

# POCKET UNIVERSE™ QUICK MAGIC

Version 1.41 by Jeff Dee

These rules plug into the Pocket Universe™ Basic Rules set. Sections are numbered the same way as in Pocket Universe™, adding to what's already there.

## 2.0 Character Generation

### 2.1 Attributes

A new Attribute called Psychic Ability (PSYC) must be added to characters in settings where there are magical powers.

PSYC starts at 2 instead of 8. It rises to 8 at the cost of 1 Attribute point. Each extra point added to PSYC adds +1 to the character's PSYC score, to a maximum of +4.

### 2.21 Disadvantages

**Attribute -1 (2):** This Disadvantage may not be used to reduce a character's starting PSYC score below 2.

### 2.22 Advantages

**Attribute +1 (2):** If this Advantage is added to a PSYC score of 2, it raises PSYC to 8.

**Pet (1):** The character has a pet. For 1 point, the character has a relatively minor pet, such as a dog or crow. For 2 points the character has a more impressive pet, such as a warhorse or a trained bear. 3 or 4 points of this advantage allows the character to have an extremely unusual or powerful pet, but this may only be done with the permission of the GM.

For one extra point, the pet is a familiar. Familiars get appropriate Attribute scores (using INTL instead of PERC), and the basic set of skills that make sense for that animal type, at their Attribute +1. The character can communicate with his familiar as if they understand each other's native language. Optionally, the familiar can speak and understand a language shared by the character. Familiars either have the Scholar skill at +1, with a specialization chosen by the character, OR they can communicate with the character telepathically over any distance. Familiars who are scholars of magical lore halve the time it takes for the character to learn new spells (see 8.0). Familiars gain experience as do Lackeys.

For a savings of 1 point, the character and the pet are linked together so that if one of them dies, the other dies as well.

**Latent Psychic (1):** This Advantage increases a character's starting PSYC score to 5.

### 2.3 Other Characteristics

#### 2.35 NRG Points

Each character has a number of NRG (short for Psychic Energy) points equal to the number in the Value column for their PSYC Attribute. For example, a character with an 8 PSYC has 6 NRG points. NRG points are used to power magical abilities.

### 2.4 Skills

Magic skill is based on the INTL Attribute.

### 2.41 Languages

Magic is almost always portrayed as an ancient, nearly forgotten art. The GM may wish to introduce one or more ancient languages in which magical spells must be written or spoken. If so, character suffer a Magic skill check penalty of -2 if they have only halting ability in the necessary language, and -1 if they retain an accent. Complete fluency is necessary in order to avoid a penalty.

### 2.42 Skill List

Skill:	Attribute:	Penalty:
Dream Interpretation	INTL	-4
Magic	INTL	N/A**
Resistance	WILL	-1

\*\* Characters may not attempt to use this skill unless they have purchased it with EPs.

**Dream Interpretation (INTL/-4):** This skill enables a character to interpret the meaning of dreams. Most dreams are nothing more than internal subconscious dialogue, in which case this skill enables a character to figure out what the dreamer is trying to tell himself. Other dreams may be messages from characters using the Dream Sending spell, in which case this skill can be used to figure out what the message means. If appropriate to the game setting, the GM may send characters cryptic prophetic dreams that must be interpreted to discover the meaning.

**Magic (INTL):** This skill is used to cast and target magical spells. Magic requires a minimum PSYC of 5. One skill check is made to both cast and target a spell. Each EP spent on Magic skill goes toward raising the character's overall skill score, but also counts as one Spell Point (SP) the character can spend on learning specific spells.

For example, a character with an INTL of 11 who spends 3 EPs on Magic skill has a Magic skill of 12, and gets 3 SPs to spend on learning spells. If he spends 1 more EP on Magic skill he still has a Magic skill of 12, but he may spend 1 more SP on spells.

A character may not attempt to cast a spell unless he has purchased it with SPs. Each spell has a unique SP cost, casting time, NRG cost, difficulty, etc. Consult the spell list in section 8.0.

**Resistance (WILL/-1):** This skill is used to avoid magical mental attacks (see 2.53, Mental Defense).

### 2.5 Defense Values

#### 2.53 Mental Defense

A character's Mental Defense is determined in the same way as melee Defense, but only the Resistance skill may be used.



## 5.0 Combat

### 5.43 NRG Recovery

Characters recover 1 NRG point per hour of rest. An "hour of rest" means a full hour without any strenuous activity. Some magic spells tie up a character's NRG points to maintain a magical effect. Those NRG points do not come back until the effect is broken or discontinued.

## 8.0 Magic Spells

All spell skill rolls are subject to a difficulty penalty equal to the spell's level. Thus, a character using a Level 2 spell suffers a Magic skill penalty of -2 on their casting roll when they try to use it.

All of the spells listed here involve specific hand gestures and spoken formulas when they are used. Furthermore, these spells always generate obvious special effects when they go off, making surreptitious spell casting impossible.

Magic doesn't always cost NRG. Spellcasters may spend NRG to gain +1 on their casting roll per point spent. Some spells also allow an NRG investment to increase their effects. The maximum NRG that may be spent on each spell equals the caster's PSYC - 7 (minimum 0). Any NRG must be spent before the spell is cast.

It takes time to learn new spells. This should be played out as part of the ongoing story, with the following guidelines.

Solitary study takes about 14 days per SP being spent, and about \$25 per SP for materials and research. Study at an academy of sorcery requires about 10 days per SP, and \$5 per day for tuition. Academies will not just take any stranger off the street; most require references, and have their own class schedules by which their students must abide. Personal instruction by a private tutor requires only about 7 days per SP. Personal tutors charge \$10 per day, and are rare but offer more flexible scheduling if you can find them.

Personal tutors usually require references of some kind. If a character has a magician as a Contact, that magician can provide all needed references. If a character has a magician as a Friend, that magician will provide magical instruction privately at no cost.

### 8.1 Spell List

#### Level 0 Spells

**Aura Vision (1):** Make a skill roll to sense and evaluate any psychic power within living beings and enchanted items. Takes an Action, and requires a skill check (range penalties apply if attempted at range). If successful you learn the PSYC score of the target being, or whether the target item is enchanted. Maximum range = line of sight.

**Breeze (1):** You may telekinetically move a very small, light object such as a leaf, a dust mote, or a page from a book. You can brush a target with a gentle touch. Takes an Action and a roll to hit vs. the target's Missile Defense. Maximum range = line of sight.

**Dream Sending (1):** On a successful skill roll, you can send a cryptic message to someone you know by way of his or her dreams. This only works if the person in question is asleep when this ability is used. The target must make a Dream Interpretation skill roll to properly interpret the

dream. Takes a full move & Action. There is no range limit, and line of sight is not required.

**Foreboding (1):** Make a skill roll to sense imminent danger to yourself or your companions. Surprise penalties are negated if this roll is successful. The exact nature of the danger is not revealed. Takes no time.

**Headache (1):** You can cause a target to suffer an annoying but harmless headache. Requires an Action and a roll to hit vs. the target's Mental Defense. Re-roll the roll to hit once every turn to see if the target recovers. Maximum range = line of sight.

**Locate Mind (1):** To sense the exact distance and direction to someone with whose mind you are familiar (i.e., a close acquaintance or prior success with Insight), make a skill roll to hit vs. the subject's Mental Defense. There is no range limit; line of sight is not necessary. Takes an Action, and costs 1 point of NRG.

**Meditation (1):** You can get to sleep easily even in noisy or otherwise uncomfortable circumstances. Your NRG recovery rate is doubled while meditating. Make a skill roll, at a difficulty from -4 to +4 depending on how distracting the circumstances are.

**Spark (1):** You can ignite a small flammable object (match, fuse) or warm a small nonflammable object (cup of tea) or ignite a highly flammable substance (oil, tinder) or deliver a harmless sting of pain. Takes an Action and a roll to hit vs. Missile defense. Maximum range = line of sight.

#### Level 1 Spells

**Augury (2):** You may attempt to receive omens from some form of divination (tea leaves, entrails, cards, etc.): specify your own character's form of divination when you acquire this ability. The GM rolls secretly against your skill. If successful, the GM correctly tells you whether the course of action being contemplated bodes well or ill. If unsuccessful, the omens are unclear. On a Critical Fumble, the GM should lie.

**Fatigue (2):** Roll to hit vs. the target's Mental Defense. If the roll is successful, the target loses 1 point of PHYS for purposes of physical strength until they have a chance to sleep. This effect is cumulative if used on the same target more than once. Takes an Action. Maximum range = line of sight.

**Flare (2):** You can strike a target with a searing flash of heat. Takes an Action, and requires a skill roll to hit vs. Missile Defense. Inflicts Energy damage according to the following table:

PSYC Score:	Flare Energy Damage:
5	0/0/1
6	0/1/1
7	1/1/1
8	1/1/2
9	1/2/3
10	2/3/4
11	2/4/6
12	3/5/7
13	4/6/8
14	5/7/9

Armor worn by the target provides protection. You may spend extra NRG before rolling to hit to increase the damage roll by one level per NRG point spent. You can also ignite large flammable objects (crates, dead bushes, etc.) on any hit. Maximum range = line of sight.

**Force (2):** You may strike a target with a telekinetic burst. Takes an Action and requires a skill roll to hit vs. the target's Missile Defense. Maximum range = line of sight. This ability inflicts physical damage according to the following table:

PSYC Score:	Force Physical Damage:
5	0/1/1
6	1/1/1
7	1/1/2
8	1/2/3
9	2/3/4
10	2/4/6
11	3/5/7
12	4/6/8
13	5/7/9
14	6/8/10

Armor worn by the target provides protection. You may spend extra NRG before rolling to hit to increase the damage roll by one level per NRG point spent. You can also use Force to push or knock over large objects, as if you had a PHYS equal to your PSYC+1+NRG.

**Healing (2):** For each point of PSYC you have over 9, you can heal 1 hit point at a cost of 1 NRG (minimum 1 hit point). For example, a sorcerer with a 12 PSYC heals 3 hits per point of NRG he spends. You must be in physical contact with the target, and it takes a full move and Action. You cannot use this ability on yourself. If you run out of NRG, you may use your own hit points to pay the NRG cost. No skill roll is required.

**Migraine (2):** You can cause a target to suffer a painful and debilitating headache. Requires an Action and a roll to hit vs. the target's Mental Defense. The target suffers a penalty of -1 on all of their skills for as long as they are affected. Re-roll the roll to hit once every turn to see if the target recovers. Maximum range = line of sight.

**Neutralize (2):** You can cancel out a target's NRG points. Takes an Action and requires a skill roll to hit vs. the target's Mental Defense. Maximum range = line of sight. Consult the following table to find the number of NRG points the target loses:

PSYC Score:	Neutralize Damage:
5	0/0/1
6	0/1/1
7	1/1/1
8	1/1/2
9	1/2/3
10	2/3/4
11	2/4/6
12	3/5/7
13	4/6/8
14	5/7/9

The damage points are deducted from the target's NRG, not Hits. Armor provides no protection. You may spend extra NRG before rolling to hit to increase the damage roll by two levels per NRG point spent.

**True Sight (2):** Similar to Aura Vision, but reveals which spells are currently affecting the target, or the nature of the enchantment on an item. True Sight may also be used to sense the presence and true nature of anything disguised or hidden by sorcery. Takes a full move & Action, and requires a skill roll. Range penalties apply if True Sight is attempted at a distance. Maximum range = line of sight.

### Level 2 Spells

**Drain (3):** You can steal a target's NRG points. Takes an Action and requires a skill roll to hit vs. the target's Mental Defense. Maximum range = line of sight. Consult the

following table to find the number of NRG points drained from the target:

PSYC Score:	Drain Damage:
5	0/0/0
6	0/0/1
7	0/1/1
8	1/1/1
9	1/1/2
10	1/2/3
11	2/3/4
12	2/4/6
13	3/5/7
14	4/6/8

The damage points are deducted from the target's NRG, not Hits, and added to your own NRG. You may exceed your own normal NRG limit, but any excess NRG goes away the next time you sleep. Armor provides no protection. You may spend extra NRG before rolling to hit to increase the damage roll by two levels per NRG point spent.

**Precognition (3):** You may look into the future. If your roll is successful you will see the current most likely future - but that future is not set in stone. Specify the kind of information you are seeking (who you will marry, what tomorrow's weather will be like, etc.). The GM rolls against your skill in secret, applying a penalty based on how far into the future you are trying to look:

Time Period:	Penalty:
minutes	-1
hours	-2
days	-3
weeks	-4
months	-5
years	-6
decades	-7
centuries	-8

**Psychometry (3):** You may look into the past of any item or being. You must be in direct physical contact with the subject. Specify the kind of information you are seeking (last person to handle the item, the scene at the birth of the person, etc.). The GM rolls against your skill in secret, applying a penalty based on how far in the past you are trying to look:

Time Period:	Penalty:
minutes	-1
hours	-2
days	-3
weeks	-4
months	-5
years	-6
decades	-7
centuries	-8

**Sleep (3):** You can cause a target to succumb to intense drowsiness. Takes a full move & Action and requires a skill roll to hit vs. the target's Mental Defense. Maximum range = line of sight. Inflicts "damage" according to the following table:

PSYC Score:	Sleep "Damage":
5	0/1/1
6	1/1/1
7	1/1/2
8	1/2/3
9	2/3/4
10	2/4/6
11	3/5/7
12	4/6/8
13	5/7/9
14	6/8/10

No hit point damage is inflicted; this "damage" is only used to check for unconsciousness. If the "damage" roll exceeds 1/2 of the target's remaining Hits, the target is knocked out - otherwise there is no effect.

Armor provides no protection. You may spend extra NRG before rolling to hit to increase the damage roll by one level per NRG point spent.

**Telekinesis (3):** You can grab and move objects at a distance. TK attacks against the target's Missile Defense, but shield bonuses do not apply. Roll to grapple the target (using the procedure described under the Grapple skill), with an effective PHYS equal to your PSYC score. Takes an Action to grab. It takes 1 game space of movement to move a grabbed object; you can move it 3 spaces plus 1 space for every 20 kg. of telekinetic carrying capacity you have in excess of the target's mass. TK Capacity = PSYC Value x 8 kg. For example, a character with a PSYC score of 10 has a TK Capacity of 80 kg. You may hold a target telekinetically for as long as you remain conscious. If you lift multiple objects, your available carrying capacity from Telekinetic PHYS must be divided among them all. You may use this ability to lift yourself as well. Maximum range = line of sight.

**Telepathy (3):** Make a roll to hit vs. Mental Defense to establish contact. Takes a full move & Action. If successful, you may exchange surface thoughts with the subject until contact is broken. Re-roll to hit once every turn to see if contact is broken, unless the target is consciously willing. There is no range limit; line of sight isn't necessary, but you have to know where the target is (possibly by use of the Locate Mind spell).

### Level 3 Spells

**Force Wall (4):** You can generate a barrier of force, equal to Armor with a protection of your PSYC - 5 vs. Physical attacks (minimum 1). It only takes movement to create a force wall. It may be placed anywhere within your line of sight, and cannot be moved. Trick shots (such as encircling an actively evading opponent) take an Action and a roll to hit. There is an NRG cost of 1 per turn to maintain a force wall.

Normally the barrier covers a 1 game space diameter area. The area may be doubled for each extra point of NRG you spend when the barrier is created. The Armor value of the barrier may also be enhanced at a cost of 1 NRG per +1 Armor; this extra NRG is only paid once, when the barrier is first activated. Moving through the barrier requires a PHYS Roll vs. the wall's Armor; if the roll is greater than the Armor, the character may pass through. Add the wall's Armor to the total Armor protection vs. Physical of any character who's attacked through it. Maximum range = line of sight.

**Mental Blast (4):** You can deliver a potentially lethal psychic blast. Takes a full move and Action and requires a skill roll to hit vs. the target's Mental Defense. Maximum range = line of sight. Inflicts damage according to the following table:

PSYC Score:	Mental Blast Damage:
5	0/1/1
6	1/1/1
7	1/1/2
8	1/2/3
9	2/3/4
10	2/4/6
11	3/5/7
12	4/6/8
13	5/7/9
14	6/8/10

Armor provides no protection. You may spend extra NRG before rolling to hit to increase the damage roll by one level per NRG point spent.

**Mind Probe (4):** Make a roll to hit vs. the target's Mental Defense to establish contact. This takes a full move and Action. If successful, you may probe the subject's mind for one memory. You must specify what memory you are searching for. You experience that memory as if you had been there, and may turn your attention toward details that the subject may not have noticed. You must be in physical contact with the target.

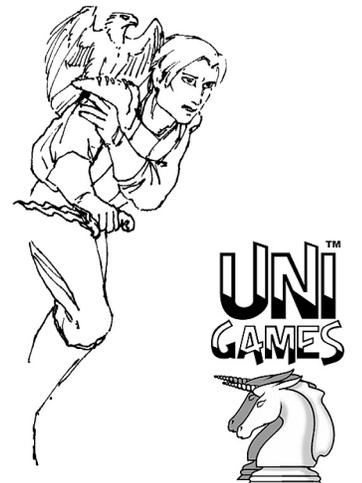
**Suggestion (4):** On a successful roll to hit vs. their Mental Defense, you may implant a subconscious suggestion into the mind of a target. Takes a full move and Action. The victim will go along with the suggestion as long as it is not obviously dangerous to them, though you may be able to talk them into something dangerous if you word the suggestion properly. Re-roll the roll to hit each time the suggestion activates to see whether the victim recovers before carrying it out. Maximum range is two spaces.

**Tandem Sorcery (4):** You can borrow the NRG of another willing character, and spend it along with your own, or lend your own NRG for another character's use. More than 2 characters may combine their NRG, but all of them except one must know this spell. All of the characters involved must be in physical contact with each other, and all of them must spend their full move and Action - except the one who is actually casting the spell they're all powering. None of the characters may end up with more NRG than they started with.

### 8.2 Creating New Spells

These are only a few examples of the types of magic spells that might be available. The GM may create new spells to flesh out this list, adding to or replacing the ones given here to suit their setting.

Use the existing spells as a guide when making up new spells. Level 0 spells are what might be called "canttrips"; very minor magical effects that don't accomplish much more than a normal skilled person could. Each spell level above that is progressively more effective.



Artwork by 'Manda

© 2001 UNIGames. POCKET UNIVERSE is a trademark of UNIGames. All rights reserved.

UNIGames™  
9815 Copper Creek Dr. #1210  
Austin, TX 78729  
Phone / Fax: (512) 652-5773  
Email: unigames@io.com  
www.io.com/unigames/pu