends on how natural the form is for the spirit, and how long the spirit has been acclimating to the form. This is left for the GM to decide.

There is no duration for this, since if a spirit is detached, it is detached permanently. However a caster can partially detach a spirit, which halves the level of the spell. However in this case duration is an issue. A partially detached spirit can leave the body and then return intact, provided nothing happens in the interim. This is a possible source of out-of-body experiences. Continuous duration in this case would be a spirit that still has a link to the body, but never went back into it; such examples would be people in permanent comas and whatnot.

Range is also an issue for partial detachment. This is how far a spirit can stray from its body without being pulled back.

Sample Spells**Kill Dog by Touch**

Level: 45th

Kill a dog or similar animal with a single touch.

Partially Detach Self

Level: 53rd

Duration: While desired

Range: a few km

This spell partially detaches the caster who can then float around and interact with the world as an unconnected spirit.

The caster can move and perceive things in a limited sense as a partially detached spirit. Things look massively different as life, spells, and spiritual energy are much more visible than physical forms. There is no physics as a spirit, the caster can fly, seep through walls, and wander aimlessly. Being in the vicinity of another spirit, however, is damaging and dangerous as the spirits can intermingle and thus corrupt each other.

Kill Person by Touch

Level: 70th

Range: Touch

This spell detaches a person's spirit from the person's body permanently with the effect of killing the person.



Quality Magic

A quality is some intrinsic feature of an object, be it a texture, memory, shape, density, color, temperature, light-emitting qualities, transparency, viscosity, brittleness, malleability, solidity, durability, flexibility, or even a personality. Quality magic deals with the manipulation of these qualities.

The primary use of Quality Magic is to transfer a quality from one object to another. Copying qualities from one object to another is useful in three basic ways.

First, it is possible to make a minor change in a target object with this tool. This can, for example, be a change along the lines of making someone's skin as tough as bark.

Second, it is a means of recording information on objects for further study or use. A truly great mage could, for example, take the quality of someone's mind and then later if that person died conceivably resurrect that person.

Third, quality transference can make a model more susceptible to a Model Transformation. More information on this can be found below.

A given quality can range from nonexistent in a given object to completely pure in a given object. In addition, most qualities have opposite qualities, as in hot and cold, or the three qualities of red, yellow, and blue. This gives facts such as not having any quality of heat does not mean the given object is cold. An object can have neither hotness or coldness at all, and would be considered to have no quality in this regard.

Objects consist of a collection of qualities in varying degrees of purity. For example, the temperature of a dragon's breath is a much more pure form of heat than the temperature of a normal fire. The more pure a quality in an object, the more difficult it is to transfer intact. Likewise, weaker versions of any quality may be transferred more easily.

Qualities tend to come in pairs, such as heat and cold, and the weakest quality lies somewhere in between. For

example, body temperature just happens to be the most mild quality of heat or cold possible.

Qualities tend towards these moderation points which means starting with a more pure form of a quality with the intention of making a less pure form of a quality is more easy than just copying the less pure form. Conversely, it is possible to purify a quality while transferring it, although this is very difficult. So starting with a pure red ink and coloring a wall a muddy red is very easy, while starting with a muddy red ink and coloring a wall pure red is very hard.

In addition, if an object has a pure form of a quality, and the caster gives the object a weaker form of the quality, the object does not change in purity, but might change in the minor details of the purity. For example, giving molten rock the heat quality of a human will not change the molten rock. To cool the molten rock, the caster needs to give it a sufficiently pure quality of cold to offset the hot.

For some qualities, such as personalities and general features, it is very hard to define levels of moderation. People can, in fact, be more or less like some other person, but it is not so clear as with color or hardness.

Qualities also, if possible, should be considered relative to their original owning bodies. For example, an insect is considered to be strong even though it is weak compared to a human. Some qualities, such as heat, are not really relative. Dragon's breath is not to be thought of as hot in comparison to the dragon, but is just thought of as hot.

L	Magnitude of Change
1	Trivial Muddy red to bright red
10	Small White to red damp to dry
20	Medium red to green smooth to rough sharp to dull +10 strength rigid to brittle
30	Large copper to gold foggy to transparent resilient to brittle soft to hard
40	Very Large +25 strength solid to foggy bendable to brittle light to heavy
50	Extreme solid to transparent downy soft to metal hard

Usually if you want a “very” in front of any quality, that would be a +5. “extremely” would be +10. So solid to extremely transparent would be 30+10 = 40th.

Table 97: Quality Spell Modifiers

Thing	Mod
Decreased purity	-5
Copy from Studied Concept	+5
Copy from known concept	+10
Copy from Vaguely Known Concept	+15
From Latent Copy	+0
Make Latent Copy	-5

Tool: Transfer Quality

This is the basic tool of this field. This tool allows the mage to copy a quality from a given object and imbue another object with that quality.

The hardest part about using this tool is deciding the base difficulty associated with any given quality. We supply a selection of examples and we hope that they are sufficient to easily determine the difficulty associated with any other quality that might be transferred.

The main thing to remember is *magnitude of change* for the target object. This determines the base spell difficulty. The other factor is the general nature of a quality. Very specific qualities are easier to transfer than general ones. Giving something the lightness of a feather is easier than giving it the quality of a feather (which would include soft, downy, etc.).

Also in many circumstances the target object cannot conceivably take on the quality being transferred. For example, giving the quality of a razor’s sharpness to a ball makes no sense. In such cases, the transfer always fails.

Two qualities, temperature and mind, have been put onto their own tables for clarity because it is used so often in the course of playing Cinis.

A note on threads

The quality transfer process creates a thread between the two objects with the size of the thread dependant on the complexity and purity of the quality. For more on threads see page 224.

Dilution

Normally with quality transfer, the quality is transferred exactly and is in a sense an absolute quality. The texture of wood copied will feel exactly like wood. However, sometimes the caster might want to dilute a quality. This firstly takes out what the quality is with no frills attached. For example, directly copying the density of a clay brick to a piece of wood would capture the variations in the density and whatnot. However, if the caster wanted just make the piece of wood a bit heavier, the variations would start to fade.

The advantage of dilution is it makes spells easier. If the source quality is more pure than the desired change, then subtract 5 levels from the spell.

Qualities Remembered

The industrious mage can recall what a quality is and then use it from his mind directly. This is a difficult process and is much harder than using a model. There are suggested modifiers on page 207. Also, qualities would usually lose their subtlety such as the aforementioned variation in the clay brick when summoned up out of a mind.

A Use For Philosophy

Philosophy aids in this endeavour, however, and for every competence level in Philosophy, subtract 1 off the modifier for conception with a minimum penalty of +0.

Latent Copies

A Latent Copy of a quality is a quality which is only recorded in a book or item, but not perceivable as a quality. A description of a tree in a text is a latent copy of a tree, while an actual small tree is a real copy of a tree.

Latent copies of qualities can be used as models exactly as if the real thing was in hand, and this is their value to a spell caster. Latent copies do not modify the object in which they are stored in any way whatsoever.

When making a latent copy, if the target object is somehow similar to the object being copied, the caster gets an additional bonus on the spell level. This similarity could be something so simple as a stick drawing for a -1 bonus to a small painstakingly accurate model of the target for upwards of a -5 bonus, if not more. This likeness need not be necessarily lifelike; artists can capture qualities of things in a very abstract but effective form.

Conflicting Qualities

If a caster adds a conflicting quality in some object, then the magnitude of change is much greater. For example, making a hot object cold is a much greater change than making a lukewarm object cold.

Sample Spells

Turn Coin to Gold

Level: 25th

Duration: 10 minutes

The spell, by bestowing the quality of gold on a copper coin (a 30th level quality change), makes it temporarily into a gold one. The coin is for all purposes made of gold if not in the actual shape of a standard gold coin. The caster needs a small piece of gold for this spell.

Weaken Sword

Level: 30th

Duration: 1D4 rounds

Range: Medium

The caster makes a sword held by an opponent within 10 meters as fragile and brittle as old glass. The next strike of the sword will most likely ruin the user's day. This spell is based off of an 20th level shift (rigid to brittle) level, and does take into account the +5 spiritual resistance of the sword gained from the user's hand. The material component is a rod of glass.

Ant's Strength

Level: 30th

Duration: Short

The caster gives himself the strength of an ant (so goes from normal strength to extremely strong) making himself into a virtual Hercules. However, this is a diluted form of the ant's true strength (given its size) so the caster gets a -5 bonus.

Raise the strength of the caster to 45 for one minute. However this is not as good as all that; take into account leverage and the frail condition of the human body when evaluating the effects of attempted actions. If the pure quality was transferred, it would not be much better than this diluted one.

Skin of Stone

Level: 35th

Duration: 10 minutes

This spell, which is based on a level 35 quality change (soft to very hard), hardens the caster's skin to a stone-like

level. Consider the caster to be wearing Plate mail.

The caster needs a piece of granite for this spell.

Invisibility

Level: 50th

Duration: Medium (10 minutes)

Requires a glass sphere as a material component.

Invisibility makes the caster have the quality of the transparency of a smooth glass object (a 50th level change). This makes the unaware not notice the caster unless the caster is covered in water, paint, dust, or some other marker.

People suspicious of the caster's presence can vaguely make out the caster if they make a PRE check at -5. This is at -10 if the light is dim or the caster is against a moving or complicated background such as swaying trees.

Lighten Stone

Level: 50th

Range: Touch

Size: Large

Duration: Medium

By using a handful of straw, the caster imbues a doorway sized touched area of stone wall with the density of straw (a 40th level shift), rendering it easier to move and pry apart.

This spell takes into account the modifier for the object being part of a larger whole.

The following are the listed quality levels given temperature of the object.

Q. Lvl	Hot	Cold
0	35	35
5	36(1)	34
10	50	20
15	70	10
20	100(3)	0(4)
25	200(5)	-10
30	400	-30
35	600	-45
40	1,000	-80
45	5,000	-100
50	7,500	-160
55	10,000	-190
60	20,000	-273

- 1 Just below the body temperature of a human.
- 2 Temperature of hot metal.
- 3 Boiling point of water.
- 4 Freezing point of water.
- 5 Ignition point of paper and candle wicks.

Quality of Temperature

The quality of temperature is a commonly used quality. The state of quality that is neither hot nor cold is centered around human body temperature, approximately.

The table uses degrees Centigrade, and some common temperatures are listed for convenience. For those unfamiliar with Celsius system, degrees Fahrenheit can be converted, and vice versa. The formulae are as follows:

$$^{\circ}\text{F} = (^{\circ}\text{C} \times 1.8) + 32$$

$$^{\circ}\text{C} = (^{\circ}\text{F} - 32) \div 1.8$$

Remember that a sample of the quality needs to be on hand in order to use it.

To determine the size of a quality shift look at the number of steps from one to the other. For example, giving boiling water the temperature of ice moves the boiling water (level 20, hot) to around 20 degrees C (level 10, cold) giving a magnitude of 30 levels.

Fatal Heat

The creation of heat is useful for many things, but may often have a single purpose; heat (or lack thereof) may be used to kill. The following rules permit GMs to assess the level of heat fatal to a living being. Remember to add complexity levels to the spell for the spirit's innate resistance to magic, as this makes such spells much more difficult.

A good rule of thumb is that an instantly fatal spell must more than double a beings natural body temperature.

Spells with a duration of longer than Instant will kill with a 10 to 20 degree increase. Prolonged temperatures of more than 4°C usually prove fatal; they essentially emulate a fever with no relief possible. Increases of 1°C can be endured by the target for some time, but the victim will feel terrible.

Temperature Decreases

The quality of cold is listed in the second column on the side-bar. Care must be taken by GMs when players wish to reduce the temperature of an object; objects at room-temperature are much closer to absolute zero than to the

temperature of the sun. Every substance freezes at absolute zero, -273.15°C.

Sample Spells

Light Candle

Level: 20th

Range: 1 m

Duration: Instant

Copying from the previously well-studied concept of a candle heat, the apprentice can make a candle ignite.

Fire Resistance

Level: 20th

Duration: 10 minutes

By reducing the quality of fiery heat to a more tolerable 50 degrees (thus shifting 15 levels) from the space surrounding the caster, the caster protects herself from flames. The source quality of temperature used is the caster's own body temperature, which is an overshoot, giving the caster a -5 spell bonus.

This takes into account that the space is a medium space, and shaped and tracking for a +10 on spell level.

Light Campfire

Level: 25th

Range: Short

Duration: Short

The caster, from a spark generated from a tinderbox, gives a pile of sticks that level of heat with the result of its igniting. This is much easier than attempting to actually make the spark catch.

Human Torch

Level: 50th level

Range: Medium

Duration: Short

The caster copies the heat and fire from a nearby torch to a human victim with the effect of lighting the human completely on fire to the core of its being. This is a level 30 quality shift.



Tool: Quality of Mind

Memories and personality can be treated as qualities only for the purposes of making latent copies of them. Implanting a actual non-latent memory or personality into a thing firstly requires the thing to be a spirit and secondly a high degree of incorporation of the memory or personality into the existing structure of the spirit. This is well into the realm of Spirit Magic and more information should be sought there.

Suffice to say that Quality transfer is useful for storing information on memories or personality, but actually using the memories or personalities requires the Alter Mind tool in the Spirit Magic section.

So, for example, a mage could use quality magic to make a copy of a person's mind and then use Spirit Magic to make a clone. However, the caster could not just copy the person's mind onto another person and have that work, as the spirit would not incorporate the copied qualities of memory into itself. Spirit magic is needed to understand how to get an active spirit to incorporate the qualities properly.

Lvl	Mind
1	A few minutes memory or fantasy
5	A full experience with trappings and connected thoughts
10	The fundamentals of some skill
15	An insanity or quirk such as delusions of grandeur.
20	A complex, well-known skill.
25	The skill of a master
30	Complete dog personality.
40	Complete human personality.

The quality level of a complete personality is the personality's spiritual complexity.

Modeling Magic

Modeling is the art of creating things from models and transmuting (changing) things to other things. Another word for this is polymorphing. There are two tools associated with this form of magic. The first allows the magician to make a model into a real object, and the second deals with making illusions out of models.

In this field a crucial concept is an object's Abstractness Level. A model's Abstractness Level is a measure of how closely a model resembles the actual object the caster is attempting to create. The higher the Model Abstractness Level, the further a model is from the real thing. An Abstractness value of 0 means it is in fact the actual object. The more abstract, or incomplete, a model is, the more the wizard has to patch the model with magic during the transmutation process, which, of course, makes the transmutation much more difficult. Due to this, many conjurers spend considerable time making a good model to reduce its Abstractness Level to a minimum.

The Abstractness Level of a model also depends upon what it is supposed to be a model of. For example, a clay statue of a wolf that looks and is shaped almost exactly like a wolf has a low Abstractness Level when it is considered to be a wolf, but the Abstractness Level would go up a bit if the same statue were to be used as a model for a poodle.

To make a physical object from a model, first compute the Abstractness Level of the model, and then add all normal modifiers such as range, duration, etc.

Size and Changing It

Often a model is not the right size. To change the size to the correct level, the mage has to use the Physical Magic Size tool. These two spells can be combine cast, as per normal rules.

Computing the Abstractness Level

This is done by the simple method of computing how complex the actual object being modeled is, and then subtracting levels off this value

depending on the complexity of model itself.

Table 98: Base Complexity Levels

Complexity of Target Object	Base
Inert Object	20
Mechanical Object	35
Organic Object	50

These are very rough values, and the GM is encouraged to come up with complexity values depending on the specific object being modeled. For example, making a model of a house is much more complex than making a model of a hatchet, so the former might have a complexity of 25 and the latter a complexity of 15.

If the caster is attempting to duplicate a specific object, add 10 to the object's complexity. Specific objects are, for instance, the King's special ornate sword rather than some generic gaudy bauble of a sword.

The Model

The main thing which reduces the Abstractness Level is the resemblance of the model to the actual object. Some suggested modelling times are listed along with a rough description of the state of a model, but these should be ignored if at all possible and replaced with some actual examination of materials on hand, modelling competence of the caster, etc., on the part of the GM. In any case, skilled artisans working in their element should get massive bonuses to the Abstractness Level since their models will be much closer to the real thing, making the



transmutation more simplistic.

Table 99: Model Completeness

Time	Description	A Mod
none	No model	+30
none	Unshaped lump	+20
1 minute	Slightly formed	+10
1 hour	Recognizable	+5
6 hours	Good sculpture	
1 week	Careful sculpture	-5
1 month	Accurate Sculpture	-10
1 year	Lifelike	-15
3 years	Exactitude	-20
/per year	Breathtakingly real	/-5

Sometimes a model will resemble the target object while still being fairly abstract in appearance. For example, much of art captures an object's important qualities while not looking like the object itself. Artists have a huge advantage with this tool for this very reason.

Note that sometimes, even if the time is spent, an incompetent and clumsy mage will never get a good modifier. This depends on the mage's skills and abilities, and should be ruled on by the GM. Getting beyond Accurate should always require a skill check.

Materials

The material of the target object compared to the material of the specific object is vitally important, of course. The following is a rough listing of the target object's material and the model's material and the modifier to use in that case. If there are more than one materials used in the target object or model then take the modifier for the most unmatched pair of materials between the model and the target object.

Table 100: Materials

Target	Model	Mod
Metal	Same metal	0
	Metal, but not same kind	+5

Table 100: Materials

Target	Model	Mod
	Dirt, Clay, Wax	+10
	Wood, Flour, Paste	+15
	Flesh	+20
Wood, Bone, Paper	Same wood, bone, etc.	-5
	Different wood, bone, etc.	0
	Wood for bone/ bone for wood	+5
	Flour, Paste	+5
	Dirt, Clay, Wax	+10
	Metal	+15
Flesh, Plant	Flesh	+15
	Same kind & age of flesh	-20
	Same kind but not same age	-15
	Different animal	-10
	Bone for flesh, wood for plant	-5
	Bone for plant, wood for flesh	0
Hard Clay, Stone, Wax	Dirt, Clay, wax	+5
	Flour/Paste	+10
	Metal	+15
	Same material as object	+0
	Different kind of dirt, etc.	+5
	Anything solid	+10
Soft clay, mud	Anything liquid	+25
	Same material	+0
	Different kind of dirt, etc.	+5
	Hard clay, stone, etc.	+10
	Anything solid	+15
	Anything liquid	+20
Water	Water	+0

Table 100: Materials

Target	Model	Mod
	Any liquid	+5
	Glass/Crystal	+10
	Anything else	+15
Glass, Crystal, Gems	Same glass	0
	Different glass	+5
	Clear object, water	+10
	Semi-clear object, impure water	+15
	Anything else	+20
Oil, Paste, Blood	Same oil, etc.	0
	Similar oil, etc.	+5
	Water or any other liquid, etc.	+10
	Wax for paste	+15
	Anything else	+20

Knowing the Target Object

Knowing and understanding the target object is very important.

If the caster has a sample target object on hand, he gets a -5 bonus modification to the spell level. If the caster has seen the inner parts of a complex object such as a body or machine, the caster gets a -5 bonus modification. These two things are cumulative.

However, if the object to be created has never been seen by the model-maker add +15 to the total, unless the object has been well described and understood. In this case only add +5 as a penalty. Note that with enough time to carefully design and model an object, a mage could invent and then make some completely new object.

In addition, the caster might end up making something which is what she perceives to be the target object, but what is in fact a product of her imagination. For example, a caster might spend a long time attempting to create a body of a dragon, but since she was always told dragons were made of gold, if she eventually succeeded, her dragon would be, in fact, made of gold.

This example should be applied in general. When the target object is not on hand to study, the caster will end up with his own perception of what the target object is, and so most final products are, in a sense, caricatures of the target object. The things which matter more to the modeler, even if subconsciously, are going to be exaggerated somewhat as all people do not see the world in the same way.

Using Quality Magic

One easy way to make a good model quickly is to instill an object with qualities copied from the target object using the Quality field of magic. In this case subtract 1/2 from the Abstractness Level for every spell level of relevant qualities implanted into it.

True Change

If the caster transforms the model for a Permanent duration, which is the step beyond Continuous duration, then the object becomes actual and can never be dispelled or detected as unauthentic. This is called a True Change, and should be admired as being a magnificent achievement.

The Modeling Process

The transformation of the model to the actual object can be a one time spell or a long term event. The choice is made by the modeler.

If it is a one time spell then cast the spell as normal. If it is a long term event then average the MFP cost over the entire time of making the model, and consider the spell roll to be a normal success.

The caster can only choose to make it a long term event if the modeling process is longer than a week.

Living Models

If a modeler makes a model of a living thing and transforms it to a living thing, the model will be so prepared to hold spirit that ambient spiritual energy will connect to the physical form over time, eventually making the form come alive on its own.

This process happens over a course of several days; a rough approximation is

1 day per level of spiritual complexity the model has. Note the live model is its own being and is as much a part of the spiritual energy of the surroundings that it absorbed as the product of the modeler. This means it has an independent mind and personality.

Modelers by trying to capture the personality of their model in the physical form can have some limited affect over this, as in all cases the model's personality fits the form perfectly. So a model of a snarling dog will be vicious and a model of a panting, smiling dog will be friendly.

Much of the spiritual energy comes from the modeler's aura, and this causes the model to have a very strong thread to the modeler. In addition, the model will view the modeler much in the same way as the modeler views himself. Also, the model will have a temperament and mood much like the mood and temperament of the modeler throughout the modeling process.

This automatic coming alive can be stopped by choosing to make the model into the thing in a single one time event instead of a long term event as described above. When this happens the modeler can give a constructed mind to the model with the Link Spirit tool. In this case the transformed model is considered to be a natural body, as discussed on page 207.

Transmuting Materials Only

Changing the material of an object but leaving the object intact (i.e. turn a person into stone) is a special case of the modeling process. To compute the spell level, take the base abstractness level and then consider the object to be an exact model (with a bonus of -20). Then proceed as normal, applying all the normal modifiers due to the materials, duration, range, etc.

Sample Spells

Make Gold Coin

Level: 25th

Duration: 10 minutes

Range: Touch

The caster turns a copper coin held in the hand into a gold coin with the different head and face of the gold coin.

The caster has to have previously studied a gold coin before. The copper coin model is said to be a good one, with no modification to the spell level.

Wings

Level: 35th

Duration: 10 minutes

The caster straps large wings made of tanned human skin and bone to her back, making herself into a accurate model of a flying humanoid, and then turns into such. If the wings are made of animal skin or some such, then the level of the spell goes to 40th

Mask

Level: 35th

Duration: 1 hour

The caster changes his face to that of another person. The caster first assumes facial contortions matching that of the target to make the model more recognizable. Note that the resultant face is how the caster sees and remembers the person in question, which usually means a mild caricature with the annoying or lovely features amplified somewhat.

Polymorph into Mammal

Level: 45th

Duration: Strong concentration

The caster turns herself into any mammal desired. When casting the spell, the caster has to act like the animal and assume a stance the animal would take to make herself into a recognizable model while casting the spell. Remember to add 5 if the spell is cancelable.

Stone to mud

Level: 45th

Range: 10 meters

Duration: 30 seconds

This spell turns a 1m X 1m X 1m block of stone (a Large object) in a larger wall into mud for 30 seconds. Note the +5 for the space being connected to other objects.

Wolf to statue

Level: 60th

Duration: Continuous

This spell changes a wolf, which

needs to be touched, into a stone statue of itself. Shrink spells can be used to make the wolf into a smaller statue if desired, as the statue is life sized. Note we have a model of Lifelike for the accuracy of the statue. We do not have exactitude since we do not want the wolf to be exactly as it was, for the legs would snap being too thin--the final statue is wrapped around itself and more durable.

At any point the caster can cancel the spell (the modifier was added into level), bringing the wolf back as a full blown wolf.

This spell is only 50th level (the spirit defense being waved) if the wolf is willing to be turned into a statue. (A GM might rule a well trained, self-sacrificing wolf might be willing if the master was the spell caster.)

Stick to Snake

Level: 60th

Range: touch

Duration: 10 minutes

Using a stick, which is a slightly formed model of a snake, and noting that the snake is an organic object, we have 50 + 10 for the model - 0 for the wood being in place of flesh gives 50th level base for the complexity of the model. Modifiers for range and duration give the final spell level.

Note that this does not make a live snake, just a dead one.



Tool: Visual Illusion

Visual Illusion is making a model of something in ones mind and then making it into a reality for the vision only.

In this case the caster can make the models move with his mind as they are not actual independent forms.

To do this, use the table on the sidebar to determine the complexity of the illusion and then compute the model's complexity modifier disregarding materials.

Add the model's complexity modifier to the complexity level of the illusion to get the base spell level.

The model is lost in this process, as it is converted into dust particles which give a vague structure to the light and energy which compose the visual illusion.

Using Sound

Sound spells can be simultaneously cast with these spells. Just add the total casting time of the two spells and then make the two rolls at the end of the time allotment.

If they are concentration duration spells, they can both be controlled with the same amount of concentration, so strong concentration could control both spells, and weak concentration could control both spells and leave the caster to do other things.

Specific Things

Specific things are unique humans and objects and such things like that. The specific thing appearing will actually be the caster's interpretation of the specific thing, unless the target thing is within view.

Other Illusions

There are other illusions such as those pertaining to taste and smell which are in line with the modeling theory. Rules for such illusions are not provided in Cinis, but the concept is the same.

A model would be a similarly tasting or smelling item, and the illusion would change aromas and whatnot to be what suited the caster. We encourage the GM to take modeling to its myriad of logical

conclusions.

Sample Spells

Ghostly Form

Level: 16th

Range: 20 m

Duration: 10 minutes

The caster, using a small puff of dust as a model, makes a dimly glowing ghostly form dance around anywhere within 20 meters. The caster needs to continuously trickle dust from one hand to the other to keep the model. This dust is considered to be a recognizable model.

Puppet

Level: 25th

Duration: Strong concentration

Range: 20 meters

Using a puppet of a person which is an Accurate Sculpture in its realism, the caster makes an image of that person and controls it with strong concentration anywhere within 20 meters. There is no sound unless a separate sound spell is cast.

If the model is only a recognizable likeness, the spell goes up to 40th level.

Charging Goblin Hoard

Level: 35th

Range: Around caster

Space: Large

Duration: Strong concentration

Using a very detailed drawing of the goblin hoard (a good model) the caster makes a goblin hoard covering a 4 by 4 meter area surrounding himself which can be controlled with strong concentration. They are silent unless a sound spell is cast in conjunction with this one.

Visual Illusion

Lvl	Image
1	Vague forms, dimly lit.
5	Vague forms, well lit.
10	Sophisticated forms, dimly lit.
15	Sophisticated forms, well lit.
20	Forms with bright colors and emitting major light.
25	Realistic forms Forms of specific things.
30	Incredible forms with complete control of ambient light, light emission, and light absorption. Realistic forms of specific things.
40	Incredible forms of specific things.

Remember to add the modifiers for the physical space the illusion takes up as well as for duration and range.

