

# TEENAGE DEMONSLAYERS

## Ritual Magic

Version 2.0 by Jeff Dee, 03/28/2006

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 PSYC score below 5.

**Magic Addiction (2):** A character with this trait is addicted to the thrill of using magic. Whenever there is a way to use their magic to solve a problem, no matter how minor, they are compelled to do so (secretly, if necessary to avoid detection) unless they make a successful WILL check.

The character can temporarily recover by spending at least a week without casting any spells. This can be accomplished by depriving them of all of their magical paraphernalia, or by keeping them under surveillance. During this period the character suffers a penalty of -1 on all of their rolls due to withdrawal symptoms. After recovery, the character may resume their use of magic - but they must still make a WILL check each time they cast a spell, and their addiction returns in full force if that roll is a fumble.

#### 2.22 Advantages

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

**Latent Mage (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

Incantations (8.11) are spoken in ancient or demonic languages. Casters of such spells suffer a casting penalty of -2 if they have only halting ability in the necessary language, and -1 if they retain an accent. Complete fluency is necessary to avoid a penalty.

#### 2.42 Skill List

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

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

**Magic (INTL):** This skill is used to cast and target magical spells. 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 Magic skill of 12, but he may spend 1 more SP on spells.

Magic skill requires a minimum PSYC of 5. A character may not attempt to cast a spell unless he has purchased it with SPs.

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

### 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. Those NRG points do not come back until the effect is broken or discontinued.

### 8.0 ACQUIRING SPELLS

Beginning characters may purchase any spells they can afford with their initial SPs. The ritual requirements of their beginning spells are determined randomly (8.1).

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

#### 8.1 Research

Characters must make Research rolls to find new spells. Choose a spell to research from the Spell List (8.4). The GM subtracts the spell's Level from the Index score of the information source before rolling to determine whether it contains that spell.

### 8.11 Ritual Requirements

Each different version of the same spell has different rituals associated with it. When you locate a spell through research, roll a d10 once on the table below for each point of EP cost for the spell:

#### d10 RITUAL REQUIREMENTS

1	Mystic Knickknack
2	Ingredient
3	Incantations
4	Group Ritual
5	Side-Effects/Costs
6	Sacrifice
7	Casting Focus
8	Target Focus
9	Extra Time
10	Repeat the previous Requirement. If you get this result on your first roll, ignore it and roll again.

**Mystic Knickknack:** This spell requires a specific occult object - a statuette, special robes, a book, or other re-usable object. A Mystical Knickknack can be expensive, but unlike Ingredients (see below) it doesn't get used up when you cast the spell. The GM must decide exactly what each Mystic Knickknack is. The cost of the Knickknack depends on the number of times you roll this Ritual Requirement in a row:

Rolls:	Cost:
1	\$10
2	\$50
3	\$200
4	\$600
5	\$1200

**Ingredient:** The spell uses up consumable resources - usually disgusting dried herbs or animal parts. Ingredients are easier to find than Knickknacks, but they get used up each time you cast the spell. The GM must decide exactly what each Ingredient is. The cost (per spell) of the ingredient depends on the number of times you roll this Ritual Requirement in a row:

Rolls:	Cost:
1	\$1
2	\$5
3	\$20
4	\$60
5	\$120

**Incantations:** This spell requires its incantations to be spoken in some language other than English. See 2.41. The GM chooses the specific language, guided by the number of times you roll this Ritual Requirement:

Rolls:	Language:
1	Modern, Foreign, Earthly
2	Archaic, Earthly
3	Ancient, Earthly
4	Common, Demonic
5	Obscure, Demonic

**Group Ritual:** This spell requires more than one caster. A character who knows the spell and leads the ritual is called the "primary caster". The primary caster rolls for the overall success of the spell. Each of the other casters only has to roll their INTL (minus the spell's level) or less - and not fumble! If ANY of the casters rolls a fumble, the entire spell fumbles no matter what the primary caster rolled. The number of people required for the ritual (including the primary caster) depends on the number of times you roll this Ritual Requirement:

Rolls:	Participants:
1	2
2	4
3	7
4	11
5	16

**Side-Effects:** This spell causes unexpected and undesirable side-effects each time it is cast. The specific side-effect must be decided upon by the GM, guided by the number of times you roll this Ritual Requirement:

Rolls:	Side-Effects:
1	minor annoyance
2	personal problem
3	neighborhood emergency
4	city-wide catastrophe
5	world-wide catastrophe

**Sacrifice:** This Ritual Requirement is expressly against the Slayer code, at least if the thing you've got to sacrifice is cute, cuddly, or intelligent. The specific sacrifice must be decided upon by the GM, guided by the number of times you roll this Ritual Requirement:

Rolls:	Cost:	Sacrifice:
1	50c	living plant
2	\$2.50	icky worm, bug or lizard
3	\$10	cute bug or lizard, or icky mammal
4	\$30	cute mammal
5	\$60	sentient being

**Casting Focus:** This is similar to a Mystical Knickknack, except that destroying the Casting Focus after the spell has been cast ends the effects of the spell. The GM must decide exactly what the Casting Focus is, guided by the number of times you roll this Ritual Requirement:

Rolls:	Cost:	Focus:
1	\$5	innocent looking, easy to hide
2	\$25	innocent looking, hard to hide
3	\$100	easy to hide, but obviously magical
4	\$300	hard to hide, and obviously magical
5	\$600	very hard to hide

**Target Focus:** A Target Focus is like a Casting focus, except that it must be put into the possession of the target of the spell in order to maintain the spell's effect. The spell's effect ends if the Target Focus is destroyed, or if the target loses it. The GM must decide exactly what the Target Focus is, guided by the number of times you roll this Ritual Requirement in a row.

Rolls:	Cost:	Focus:
1	\$2	innocent looking, easy to deliver
2	\$10	innocent looking, hard to deliver
3	\$40	obviously magical, easy to deliver
4	\$120	obviously magical, hard to deliver
5	\$240	very hard to deliver

**Extra Time:** The spell takes an exceptionally long time to cast. This extra time does not count as "taking extra time" (PU 4.4). The amount of time it takes to cast the spell depends on the number of times you roll this Ritual Requirement:

Rolls:	Time:
1	minutes
2	hours
3	days
4	months
5	years

### 8.12 Spell Acquisition Example

Suzy's friends have been taken captive by Fanak demons, who look sort of like giant moths. She knows where their lair is, but she needs to find a spell to disguise herself so she can pass among them undetected. Consulting the spell list (8.4) she decides to Research a Level 1 spell of Disguise. Her personal occult library has an Index of 7 on occult matters, so her library contains the spell if the GM (secretly) rolls 6 or less. We'll say he does, and Suzy makes her Research skill roll to locate it.

Now she must roll to determine the Ritual Requirements of the Disguise spell she's found. Disguise costs 2 EPs to learn, so she rolls twice on the Ritual Requirement table. Her first roll is a 9: the spell requires Extra Time. Her second roll is an 8: the spell also uses a Target Focus. So casting the spell takes several minutes, and the GM decides that the Focus the target must carry can be any tiny piece of the body or clothing of the thing they're to be disguised as.

### 8.2 Learning Magic

Once the desired spell has been located through research, it still takes time to learn to cast it.

Solitary study takes about 14 days per SP being spent, and about \$25 per SP for materials and research.

Study at an academy of magic 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.

The GM decides what spells an academy or private tutor wishes to teach. That decision is negotiable if the character's instructor is one of their Contacts.

### 8.3 Casting 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.

Unless otherwise specified, all of the spells in this supplement share the following characteristics:

\* They take a full move and action to cast. The caster must have freedom of motion, but no gestures or incantations are required.

\* They can be cast on any legal target within the caster's line of sight. Range penalties apply.

\* The spell descriptions say what constitutes a legal target. An "object" is any solid physical object, including all of its gaseous, liquid, and supernatural contents. A "being" is any animate creature, no matter what life form, even if it is unliving or undead. A "sentient" being is any being that is capable of higher abstract thought. "Living" beings are biological creature sustained by natural rather than supernatural processes.

\* Most spells have no mandatory NRG cost. On any spell that requires a skill roll, the caster has the option to spend NRG for a +1 skill bonus per NRG point spent. Some spells also allow NRG to be spent to increase the spell effects in other ways. The maximum NRG that may be spent on each spell equals the caster's PSYC - 7 (minimum 1). Any NRG must be spent before the roll is made.

\* Spells require ritual gestures and spoken incantations, and generate obvious special effects when they go off.

\* The effects of a spell last until they are actively dispelled by a counter-spell.

### 8.31 Ritual Spell Fumbles

d10: Fumbled Spell Effect:

- 1 The spell accidentally affects the caster(s) instead
- 2 The spell affects all valid targets EXCEPT the intended one
- 3 The spell goes off, but it does the opposite of what it was supposed to
- 4 The spell goes off, but its effect is strangely distorted
- 5 The spell goes off, but its effect or extent is undesirably magnified
- 6 The spell fails, and the caster accidentally summons a demon
- 7 The spell fails, and one of its ritual Knickknacks, Ingredients, or Foci is destroyed or severely damaged
- 8 The spell fails, and the caster suffers 0/2/4 damage plus the spell's Level.
- 9 GM's Option
- 10 Roll twice again and combine the results

### 8.32 Casting From Books

A character can attempt to cast a spell directly from a book (or computer file, etc.), without spending SPs to learn it. This incurs a further difficulty penalty of -2.

### 8.33 Ritual Substitution

Any ritual requirement can be substituted for no difficulty modifier on a successful Magic skill roll. On a fumble you \*think\* the replacement will work, but in fact it creates a new spell with an automatic fumble effect (see 8.31).

### 8.24 Ritual Omission

A ritual requirement can be omitted, for a +1 increase in difficulty, with a Magic skill roll. On a fumbled roll you \*think\* you may omit the ritual element, but in fact it creates a new spell with an automatic fumble effect (see 8.31).

## 8.4 Spell List

### LEVEL 0 SPELLS

**Breeze (1):** This spell can target any object. Roll to hit vs. the target's Missile Defense. If successful, the caster may brush the target with a gentle touch - moving a very small, light target such as a rose, a dust mote, or a page from a book.

**General Counter-Spell (1):** The target is a spell upon any being or object, or a spell the caster knows about that has no specific target. Physical contact is required, unless the target spell is not in a being or object. Roll to hit, with a starting Difficulty penalty equal to the target spell's Level. If successful, the target spell's effect ceases.

Not every general counter-spell is equally effective against every spell. Before casting, the GM rolls on the following table to see how well the general counter spell works against this particular spell:

d10:	Difficulty:
1-2	completely ineffective
3-5	-4
6-8	-2
9-10	No Penalty

The caster may attempt a Magic skill check to learn the results of this roll before attempting to cast the general counter-spell.

If the caster knows more than one general counter-spell, check each one separately for applicability against a particular spell.

This spell may also be used to counter the effects of demonic abilities at the discretion of the GM.

**Light (1):** This spell causes light (about the brightness of a torch or flashlight) to radiate from the caster. The light illuminates a 3 x 3 space area, and lasts until the caster chooses to cancel it or falls unconscious. The diameter of effect can be increased by 2 movement spaces per extra point of NRG spent at casting time.

**Meditation (1):** This spell enables the caster to rest even under noisy or uncomfortable circumstances. Apply a difficulty modifier from -4 to +4 depending on how restful the circumstances are. Spells cast while meditating gain a bonus of +1 to their casting chances. The spell ends at the caster's discretion, or if the caster is physically injured.

**Self Control (1):** This spell affects the caster only. If successful, the caster gains superb self control. Any fumbles rolled by the caster are converted to simple failures at a cost of 1 point of NRG per fumble rolled. The spell ends if the caster fumbles and is unable to pay the NRG cost.

**Spark (1):** The target can be any object. Roll to hit vs. the target's Missile defense. This spell ignites a small flammable object (match, fuse) or warms a small nonflammable object (cup of tea) or ignites a highly flammable substance (oil, tinder), or delivers a harmless sting of pain to living beings. The heat generated by this spell lasts until it cools or is extinguished, but the spell itself has no duration.

**Specific Counter-Spell (1):** The target is a spell upon any being or object, or a spell the caster knows about that has no specific target. Each specific counter-spell only works against one particular spell effect, which must be specified when the specific counter-spell is researched. Physical contact is required, unless the target spell is not in a being or object. Roll to hit, with a Difficulty penalty equal to the target spell's Level minus two. If successful, the target spell's effect ceases.

This spell may also be used to counter the effects of a specific demonic ability at the discretion of the GM.

### LEVEL 1 SPELLS

**Augury (2):** This spell generates omens through divination (using tea leaves, entrails, cards, etc.). Specify the form of divination when researching this ability; one of the spell's Ritual Requirements will always be the tools of the specified divination form (Knickknack or Ingredient). The caster may not omit or make any substitutions for those tools. The GM rolls secretly against the caster's skill. If successful, the GM correctly tells the caster 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. Augury has no duration.

**Disguise (2):** The target can be any object or being or phenomena. This spell is opposed by the target's Mental Defense unless the target is willing to be Disguised. If successful, one aspect of the target is disguised: its physical appearance, how it's dressed, whether or not it has a soul, how much psychic power it has, etc. The disguise cannot be pierced by normal senses, and magical attempts to see through it are opposed (PU 4.2) by the caster's Magic skill score. The caster must specify what aspect of the target they're disguising (and what they're disguising it as) when the spell is cast. The effect lasts for 24 hours.

**Flare (2):** This spell can target anything the caster can see, striking it with a searing flash of heat. Roll to hit vs. the target's Missile Defense. Flares inflict energy damage according to the following table:

PSYC:	Flare Energy Damage:
up to 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
15	6/8/10
16	6/9/12

The caster may spend extra NRG before rolling to hit to increase the damage roll by one level per NRG point spent. Armor worn by the target provides protection. The caster may also ignite large flammable objects (crates, dead bushes, etc.) on any hit.

**Force (2):** This spell can target anything the caster can see, striking it with a telekinetic burst. Roll to hit vs. the target's Missile Defense. Force bolts inflict physical damage according to the following table:

PSYC:	Force Physical Damage:
up to 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
15	6/9/12

The caster may spend extra NRG before rolling to hit to increase the damage roll by one level per NRG point spent. Armor worn by the target provides protection. The caster may also use Force to push or knock over large objects, with a PHYS equal to their skill -1.

**Guiding Light (2):** No target. This spell summons a glowing light (about the size of a ping-pong ball) directly in front of the caster. The Guiding Light can be instructed to lead the caster out of a maze, or to a place of safety, or to one instance of a class of objects specified by the caster (food, a telephone, a doctor, etc.), or to a specific place that the caster already knows the location of, but does not know how to get to at the moment. The instruction cannot be changed once it has been given. It moves exactly as fast as the caster can, does its best to avoid hazardous routes, illuminates a 3 x 3 space area, and lasts until its task is complete.

**Healing (2):** The target can be any living biological being excepting the caster herself. This spell has an NRG cost of 1 per use, but no skill roll is required. The caster heals 1 hit point for each point of PSYC they have over 9 (minimum 1). For example, a witch with 14 PSYC heals 5 hits per point of NRG she spends. The caster must be in physical contact with the target. If the caster has no NRG remaining NRG, she may use her own Hit points to pay the NRG cost.

**Identify (2):** This spell can be used on any person or thing the caster can see. A photograph, television image, or even a drawing of the target is sufficient. If successful, the caster learns the identity of the target: its full given name, plus any nicknames or titles by which the target is widely known. If the subject's identity is protected magically, apply any modifier from that magic to the caster's chance of success.

**Lesser Summoning (2):** This spell targets a random member of one particular species. The target species must be specified when this spell is researched. Lesser Summoning cannot target a specific individual; in fact, if there is only one member of the target species remaining, then the spell automatically fails. Roll to hit vs. the average Mental Defense of the target species. If successful, the target is removed from its present location (even if it's in another dimension) and deposited directly in front of the caster. There is no guarantee that the target will be happy about being summoned. A summoned demon is banished by using a counter-spell to negate the original summoning spell.

**Love (2):** This spell can be used on any entity. Roll to hit vs. the target's Mental Defense. Line of sight is not required, and range penalties do not apply. If successful, the target falls in love with another person specified by the caster. This spell fails automatically if the person to be loved is of a gender or species the target wouldn't usually be attracted to.

Once in love, the target must have daily access to the one they love or else they become useless, suffering a penalty of -2 on ALL of their rolls until they're together again. On rolls against obstacles preventing reunion, the target still suffers the -2 penalty but they receive the benefits of Desperation (PU 5.72). The target can temporarily recover by spending at least a week away from the object of their desire, but they will relapse if they ever encounter their beloved again and fail a WILL check.

**Neutralize (2):** The target can be any creature or entity. Roll to hit vs. the target's Mental Defense. If successful, some of the target's NRG points are temporarily neutralized. Consult the following table to find the number of NRG points the target loses:

PSYC:	Neutralize Damage:
up to 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
15	6/8/10
16	6/9/12

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

**Silence (2):** The target can be any creature that can vocalize. Roll to hit vs. the target's Mental Defense. If successful, the target loses their voice for one week, or until some specified condition is met (the character sacrifices a songbird to Dunatis, smashes the box wherein their voice is trapped, etc.). The duration or condition is tied to the particular version of the spell, so it is up to the GM to decide each time a new version of this spell is encountered.

**True Sight (2):** The target can be any creature, object, or location. This spell informs the caster of the nature of any spells or enchantments that are currently affecting the target. True Sight may also be used to sense the presence and true nature of anything disguised or hidden by magic.

**LEVEL 2 SPELLS**

**Binding (3):** This spell magically enforces the terms of an agreement, ensuring that parties fulfill their part of the bargain. It can be used on any being, but is traditionally used on summoned demons. It cannot be used to force a being to consent to an agreement; the deal must be negotiated first, and only then may the parties be bound.

Most summoned demons are hostile, and will attack immediately instead of pausing to negotiate. Mages would be wise to summon demons inside Force Walls, or cast Containment on them. Once the demon is willing to talk, a character (usually the

caster) may attempt to use Negotiate skill to get it to agree to the terms of a deal.

Each demon has a price, which can be uncovered through research. The margin of success on the character's research roll determines the amount of information gained about the demon's price.

On a margin of success of 1 or less, no mention of the demon's price is found at all. The mage must guess at an appropriate price, suffering a Negotiation difficulty penalty of -4. On a success margin of 3 or less, the mage gets a general notion of the sort of thing the demon desires and can negotiate at a penalty of only -2. If the research success margin is 4 or more, the mage discovers the demon's perfect price and suffers no difficulty penalty.

Of course, once the demon has been summoned the mage may attempt an Insight skill roll to refine their understanding of the demon's desires. On a critical success, they figure out the demon's exact price. On a normal success, they gain a general understanding. On a failure, they gain no insight. On a fumble, they come to mistrust any understanding they'd gained from prior research.

The chances of a successful negotiation may also be affected by the mage's generosity. A very generous offer earns a bonus of +4. A merely generous offer gains a bonus of +2. Stingy offers suffer a penalty of -2, while very stingy offers penalize the negotiator by -4.

Knowing the demon's true name (for example, through the use of the Identify spell or a critically successful Research roll) yields a bonus of +4 on the Negotiation roll.

In order to be a valid agreement, both parties must be capable of upholding their end of the deal. For example, a caster may not legally agree to pay a demon 100 tons of gold if he hasn't got 100 tons of gold to give. Likewise, no demon may agree to any agreement that is clearly beyond its own abilities.

If the Negotiation roll succeeds, the demon agrees to the character's terms. This spell may then be cast to enforce the terms of the agreement. Roll to hit vs. the target's Mental Defense. If successful, both parties must fulfill the terms of the agreement. The spell lasts until the agreement has been fulfilled. Both parties are free to exploit loopholes in the wording of the agreement, in order to escape from the Binding more easily.

If the Binding fails, the character still has the option to release the demon and trust it to keep its word.

Common prices for demons from the TDS rulebook are as follows:

Demon:	Price:
Changeling	broken toys
Diakka	money
Gruagach	milk
Habondia	handsome young male
Samovile	new planting
Skrati	worship
Succubus	male consort
Incubus	female consort
Vampire, Minor	human blood
Vampire, Major	live human victim
Vassago	crystals and gemstones
Veltis	religious symbols

**Blind (3):** The target can be any being with the power of vision. Roll to hit vs. the target's Mental Defense. If successful, the target is rendered blind. Blind characters must make DEFT checks every time they move to keep from bumping into or tripping over things, and they treat all opponents (and friends) as if they were Invisible (TDS p. 7). The effect lasts for a day.

**Body Swap (3):** The target can be any living being. Physical contact is required. Roll to hit vs. the target's Mental Defense. If successful, the caster and target's minds swap bodies. Each mind retains its own INTL, WILL, psychological Traits, and skills. Everything else is swapped. Note that while skills are retained, DEFT is not - so adjust each mind's DEFT based skills to reflect the DEFT score of their new body.

**Costume Transformation (3):** The target can be any being wearing an outfit that conflicts with its true persona. Roll to hit vs. the target's Mental Defense. Line of sight is not required, and range penalties do not apply. If successful, the target loses their memory, personality and skills - taking on a new persona, skill set and memories befitting the costume they're wearing.

The target gains every skill that fits their new persona at a skill bonus of +1, with either the two most crucial skills at +2 or a single crucial skill at +3. Their physical appearance and Attributes are usually unaffected (see below) except for WILL, which changes to match the new persona. They lose any psychological Traits they had (though they may acquire new ones if the GM rules it appropriate). Other Personal Traits are unaffected, but some may be rendered irrelevant while the spell is in effect.

Clothing and equipment on the target's body changes to look and feel like the real thing. Mundane clothing and equipment acquires the abilities of the real thing, too. Rare or exotic items remain nonfunctional.

If the target is dressed as a creature of another species, then their makeup merges with their body transforming them into that species. In this case their physical appearance does change, and all of their Attributes and Traits are exchanged for those of the new species. The target retains their original size, however, and so a child in a dinosaur costume would change into a pint-sized dinosaur. Subtract the size difference from the new form's PHYS.

**Creation (3):** This spell creates physical objects, which last for 1 hour and then evaporate. The caster may pay NRG before rolling to extend the lifespan of the creations: each extra point of NRG adds 1 hour. The difficulty modifier depends on the cash value of the objects that are created:

Price:	Difficulty:
\$0 - \$9	0
\$10 - \$99	-1
\$100 - \$999	-2
\$1000 - \$9999	-3
etc.	etc.

**Dimension Gate (3):** Each Dimension Gate spell only leads between two dimensions, which must be specified when the spell is researched. Usually one of the two dimensions is Earth. If successful, this spell opens an interdimensional portal directly in front of the caster. The Gate is about the size of a garage door, and remains open for one minute. The two dimensions are geographically parallel, so every Gate opened at the same location in one dimension always leads to the same spot in the other.

**Drain (3):** You can steal a target's NRG points. Roll to hit vs. the target's Mental Defense. Consult the following table to find the number of NRG points drained from the target:

PSYC:	Drain Damage:
up to 9	1/1/2
10	1/2/3
11	2/3/4
12	2/4/6
13	3/5/7
14	4/6/8
15	5/7/9
16	6/8/10
17	6/9/12

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 one level per NRG point spent.

**Dream Visitation (3):** The target can be any being who dreams. Roll to hit vs. the target's Mental Defense. Line of sight is not required, and no range penalties apply. This spell can only work while the target is sleeping. If successful, the caster and target meet in a dream. The GM defines the dream landscape, turning to the target's psychological Traits for inspiration. The effect lasts until the caster voluntarily withdraws, or either character wakes up (to wake voluntarily takes a full move and action per attempt, and a WILL roll at -4), or either character suffers dream death (see below).

The two characters can talk, fight, etc. just like in real life - but if they fight, very little of the outcome carries over into waking life. Spells that roll to hit vs. the target's Mental Defense, and which ONLY affect the target's mind, remain in effect after the dream has ended. Also, if one character kills the other, the target of dream death must make a WILL roll at +4 to avoid dying in real life.

**False Memory (3):** The target must be a sentient being who the caster can communicate with verbally. Roll to hit vs. the target's Mental Defense. Line of sight is not required, and no range penalties apply. If successful, the target will believe one statement the caster makes; for example, that they'd left the stove running at home or that they'd turned in their homework when they hadn't. This is not mind control, and cannot dictate the target's behavior. The target is free to rationalize the idea in whatever way makes sense to them, and take whatever action (if any) they deem appropriate. If shown that the statement isn't true, the target will still believe that it WAS true, and will find excuses to continue to do so.

**Insanity (3):** This spell can give any being a distorted perception of reality. Roll to hit vs. the target's Mental Defense. If successful, the caster may impose any mental distortion they choose. For

example, the target might take on the instincts and sensibilities of an animal species, or develop an irrational obsession, or withdraw into their own mind so that they can barely communicate with others, etc.

**Locate (3):** The target can be any being or object that the caster knows about. If successful, the caster learns the target's exact geographic location (and retains a sense of that location as long as needed). The caster does not learn anything about any secret doors, mazes, secret passwords, etc. which may block access to the target's location, nor is the caster informed if the target moves (except by re-casting this spell). If the target is not on the same planet as the caster, then that is all the caster learns.

**Mental Block (3):** The target must be a sentient being known to the caster. Roll to hit vs. the target's Mental Defense. Line of sight is not required, and no range penalties apply. If successful, the target will forget one fact or incident specified by the caster; for example, that they'd just had a fight or that Nicky Jensen is really the demon lord Kortos. If reminded, the target is unable to remember the reminder for more than a moment.

**Mental Regression (3):** This spell can target any sentient being. Roll to hit vs. the target's Mental Defense. If successful, the target's mind regresses in age. Everything the target has learned since that age is forgotten, with an accompanying reduction in their skills.

Find the target's general age level on the table below. Apply a difficulty modifier of -1 to the caster's target number for each age level of mental regression, and subtract 1 from all of the target's skills if successful. For example, attempting to regress a target from Mature Adulthood to Adolescence incurs a difficulty modifier of -3, and reduces the target's skills by 3. The target's mind can be regressed within the same age level at no difficulty modifier with no effect on the target's skills.

Age Levels:

Pre-Natal
Infancy
Childhood
Adolescence
Young Adulthood
Adulthood
Mature Adulthood
Senior
Elderly

**Telekinesis (3):** This spell enables the caster to grab and move objects at a distance. Roll to hit vs. the target's Missile Defense (shield bonuses do not apply) using the procedure described under the Grapple skill, with a telekinetic PHYS equal to your PSYC. Telekinetic carrying capacity = PSYC Value x 8 kg. For example, a mage with a PSYC score of 12 has a TK Capacity of 136 kg.

It takes 1 game space of movement to move a grabbed object; the caster can move it 3 spaces plus 1 space for every 20 kg. of telekinetic carrying capacity they have in excess of the target's mass. The caster may maintain their telekinetic grip as long as they remain conscious. If the caster lifts multiple objects, their available telekinetic carrying capacity must be divided among them all. The caster may use this ability to lift themselves as well.

**Telepathy (3):** This spell may be used on any sentient being. Make a roll to hit vs. the target's Mental Defense to establish contact. If successful, the caster may exchange surface thoughts with the target 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 and line of sight isn't necessary, but the caster must know precisely where the target is in order to establish and maintain the link.

### LEVEL 3 SPELLS

**Containment (4):** The target is a being. Roll to hit vs. the target's Missile Defense. Line of sight is required, and range penalties apply. If successful, the target disappears and becomes trapped as a spirit inside an inanimate object (or "vessel") of the caster's choosing, within the caster's line of sight.

The target retains any abilities it has which the vessel does not preclude. If the vessel has physical features matching the target's own sense organs (or if it is a container, and the container is opened) the target retains those senses while contained. If the vessel is flexible or jointed, the target can move it around as if it were its own body. And so on. If the vessel is an actual container, the target experiences its containment as if it were shrunk down small enough to fit inside.

The effect lasts until some condition specified by the caster is met: the target repents their evil ways, or until the return of IZGOR, until the target slays 13 demons, etc.

**Force Wall (4):** The caster can generate a barrier of force, equal to Armor with a protection equal to their PSYC -5 vs. Physical attacks (minimum 1). The force wall may be placed anywhere within the caster's line of sight, and cannot be moved. There is a mandatory 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 the caster spends 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 Physical Armor protection of any character who's attacked through it.

**Greater Summoning (4):** A Greater Summoning spell targets one particular being, who must be specified when this spell is researched. Roll to hit vs. the target's Mental Defense. If successful, the target is removed from its present location (even if it's in another dimension) and deposited directly in front of the caster.

Greater Summoning spells are usually reserved for extremely powerful and influential beings. A player is therefore unlikely to be able to find a Greater Summoning spell that specifically targets their own cousin Bob, their neighbor's yappy dog, or their Elder. It is theoretically possible to devise such a spell, however.

There is no guarantee that the target will be happy about being summoned. In fact, extremely powerful entities who do not take kindly to being summoned

may appear even if the spell fails (though not where the caster expects them), to punish the one who dared utter their name.

A summoned demon is banished by using a counter-spell to negate the original summoning spell.

**Manifest Fear (4):** The target can be any being who knows fear and is known to the caster. Roll to hit vs. the target's Mental Defense. Line of sight is not required, and no range penalties apply. If successful, the target encounters a physical manifestation of its worst fear. The effect lasts until the target either faces and defeats their fear, or is defeated by it.

The GM must decide on the specific game effects of the target's fear. As a general rule, if the target has an actual Phobia Disadvantage then the physical manifestation of their fear needn't have very much actual power at all. If the target lacks an explicit Phobia, then the manifestation of their fear should be an NPC slightly above them in ability.

**Reanimation (4):** The target can be the deceased remains of any living being. Physical contact with the target or its grave is required. If successful, the creature rises again as a zombie! It regains the abilities it had in life, but still looks dead (this counts as the Distinctive disadvantage). Zombies suffer a reduction of two Hit Point levels due to decomposition. For example, a reanimated character with PHYS 10 only gets the Hit Points of a PHYS 8 character. This penalty reflects decomposition for creatures whose remains are relatively intact, and who've received a standard burial and embalming; the GM may adjust the penalty to reflect other circumstances.

Zombies do not age. They do not heal (so any damage they suffer must be manually or magically repaired). They cannot have children. They do not bleed, and do not feel pain like we do. They can be knocked out (PU 5.61), but otherwise damage has no effect on them until their Hit Points drop to a negative amount in excess of their original Hits - at which point they are destroyed.

**Tandem Sorcery (4):** This spell enables the caster to borrow the NRG of another willing character and spend it along with their own, or lend their 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 for 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.

**Transpeciation (4):** This spell changes the species of a target being. Each Transpeciation spell turns the target into one particular species, which must be specified when the spell is researched.

If the target is unwilling to transform, roll to hit vs. the target's Mental Defense. If the target is willing to be transformed, roll to hit vs. the Mental Defense of the species they are to be changed into. If successful, the target loses their own Attributes, Traits, and Skills in favor of those of a typical member of the target species. The target retains its own memories and personality, but only remains sentient if the target species is sentient.

## LEVEL 4 SPELLS

**Resurrection (5):** This spell can be used on the remains of any being that used to be living. Physical contact with the target or its grave is required. If successful, the target is restored to life. The difficulty of the spell increases the longer the target has been deceased:

Time Period:	Penalty:
minutes	-1
hours	-2
days	-3
weeks	-4
months	-5
years	-6
decades	-7
centuries	-8
millennia	-9

The spell's difficulty can also increase if the remains are in poor condition. Penalties for the condition of the body are not cumulative with the duration of death; only apply the penalty that is higher:

Condition:	Penalty:
unmarked	0
damaged but intact	-1
all pieces accounted for	-2
most pieces accounted for	-3
only one piece available	-4

## LEVEL 6 SPELLS

**Alter Reality (7):** This spell changes the fabric of reality to some new configuration of the caster's choosing. For example, the caster might make herself a famous hero, or cause her greatest nemesis never to have existed, or grant someone the younger sister they never had.

Changes to the fabric of reality are undetectable to everyone except the caster and beings who are directly and personally affected by the changes. Such beings are allowed perception rolls to remember "real" reality whenever confronted with stark anomalies, but those perception rolls only succeed on a critical roll.

Reality Alteration is serious mojo, and is likely to attract the hostile attention of extremely powerful demons or the Higher Powers.

### 8.2 Creating New Spells

These are only a few examples of the types of magic spells that might be available. Some of these spells have already been adapted from the Pocket Universe Quick Magic handout:

[www.io.com/unigames/pu/pu\\_freebie/quickmagic2.pdf](http://www.io.com/unigames/pu/pu_freebie/quickmagic2.pdf)

There are many other spells there that you may wish to adapt.

The GM may create new spells to flesh out this list, adding to or replacing the ones given here to suit their campaign. Use the existing spells as a guide when making up new spells. Level 0 spells are what might be called "cantrips"; 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.

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