

Folk Magic

Folk magic are the simple magical tricks used by people who are not sorcerers to manipulate their environment. What they lack in sheer power they make up for in simplicity.

The Basics

All folk magic spells share the following characteristics:

- There is no minimum POW required for folk magic.
- The chance of successfully casting a folk magic spell is equal to $POW \times 5$ plus your INT bonus.

E.g. a POW of 16 and an INT of 12 means you have an 86% of casting a folk magic spell.
 $(16 \times 5 = 80) + (12/2=6) = 86$.

You can know as many folk magic spells as you have points in your INT.

E.g. an INT of 12 means you can know 12 folk magic spells. You can always choose to forget an old spell to learn a new spell. Once forgotten in this manner a spell has to be relearned. Note that you can also forget spells if your INT goes down for any reason. The last spell you learned is forgotten.

Note that folk magic spells take up slots of INT that could be used for other types of magic.

E.g. if you have the aforementioned INT of 12 and know 6 folk magic spells you can only know six levels of sorcery spells.

- The strength of a folk magic spell is subject to the Rule of Four. For every four points you have in your POW characteristic you can cast one point of a spell. Many folk magic spells are variable.

E.g. with a POW of 16 you can cast four points of a spell which costs four magic points. Note that you do not have to cast a spell at full strength.

- Spells are cast at your INT during the Magic phase of the Combat round. Subtract 1 from your INT for the purpose of determining what order your spell goes for each point of magic you cast.

E.g. with a INT of 16 you would cast 1 point of Protection at INT 15, 2 points at INT 14, 3 points at INT 13, etc. You can never cast more than one folk magic spell at a time.

- All folk magic spells have a range of self, touch or sight.

Note that in the case of offensive spells you have to see the target. In the case of detect spells you do not have to see the target. However 15 cm of a hard substance does block a detect spell. Note that hiding behind a rock does not block detect spells. Being inside a building with a thick enough wall does.

- All folk magic spells have a duration of POW/2 in combat rounds (POW) or instantaneous (Inst).

E.g. with a POW of 12 your spells last for 6 minutes.

- All folk magic spells will be resisted by the target. Even casting a spell on someone's shield will be resisted as it is their possession.

Learning Folk Magic

Anyone who knows a folk magic can teach it to someone else. It takes a week to learn a new folk magic and the Rule of Four applies. For every four points of POW you possess you can learn a spell one day quicker. Re-learning a spell you used to know takes half this time round down.

E.g. Artemis is learning the spell Acuity from a village elder. Normally it would take her seven days to do so but since her POW is 12 she can learn it in 4 days. $(7 - (12/4=3)) = 4$.

If she was relearning an old spell she had forgotten it would only take her two days.

Starting Folk Magic

All practitioners of folk magic can start knowing INT/2 different spells.

Folk Magic Spells

Any spell with an entry in parentheses like Detect [X] represents a group of spells which must be learned individually.

Spells that add to damage or armour can only add up to the maximum rolled amount.

E.g. Four points of protection cast on hard leather 1D6 adds four points to the armour roll but it cannot go over six points of protection.

E.g. Four points of Weapon boost cast on a Great axe 3D6 damage adds four points to the rolled damage but cannot take the damage rolled over 18 points.

Name	Variable?	Effect	Duration	Range
Acuity	Y	Each point adds 5% to your mental skills: Bargain, Evaluate, Navigate, etc.	POW	Self
Agile	Y	Each point adds 5% to all your movement skills, Climb, Jump, etc.	POW	Self
Clumsy	Y	Each point subtracts 5% to all movement skills, Climb, Jump, etc.	POW	Sight
Confusion	Y	Each point subtracts 5% from a target's mental skills: Bargain, Evaluate, Navigate, etc.	POW	Sight
Detect [X]	N	Each detect spell allows you to detect the strongest source within sight range. For example a Detect Gold spell will detect the largest quantity of gold within sight even if the source is behind a rock. Each spell must be learned separately.	Inst.	Sight
Fleet of foot	Y	Each point adds 1 m to your movement.	POW	Self
Golden Tongued	Y	Each point adds 5% to all verbal skills.	POW	Self
Heal	Y	Each point heals one point of damage.	Inst.	Touch
Ignite	Y	Automatically ignites a fire on properly prepared material like a wick or kindling. Each point has a 20% chance of starting a fire on something flammable like clothing or hair.	Inst.	Sight
Light	N	Makes an object glow light a lantern illuminating a 40 m radius area.	POW	Sight
Magic Dart	N	This spell creates a small magical dart that flies and strikes any target within sight doing 1D3+1 damage. It can be resisted.	Inst.	Sight
Misdirection	Y	Each point adds 5% to your Hide or Move Quietly skills.	POW	Touch
Protection	Y	Each point adds 1 to your armour roll and makes you 5% harder to hit.	POW	Self
Slow	Y	Each point subtracts 1 m from a target's movement.	POW	Sight
Soul Boost	Y	Each point temporarily boosts your POW by 1 point. This has no effect of your spells but can affect offensive spells or soul attacks.	POW	Self
Tongue Tied	Y	Each point subtracts 5% from a target's verbal skills: Fast Talk, Language, Oratory, etc.	POW	Sight
[Weapon]	Y	Each point adds 1 point to the damage roll and	POW	Touch

Name	Variable?	Effect	Duration	Range
boost		+5% to your chance to hit and parry. This spell cannot be cast on missile weapons but can be cast on missiles. Each spell must be learned separately.		
Weapon hinder	Y	Each point subtracts 1 point from the damage roll and subtracts +5% to your chance to hit and parry. Note that this spell cannot be resisted unless the weapon its cast on is itself intelligent. It works on any weapon. If cast on a target to reduce brawling it will be resisted.	POW	Sight

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