

Matrix Magic Plug-In for Fuzion™

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Edition 2.1

This is a Plug-In system for the Fuzion game system, based on a magic system I had in a home-brew game system I cooked up many years ago (the early 1980s). The system was called *Fantastic Adventure*, but I initially decided to call this the Tēran Magic Plug-In, after the world in which that game was set.

Tēra (pronounced TEE-rah) was a world vaguely similar to Earth, though it was decidedly different in many ways. Somewhere in the distant past, some 3000 years ago, an Occurrence had taken place that had altered certain geographical features, destroyed much of the high-tech civilization that existed at the time, and unleashed magic on the world. Those are, in fact, the only details of the Occurrence which survived to the time of the PCs. Elves, Dwarves, and similar people lived among men, as did a number of sentient species that would look to use like anthropomorphized animals. This was a rough-and-tumble world, with as much post-Apocalypse and Wild West to its atmosphere as high fantasy.

And it had its own method for doing magic — one which cried out for its own system.

At the time, the only way I could see to use such a unique magic system was to create my own game system from the ground up. As it turned out, most of that game's systems stank; only the action-management system (which used an extension of the concepts behind Hero's SPD chart) and the magic system were smooth enough to warrant continued survival.

Now, with Fuzion, one can build sub-systems (*aka* Plug-Ins) as needed. This, at last, was an opportunity for the *Fantastic Adventure* magic system to be resurrected without re-launching (not to mention re-creating) the entire system. Of course, some of the specifics needed to be drawn from existing Fuzion plug-ins; where they wouldn't disrupt the "feel" of Tēran magic, rules have been adapted from existing magic and powers Plug-Ins (such as the Power Plug-In from *Champions: The New Millennium*, Jason Dour's *Heroic Abilities* Plug-In, Mark Chase's *Atomik Magick*, or even the *Hero System Rulebook™*!).

Since its origin (and its posting in Beta Format), this Plug-In has been adapted for use in other fantasy worlds, and so a new name has been called for. Part of the original concept was that a "spell" is referred to as a "matrix" (even though in this text it's still called a "spell"), and so this Plug-In is called the Matrix Magic Plug-In.

So, here I present the Matrix Magic Plug-In for Fuzion.

Regarding Characteristics

This Plug-In makes primary use of two Primary Characteristics — TECH (mostly) and INT.

The Matrix Magic Plug-In should only be used in Fuzion campaigns where the Endurance (END) Characteristic is used (with a base value of CON×10). Where references are made in the text below to "the caster's own energies" (or some similar phrase), it's referring to END.

However, this is left deliberately vague because some GMs may wish to utilize another figured Characteristic, Mana, which is

usually based on WILL×10 and recovers at the same rate as END. If a Mana (MAN) Characteristic is available, then any given Spell Component may work off *either* END or MAN, or some other source, as defined when it's learned. (More detail will be given on this later on.) Phrases such as "the caster's own energies" then refers to *either* END or MAN (or any other similar Characteristic that the GM may wish to use). In fact, some GMs who use the optional Humanity stat (HUM) may allow its use as spell fuel, though the effects of this should be considered carefully before it's done.

Of course, since END recovers according to the Recovery (REC) Characteristic — as do MAN and HUM, unless the GM has a separate mechanic for those — that Characteristic will be used as well.

On the whole, this is *not* an appropriate Plug-In for Instant Fuzion, though it could be adapted.

New Skills

The following Skills should be added to (or modified in) any campaign which uses the Matrix Magic Plug-In:

Artisan: An **Artisan** Skill is similar to a **Professional** Skill, except that it's based primarily on TECH (rather than INT) and allows the character to make things. Examples of **Artisan** Skills that are particularly appropriate to this Plug-In include Alchemist, Crystal-Cutter, Glass-Blower, Lapidary, Metalsmith, Stone-Carver, and Woodworker. **Artisan** may still be used with INT like a **Professional** Skill, to give the character knowledge of the procedures and terminology of the profession, though at +2 DV (compared to the DV of gaining the information with a **Professional** Skill).

Manifestation: This is normally used as a bonus to the **Use Magic** Skill (below). Normally, a magician will know only one **Manifestation** (see below for a list of manifestations), and uses the **Manifestation Skill** when using Basic Components using that **Manifestation**. A **Manifestation** Skill may also be used by itself, based on INT, to give the magician information on what his spells can do beyond their obvious abilities.

Spell Creation: This Skill, which is based on INT, is used by a magician to put Spell Components together into full Spells. This procedure is discussed in detail later on.

Use Magic: This is similar to the **Use Power** Skill used in *Champions: The New Millennium* and other superheroic titles. Essentially, it enables the magician to cast spells. When casting any spell, the magician bases this Skill on TECH; however, certain other functions may be based on other Characteristics. For instance, when learning a new Component or formulating a new Spell from known Components, **Use Magic** would use INT. This also represents the use of the Magic Language (again, using INT) for purposes other than casting magic; while the language is useless for everyday conversation, instructional writings are possible. This is also the Skill to use when making attacks using magic, in this case basing the Skill on REF.

Using Magic

Using a spell which has one component takes one action. Using a spell which has two or three components takes two actions. Every two additional components to the spell takes one additional action.

To cast a spell requires that the caster do three things.

First, he must use specific, manual gestures. This means that magic cannot be used by a caster whose hands are bound in any way, or who is carrying a weapon, or who otherwise is unable to use both hands. If something is being held, it must first be put down, in a pocket, or somewhere other than the caster's arms and hands. The only exceptions to this last point are expended objects and Foci, both of which are discussed separately; for them the reverse is true — the caster has to pick them up and get them ready with each casting.

Second, the caster must utter incantations in the unique language of Magic. This means that magic cannot be used by a caster who is in a silence field, who has his mouth gagged or full of food, or who otherwise has his speech processes restricted.

Third, he must expend some sort of fuel. This may be the caster's own bodily END, a potion reserve, or some object that is used up when the spell is cast. Which of these options is to be used must be determined when the caster learns the spell. The latter two cases are less tiring to the caster, but if the potion reserve or expended object is taken away before the spell can be cast, then it can't be cast. (Note that this particular restriction only applies to Basic Components; Extenders and Combiners do not require fuel. However, if a spell is Combined, then the fuel for each Basic Component must be available and used up, or the whole spell will fail.) More details on fuel for spells are given below.

When the spell is cast, the caster must make a **Use Magic Skill Roll**, with any **Manifestation Skills** added, to see if the casting is successful. The Skill Roll represents how well he performed the gestures and incantations required for the Spell. The Difficulty Value (DV) is equal to 15, plus the Difficulty of the individual Spell being cast (if the Spell's Difficulty is 3, then the final DV is 18). The energies mentioned above (and described in greater detail below) must be expended whether then Roll is successful or not; only after a successful **Use Magic Roll** will the magician make any needed attack rolls, effect rolls, or other bookkeeping.

Note: this assumes that 3d6 is being used for Skill resolution. If 1d10 is being used, use a base DV of 10, and subtract 5 from the DV of all spells and other tasks given in examples below.

Fuel

As noted above, spells use fuel. It's not possible to have a spell that doesn't use fuel, since the energy for the spell has to come from *somewhere*. There are three basic types of fuel that a caster may use: his or her own energies, potion reserves, and expended objects.

Caster's Own Energy

Generally speaking, when a spell uses the caster's own energies, they use his END (as described above). If the campaign is using MAN, then a caster may use that characteristic as well,

though the presence of MAN in a campaign shouldn't preclude the use of END if that's what a magician wants to use.

Similarly, some GMs may allow HUM to be used as spell fuel, though as noted above the consequences of this should be considered carefully before it's done. This will be such an unusual case that it won't be discussed further as a separate option; the mechanics are simply identical for using END or MAN, except for the side effects of using HUM (as discussed in the description of that Characteristic in the rules).

Whether the stat in question is END, MAN, or HUM, it recovers the same, as guided by the character's REC.

Potion Reserves

Potion reserves are reserves of energy which a magician may use as though they were END (or MAN). Though they usually are liquid potions, they do not have to be; a potion reserve can be a vial of iron filings, wood shavings, or a variety of other things. The nature of a potion reserve must be defined when the Component is learned; a magician may base all of his Spell Components off the same type of reserve, or have different types for different Components.

It must be obvious that a potion reserve is being used in a spell. It isn't necessary that the stuff which makes up the reserve be removed from it and spread over the item, person, or area to be affected; while this effect does take place, it's usually represented as an expended object. Rather, the reserve's container is held up and made an integral part of the spell's gestures. There's no need to open the container; the reserve will be gone, and replaced with simple air.

While using a potion reserve does not tire out the caster, it does require some effort to replenish. A small reserve of only 10 pips should be relatively easy to recover, since it will only be good for two or three full-powered shots of a single spell anyway, while a massive one of 200 pips should take quite a bit of effort or expense. As an example, consider a water mage whose potion reserve is a silver canteen of spring water. At 10 pips, it should be enough to go to the nearest stream to fill it up; to get 200 pips, the magician might need to go to the source of a virgin-pure spring on a snow-capped mountain unsettled by any sentient being (in other words, the purer the water, the larger the reserve is that he gets out of it).

For each spell that the magician has which uses a potion reserve, the magician gets 10 pips worth of reserve for that spell for free. The reserve may be increased by 10 for each OP spent on the purpose.

Expended Objects

Expended objects are items which are used up by the casting of a spell. These may be simple objects of a material related to the Component's Manifestation, or some liquid or powder that is scattered over the item, person, or area to be affected. In any event, after the spell is cast the item is gone. The spell may not be cast again until the item is replaced.

Expended objects do not cost OP, but they do cost money and effort. As a rule of thumb, for every pip of energy needed to cast the spell, the magician should have to spend the campaign equivalent of \$2-5 on the object, depending on how much money is bandied about in the campaign. This means that an expended

object for a simple **Bolt** spell (with no Extenders) would cost the campaign equivalent of \$10-25. The item should also be about the size of a man's hand (not counting the fingers). These two considerations should be enough to keep magicians from loading themselves down with objects for their spells.

Another unusual aspect of expended objects is that, while a Component that uses an expended object must always use that element, the precise object may change from one Spell to another. Thus, a simple **Bolt** may use a brass rod as its fuel, while an enhanced **Bolt** with the **Double Power** Extender could use a larger brass rod, or a steel rod, or something else.

In fact, if two or more Components which use expended objects are Combined (using Combiners), their objects must generally be combined as well. How this works may be determined on a Spell by Spell basis, however. Two of these **Bolt** Basic Components brought together with the **Combine Spells** Combiner could use two brass rods, or a larger brass rod, or a brass cross, or something similar (in addition to whatever other fuel the **Combine Spells** required). If the two Components require disparate expended objects, then these components must still be combined somehow; if the above Bolt were Combined with a wood-based Obscure whose component was a carved square of mahogany, then the object for the combined spell might be a bronze dagger with a mahogany handle.

Making Expended Objects

Note that the above cost is for the labor involved in creating the item as well as the materials. Expendable objects are not mere rods or disks or whatever; they are usually have intricate designs worked into their surfaces by some means. It takes a craftsman (with the **Artisan** Skill) to make an item that is to be used as an expendable object.

If the magician has the appropriate **Artisan** Skill and a full day per Component in the spell to spend on the work, then he may spend half the above amount.

Note also that if the expended object has more than one material (as discussed above), more than one **Artisan** Skill may be required. In this case, a single character may do the work, or the work may be split up among more than one individual, and they may work concurrently. Thus, for the dagger in the above example, it could take someone with **Artisan: Blacksmith** and **Artisan: Woodworker** three days to make it, or it could take two characters, one a blacksmith and the other a woodworker, a day and a half working side by side.

The Difficulty Value for creating an expendable object is the same as for casting the spell: 15 plus the combined Difficulty of the individual Components. A missed Roll means that the object is useless for magic; in most cases, the materials are useless as well (metal can be recast and glass re-blown, but crystal, gems, stone, wood, and similar materials must be discarded — though they can always be used for potion reserves).

The GM may wish to make the amount by which an **Artisan** Roll is missed to determine how much work was done before the mistake was made. A Roll missed by 1 may mean that the error was made almost immediately, and little time was lost (say, a half

hour to an hour), while a badly missed Roll could place the mistake close to the end of the work period.

A really bad Roll (less than half the actual DV, or the minimum roll on the dice, whichever is greater— or whichever is preferred by the GM) could mean that the mistake was a particularly subtle one. Another **Artisan** Roll, this one based on INT, should be attempted against the same DV as before, plus the amount the first **Artisan** Roll was missed by, to detect such a subtle flaw. If the flaw goes undetected, then the magician won't know that this particular object is too flawed for his spell until he tries to cast it and nothing happens (the object isn't even "burned up" in the attempt).

At the same time, if the item is used for more than one Spell, and these spells have different DVs, then the item may only be good for some of the easier spells and not for the more complex ones. Basically, it will only be good for those spells whose DV is less than the craftsman's **Artisan** Roll. Any flaws will only be immediately apparent if the item isn't even good for a basic spell (one with only a Basic Component); however, to recognize flaws that would render it useless for a compound spell (one with Extenders and/or Combiners), the craftsman must make another **Artisan** Roll, based on his INT, against the Roll he actually made. If he Rolls lower than that, he will think that the practical DV is +1 more than what it actually is for every -1 he missed the Roll by. The magician can also attempt a similar Roll of INT + **Use Magic** + **Manifestation**.

Multiple Sources

In some cases, spells may use more than one source of energy. This is particularly true of compound spells, where a Spell Enhancer uses MAN but the spell it applies to uses a Potion Reserve.

However, the GM may allow even a single Spell Component to draw its fuel from more than one source, if the player wants it to work that way. For example, a Bolt, which needs 2 pips of energy, could take 1 MAN and 1 from a potion reserve. This has the advantage of depleting each more slowly, but if *either* source is down to zero then the Component cannot be used.

A special circumstance exists with certain Continuing spells — that is, spells whose effects can last more than one action phase, as opposed to Instant spells, which have immediate effects. The caster may define such spells as using one type of fuel for its initial casting, and a different type for its continuation. This is particularly common when the fuel for the initial casting is an expended object; it's fairly unusual for Continuing spells to use expended objects for their maintenance. For instance, a Shield spell could use an expended object for its initial casting, but use the caster's own endurance for maintenance. This definition must be made when the spell is learned.

Note that this can make the bookkeeping for magicians rather complicated. Unless the player is prepared to do this complex bookkeeping, the magician should limit himself to using just one or two types of fuel.

Manifestations

Any given Spell must have a **Manifestation**. The nature of the **Manifestation** is learned as a part of a Basic Component (as described below), though the specifics are defined when the Spell is learned. The **Manifestation** is the “special effect” which gives the spell a physical reality, at least in a sense. Each **Manifestation** has its own special abilities and weaknesses, as described below.

As noted above, in addition to **Use Magic**, a magician *must* have a skill based on a **Manifestation** to use a given Spell. This **Manifestation Skill** is added to the magician’s **Magic Skill** when casting the spell. (The use of two Skill bonuses in a single Roll is balanced by the fact that most Spell Components have associated penalties, and can make their Spells rather difficult!)

Not all spells will have an obvious physical manifestation, by which the spell literally takes the form of the **Manifestation** in question. In some cases, even the combined imaginations of the player, the GM, and friendly onlookers won’t be able to come up with an appropriate way to do this. In these cases the spell *must* use a material component (that is, a potion reserve or an expended object) for its initial casting; however, Continuing spells of this type may use the caster’s own energies for maintenance.

Manifestation Effects

This list gives the game effects of each **Manifestation** of magic, and how they not only are affected by the environment in which the Spells are cast, but can have certain effects on that environment.

Realistically, many of these effects would not be absolute; for instance, a burst of light (like a laser) of sufficient power would not pass quite so neatly through a pane of glass, nor would it reflect quite so neatly off polished metal. These should be taken as general guidelines only.

As an optional rule, in addition to all this, all defensive Spells (including those based on the **Entangle** Basic Component) may work as though they had +1 Enhancer against attacks of the opposite Element, but -1 Enhancer against attacks of the same Element.

Note that changing a **Manifestation** *doesn’t* change the basic working of a Spell. **Water Heal** doesn’t purify water, for example, and **Air Heal** doesn’t purify air; these spells still heal injuries, just like any other **Heal** spell, and just go about it in different ways. To purify water or air, **Water Environment** and **Air Environment** (respectively) would be used.

Elemental Manifestations

These are Manifestations based on the four Primary Elements of Nature. To use them, the magician *must* have the appropriate **Manifestation Skill**.

AIR: These are generally quite hard to see coming (-5 to all *Perception* checks against **Air** spells), but usually operate at only half power when indoors or underground. (Note that a **Manifestation** of **Air** can also include spells which have a “sonic” effect. These are audible rather than visible, and anyone can target the magician with a Hearing *Perception* even if they normally couldn’t; they also work at normal power indoors and underground.)

EARTH: These may work at increased power (the equivalent of +1 Enhancer) when underground, but at half power when at sea or in mid-air.

FIRE: Contact with the physical manifestation of **Fire** spells can ignite combustibles; however, the spells are also easily blocked by non-flammable materials and (of course) water, and are easily located at distance by touch.

WATER: These work at half-again power (150%) when underwater or at least fully immersed (assuming the mage can speak the incantation), but are at half power in arid desert regions; also, since water tends to flow downhill, **Water** spells operate at +1 REF and half again maximum range when aimed at a 45° or greater angle downward, but at -1 REF and half maximum range when aimed at a 45° or greater angle upward.

Para-Elemental Manifestations

These are Manifestations based on the four Secondary Elements (or Para-Elements) of Nature. It’s possible for a magician to use them without the appropriate **Manifestation Skill**; he must have *both* of the **Manifestation Skills** for the related Primary Elements (above), using the lesser of the two with a -3 modifier to the Skill Roll.

DUST (EARTH & FIRE): These operate as though with a +1 Enhancer when used in desert areas, but at -1 Enhancer when used on a beach (within 100’ or so of an ocean or very large lake) or at -2 Enhancer when at sea.

ICE (EARTH & WATER): Treat **Ice** effects as having a +1 Enhancer if the ambient temperature is below freezing, but a -1 Enhancer if it is above 80°F; also, lasting **Ice** effects tend to melt over time if the ambient temperature is above freezing.

LIGHTNING (AIR & FIRE): These Spells can usually ignore metallic armor, travel along the lines of metal without range penalties, and, like **Fire** spells, can ignite combustibles on contact (though the chance is half that of **Fire**); however, like **Air** spells, they operate at reduced power (in this case, the equivalent of -1 Enhancer) when indoors or underground, and operate at similarly reduced power against targets which are flying or otherwise insulated from the ground.

STEAM (AIR & WATER): Against any fire (magical or natural), this has a canceling-out effect; both suffer -1 Enhancement (or the equivalent) when they meet. **Steam** also gets +1 Enhancement when at sea or near a large body of water, but -1 Enhancement (or the equivalent) when in a desert, or similarly arid area (such as a furnace room). Continuing Spells also cost half again Fuel in windy conditions (such as when at sea), but half Fuel in an enclosed area.

Quasi-Elemental Manifestations

These are Manifestations based on the four Tertiary Elements (or Quasi-Elements) of Nature. It’s possible for a magician to use them without the appropriate **Manifestation Skill**; he must have *both* of the **Manifestation Skills** for the related Secondary Elements (above), using the lesser of the two with a -3 modifier to the Skill Roll, or *all three* of the **Manifestation Skills** for the Primary Elements related to those two Secondary Elements, using the least of the three with -5 modifier to the Skill Roll if it’s the one

related to both of the Secondary Elements, or -7 for either of the other two.

DARK (DUST & ICE): These operate as though with a +1 Enhancer at night (except in the direct light of a full moon) or when in a fully enclosed area (such as underground), but at -1 Enhancer when outdoors during the daytime unless the sky is overcast or nearly so.

LIGHT (LIGHTNING & STEAM): Light — and, by implication, **Light** Spells — will tend to pass straight through clear glass and other transparent materials as if they weren't there, but will reflect off mirrors and other well-polished surfaces.

METAL (DUST & LIGHTNING): Certain metals (most notably silver, though others may qualify as well) are more effective against certain monsters than normal, though this is usually reflected on the respective monsters' character sheets rather than treated as a modifier for the **Metal** Spells; also, as noted under the respective listings above, metal defenses tend to be more effective against **Light**, but are considerably less effective against **Lightning**.

WOOD (ICE & LIGHTNING): As an essential element of life, **Wood** acts as though it has +2 Enhancers when acting against Undead creatures; however, it is also combustible, and not only acts at -1 Enhancer against fire (whether it's magical or natural) but any Continuing spells lose -1 Enhancer every 3 segments after

encountering fire unless the encounter is in a particularly humid area (such as a swamp or sauna).

Unified Manifestations

There are also two types of "Unified Energy." A magician with **Manifestation** Skill in any one of the above twelve Manifestations — regardless of the level of that Skill — may be considered to have a Skill of 1 in each of the Unified Manifestations. Each additional **Manifestation** Skill is equal to +1 with each of the Unified Manifestations. **Manifestation** Skill in the Unified Manifestation may not be bought separately, unless *no* other **Manifestation** Skills (including the other Unified Manifestation) are taken; such a magician may not learn magic in the other Unified Manifestation, but may cast magic in any of the above Manifestations at a universal -4.

PURE MAGIC: Spells with this **Manifestation** always work as written, with no special modifications.

SPIRIT: Attacks operate as though with a +1 Enhancer against Elementals, Elemental Steeds, and other magical creatures, but defenses are at -1 Enhancer against these same creatures or against other types of magic.

Magic Components

There are three types of Components used in spells: Basic Components, Extenders, and Combiners. Each has its own characteristics.

However, they also have characteristics in common. In the listings below, each Component is listed with the following statistics:

COST: This is the component's cost in OP. *Please note* that, by the default written here, Spell Components cost OP, not PP (Power Points). There's no need to introduce PP into a campaign that wouldn't otherwise use them. On the other hand, if there are other purposes for PP in the campaign (such as mental powers or cybernetics), then the GM may decide that PP should be used for magic instead of OP. In this case, there should be a starting level of PP for each character, and the usual optional conversion system of 5 OP = 1 PP should be used.

FUEL: This is the amount of energy that the Component uses, whether that energy comes from END, MAN, a potion reserve, an expended object, or some other source.

DIFFICULTY (DIFF): This is the amount added to the DV of the Spell for each time this Component appears in the Spell. (The DV of a Spell is 15, plus the combined **Diff** of all Components.)

ENHANCEMENT: This is the effect on the Spell for each Enhancer (described below) put on the Component.

Note that some Components have options that must be defined "when the Component is learned," while others have options that must be defined "when the Spell is learned." This is an important distinction. In the former case, it can only be defined once, and any Spell which uses that Component will work that way. In the latter case, it may be defined each time the Component is used in a Spell, though each Spell is fixed in that definition.

Basic Components

Basic Components are spell components which provide the basic effects of the spells. They are the only required component; a spell cannot be cast without one, though a spell may consist only of a Basic Component (in fact, many do). Because Basic Components are required for any Spell, any magician must know at least one Basic Component in order to perform a spell.

As a convention, when a Basic Component is listed, the name of the **Manifestation** is listed ahead of it. Thus, a **Bindings** Basic Component with a **Manifestation of Ice** would be listed as **Ice Manifestation**. If there are other elements to the Basic Component which can vary according to how it's learned, as with **Detect**, then the specifics of that element are listed after the Basic Component name, so a **Detect** with a **Manifestation of Ice** which detects magic would be called **Ice Detect Magic**.

Note that this convention only affects what a Basic Component is called. A Spell may be called whatever the caster wants it to be called.

BINDINGS: This Basic Component creates a binding around the target which consists of the element of the **Manifestation**. This binding has 9 PD and 3 Hits, against which the target must exert his STR to get out. An ally of the target may also try to break the binding using weapons or spells. **Cost:** 2. **Fuel:** 3. **Diff:** 3. **Enhancement:** +3 PD, +1 Hit.

BLAST: This Basic Component does 5d6 STUN damage up to 250 m/yds from the caster. Regardless of the **Manifestation**, the

attack always does Collateral and SDP damage (if those rules are in effect). If the optional ED Characteristic is in use, then whether the attack affects that defense or SD depends on the **Manifestation**. A Ranged Attack Roll is required to hit the target; otherwise, the attack hits something else. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** +2d6, +100 m/yds.

BOLT: This Basic Component does 3d6 Killing damage up to 250 m/yds from the caster. Other than the amount and type of damage, it's identical to **Blast**. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** +2d6, +100 m/yds.

BREATH: This Basic Component does 3d6 STUN damage up to 250 m/yds from the caster, but in a steady stream. All notes regarding **Bolt** (above) also apply to **Breath**, except that it's a component for a Continuing Spell; whatever it hits (whether it hits its intended target or something else) will continue to be damaged for as long as the caster keeps putting fuel into it. A **Breath** Spell may also be used to block another of the same or opposite **Manifestation**; see later on, under the **Combat Modifiers** section, for more on this. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** +2d6, +100 m/yds.

CLAIRVOYANCE: This Basic Component allows the caster to see and hear events from a distance of up to 250 m/yds. His observation cannot be detected (except with a **Detect** Spell), obstacles between him and what he observes do not block his view, and he can change the direction of his perspective at will. However, he cannot target a spell through the Clairvoyance. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** 4x range.

CONTROL: This Basic Component enables the caster to control the movement of the particular element defined by its **Manifestation**. The caster may cause the element to strike a target, deflect an attack based on the element away from himself or an ally, sculpt the element into a particular shape, or do anything else with it that he wishes (within reason, of course). The element must either pre-exist within 250m/y of the caster, or be created by another Basic Component in Combination with this one in the same Spell. The amount that can be controlled is up to what would do 2d6 of STUN damage if it were to strike a target. **Cost:** 1. **Fuel:** 2. **Diff:** 3. **Enhancement:** 2d6 worth of element, 150 m/y.

DETECT: This Basic Component is the basis of a Continuing Spell which detects the presence of some material or situation. That material or situation may be Magic, or something appropriate to the spell's **Manifestation** (it can even detect magic specific to the element of the **Manifestation**, or its opposite), as defined when the Component is learned. The caster needs only to make a normal Perception Roll against whatever the object is, with normal modifiers for range and size, and he can not only notice its presence but also have a good chance to recognize some facts about it, such as the quantity, quality, physical shape, and so forth. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** +5 to Perception.

DISPEL: This Basic Component provides 8d6 toward Dispelling another Spell. When used, the magician must make a ranged to-hit roll against something with an enchantment or being affected by a Continuing spell, whether that target is a ring, person, or area, as long as it's within a range of 250 m/yds; it can even be cast against the result of an **Entangle** or **Wall**. The dice are then rolled and the total divided by 5, with all fractions rounded down. If the total is enough to overcome the size of the Spell, then the other Spell immediately ceases. Any Spell has a value of 5 for a Basic Component with no Enhancement, +2 for each Extender or

Combiner, +2 for each Enhancement (regardless of the type of Component it's attached to); the result from the dice must equal or exceed this. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** +3d6, +100 m/yds range.

ELEMENTAL: This Basic Component summons an Elemental of the **Manifestation** form. An Elemental is a creature that is basically a semi-intelligent manifestation of the element it represents. Its Characteristics are INT 1, WILL 1, PRE 10, TECH 1, REF 7, DEX 7, CON 10, STR 10, BODY 10, MOVE 8; it is totally immune to all attacks whose **Manifestation** is its own element, but takes double damage from the opposite. It can be considered to have all Basic Spells except this one, with the **Expensive** Enhancer taken twice on each, but no Extenders or Combiners. (A separate document may describe relevant Elementals in better detail.) The Elemental appears in a hex next to the caster, and is under his mental control. This is a Component for a Continuing Spell; the Elemental only stays around for as long as the caster keeps putting fuel into the Spell. **Cost:** 20. **Fuel:** 12. **Diff:** 12. **Enhancement:** +10 points to Characteristics and/or the **Expensive** Enhancer for any Spell (caster's choice, determined when the spell is learned).

EMPOWER: This Basic Component adds 3d6 to any one Characteristic (either Primary or Derived) of the caster's or someone else. The result from the 3d6 is divided by 5 before it's applied to the Characteristic; any fractions are dropped, but may carry over to subsequent uses of this Power. The Characteristic must be defined when the spell is learned. If that Characteristic has been lowered by some means and is brought up to its starting value or less, it stays there; if the value after **Empower** is more than its starting value, then the excess points fade at a rate of 1 pip per round. Any given target can only receive a maximum of 18 points per day (*before* the division by 5) from any one magician using **Empower** (though anything that increases the number of dice also increases this maximum, at the rate of 6 per die). This Component does not work at range; for it to take effect, the caster must make physical contact with the target. **Cost:** 2. **Fuel:** 3. **Diff:** 3. **Enhancement:** +1d6, +6 to max.

ENVIRONMENT: This Basic Component, the basis for a Continuing Spell, creates a fundamental change in the environment around the caster in any manner appropriate to the **Manifestation**. Its maximum radius of effect is 32 m/yds, and while the specifics of the change may be declared when the Spell is cast, they cannot be of a type that causes damage or can otherwise directly affect perception or combat. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** 4x maximum Radius.

FLY: This Basic Component enables the caster to fly at speeds of up to 25 m/yds per action phase. (Note that this velocity is *not* affected by the magician's MOVE.) The magician can also hover in place, and may fly in any direction, whether vertical, horizontal, or diagonal, with equal ease. He may also Sprint at 1.5x his Flight Move if he wishes. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** +10 m/yds per action phase.

HAND: This Basic Component for a Continuing Spell creates a hand made up of the element of the **Manifestation**, which the caster may use to move things around. The hand may perform most of the functions of a normal hand, including grabbing, lifting with up to 3 STR, or fine manipulation; however, it cannot squeeze or punch (at least, not without modification). **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** +2 STR.

HEAL: This Basic Component is similar to **Empower**. It returns 3d6 STUN to the target; for every 5 STUN that it restores (in net returns to each target, with all fractions rounded down), it also restores 1 Hit. In similar fashion to **Empower**, it requires physical contact with the target, and can only return a maximum

of 18 STUN (and, thus, only 3 Hits) to the target. Unlike **Empower**, however, it cannot grant STUN or Hits that the target wouldn't normally have. **Cost:** 2. **Fuel:** 3. **Diff:** 3. **Enhancement:** +1d6, +6 to max STUN; max Hits remains max STUN divided by 5, with all fractions rounded down.

INJURE: This Basic Component causes 2d6 STUN damage to the target which is not protected against by the target's intrinsic defenses, nor by normal armor; only Spells based on the **Protect** or **Shield** Basic Components will protect from one based on **Injure**. This Spell requires a Ranged Attack to hit, and has no effect if it misses; its base range is 300 m/yds. **Cost:** 2. **Fuel:** 3. **Diff:** 3. **Enhancement:** +1d6, +100 m/yds.

OBSCURE: This Basic Component for a Continuing Spell makes its target more difficult to perceive in some way; the Sense Group which this sense affects must be defined when the Component is learned. All attempts at Perception for that Sense Group against the target of **Obscure** take -3 for as long as it's in effect. It has an effective range of 250 m/yds, and the caster is still able to perceive the target normally. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** -2 to Perception, +100 m/yds range. (When the Perception penalty resulting from a Spell exceeds -10 for any reason, then the target begins to be considered invisible; even in cases where no Perception Roll would normally be needed to perceive the target, one must be made at +10 minus the given penalty, with any other appropriate modifiers.)

PROTECT: This Basic Component provides the caster or a target with 15 points of defense from Spells based on the **Injure** or **Weaken** Basic Components (along with anything else that would work against "Power Defense," or its equivalent, from another Plug-In). If used against another target, physical contact is required to put this Component into effect. **Cost:** 1. **Fuel:** 5. **Diff:** 5. **Enhancement:** +10 defense.

REVEAL: This Basic Component is the opposite of the **Obscure** Component, in that it neutralizes all types of Perception penalties due to that Component, as well as darkness, size, distance, concealment, or just about anything else. The greatest penalty that it can neutralize (unmodified) is -5. In most cases, the caster must himself be able to perceive the target in order to use the spell. **Cost:** 1. **Fuel:** 3. **Diff:** 3. **Enhancement:** +2 to Perception, +100 m/yds range.

REVEAL NEARBY: This Basic Component is similar to the **Reveal** Component, except that it will reveal any item of a certain type within a radius of 20 m/yds of the caster. This Component will neutralize Perception penalties of up to -3. The type of item must be defined when the Component is learned; it may be magical items, items related to the element of the Spell's **Manifestation**, or items related to the opposite element. The caster does not necessarily have to be able to perceive the item(s) revealed. **Cost:** 2. **Fuel:** 6. **Diff:** 6. **Enhancement:** +2 to Perception, +5 m/yds radius.

SHIELD: This Basic Component provides 15 points of defense from all forms of attack, including (but not limited to) melee weapons, ranged weapons, martial arts attacks, magic, animal attacks, and others. All STUN damage, Killing damage, and damage from **Injure** and **Weaken** Spells (along with anything else that would work against "Power Defense," or its equivalent, from another Plug-In) is applied against the **Shield**. (If a Mental Powers Plug-In is being used, however, it does *not* protect against Mental attacks.) **Cost:** 2. **Fuel:** 3. **Diff:** 3. **Enhancement:** +3 defense.

STEED: This Basic Component conjures a steed made from the element of the **Manifestation**. The steed appears in the shape of a healthy horse, but made of a pure form of the element. Its base Characteristics are INT 2, WILL 5, PRE 5, TECH 1, REF 6,

DEX 6, CON 5, STR 10, BODY 10, MOVE 10; it is also capable of **Flight** as though it were “running on air” (it can move according to its MOVE, but can only climb at an incline no greater than 45°), and has an 8d6 attack equivalent to the **Breath** spell, above, in the same **Manifestation** as its element. The Steed appears in a hex adjacent to the caster (or, if the caster so desires and there’s enough room, directly beneath him) and will carry out one command which the caster gives mentally at the time the spell is cast. Once the Steed has carried out that command (and it will carry out the intent without twisting the caster’s words or hanging on technicalities), it vanishes. Note that, while this has a long-term effect, this Component does not create a Continuing Spell; fuel only needs to be given once. **Cost:** 14. **Fuel:** 14. **Diff:** 14. **Enhancement:** +10 to any Characteristic (with MOVE at double cost) and/or to the breath attack at 1 point per 1d6 (caster’s choice, determined when the spell is learned).

TELEPORT: This Basic Component enables the caster to teleport up to 25 m/yds away. The caster simply vanishes from his starting point and appears at his destination without traveling through the intervening space. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** +10 m/yds.

WALL: This Basic Component creates a physical barrier 2 m/yds wide. This wall has 9 PD and 3 Hits, and stays up after the spell is cast until it is taken down (though it does not define a Continuing Spell). **Cost:** 2. **Fuel:** 3. **Diff:** 3. **Enhancement:** +3 PD, +1 Hit.

WARD: This Basic Component, a basis for a Continuing Spell, creates a constant barrier 6 m/yds wide which provides 14 SDP. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** +7 SDP or + 8 m/yds of width (chosen when the Component is learned).

WEAKEN: This Basic Component subtracts 3d6 from any one of the target’s Characteristics (Primary or Derived). This attack is not ranged; physical contact with the target is required. At the same time, the target’s intrinsic defenses (neither SD nor the optional ED characteristic) do not protect against this attack, nor does normal armor; only the **Protect** or **Shield** Spell Components (or something the equivalent of “Power Defense,” if that’s being used from another Plug-In) will protect. The result from the 3d6 is divided by 5 before it’s applied to the Characteristic; any fractions are dropped, but may carry over to subsequent uses of this Power. **Cost:** 2. **Fuel:** 3. **Diff:** 3. **Enhancement:** +1d6.

Notes

Those Spell Components which affect senses — **Obscure** and **Reveal** — operate with **Sense Groups**. The base **Sense Groups** are Sight, Hearing, Smell/Taste, Touch, and Magic. The first four include the normal senses after which they’re named, plus any enhancements; the **Magic Sense Group** includes spells based on the **Detect** Spell Component. In some cases, where other Plug-Ins are involved, other **Sense Groups** (such as Mental or Radio) may be added to the list.

In cases where a spell’s effect requires physical contact with the target, the caster must make a hand-to-hand attack, or have a target who is either cooperating or helpless, in order to use the spell’s effects.

Of course, there are several effects that some players may want which are not available on the above list. One of the most common will be mental effects. These abilities (especially mental effects) are simply not available through Matrix magic — at least, not as written here.

The GM may choose to add some of these abilities, of course, basing their costs on those in some other Plug-In (such as the *Superpower* and *Mental Power Plug-Ins* from *Champions: The*

New Millennium, Jason Dour’s *Heroic Abilities Plug-In*, Mark Chase’s *Atomik Fuzion*, the *Total Superpowers Plug-In* from the Hero Games website, or virtually any other source — even something adapted from a non-Fuzion RPG, such as the HERO System or GURPS). If this is done, base the values on 5 PP worth of ability being worth a **Cost** of 1 OP, **Fuel** rating of 2, and **Diff** factor of 2. If you can’t build the ability on 5 PP, use 6 PP and increase each of these by 1. If you have to go even higher, then every additional PP adds 1 to the **Cost**, and every additional 2 PP adds 1 to the **Fuel** and **Diff**. By no means go lower than 5 PP; if you have to, apply Adders until the ability is big enough.

Extenders

Extenders are spell components that increase the effectiveness of Basic components. They are not required learning, though it’s recommended that most magic-users know at least one or two. Any Spell may be performed either with or without the Extender, decided at the time that the Spell is created.

Extenders are normally cast in a particular order; if cast in the wrong order, they may have different effects than what is expected. For instance, **Double Time** cast before **Double Power** would have the expected effect of doubling both the time of an effect and its power of the Basic Component; if **Double Power** is cast before **Double Time**, then the spell would have the usual power level of the Basic Component, but last *four times* as long.

Note that in some cases this creates a situation where the desired effect is not possible; **Extend Power** before **Extend Ease** would double the power of **Extend Ease**, while **Extend Ease** before **Extend Power** would reduce the **Difficulty** of **Extend Power**. It does not appear to be possible to apply both Extenders to the same Basic Component. In these situations, the GM should allow the magician to simply state that, regardless of order, for purposes of a particular Spell both Extenders apply to the Basic Component (or both to the same fellow Extender, or the first to the Basic Component and the second to the Extender which follows it). Semantics are important in Matrix magic, but not inflexible.

With the exception of **Enchant**, all Extenders may be “stacked”; that is, any given Extender may be applied more than once, with the effects of both instances added together and not multiplied by each other, even if they’re two different versions of the same Extender — unless, of course, the Extender’s normal function is to multiply, as described in the **Enhancement** section of its description. Thus, if **Double Time** were simply added on twice in the above example, it would only triple the spell’s time.

ENCHANT: Applied to a Basic Component or set of Basic Components brought together under a Combiner, this Extender causes the Spell to be placed into an item. The item being Enchanted must be previously made with the appropriate **Artisan** Skill, with a DV equal to the DV of the Spell it’s being Enchanted with. This includes any Extenders which follow the **Enchant** Extender; any which precede the Extender are applied to **Enchant** (if possible) or are wasted. (Note that, to prevent abuse, the GM may require the caster to spend 1/5 the OP of the Spell on the item being enchanted every time this Spell is used successfully.) Spells placed in items may do away with *either* the gestures or incantations requirement, and do not require the **Use Magic** Skill to use; the user of the item merely speaks a word of power or makes some triggering gesture, and the Spell is activated. Of course, any Spell which normally requires an Attack Roll will still require an Attack Roll. **Cost:** 15. **Fuel:** 15. **Diff:** 15. **Enhancement:** -2 to **Cost**, **Fuel**, or **Difficulty**.

EXTEND ACCURACY: Applied to a Basic Component which requires an Attack Roll, this Extender gives the caster a +3 to that Roll. **Cost:** 1. **Fuel:** 1. **Diff:** 1. **Enhancement:** +2 to the Attack Roll.

EXTEND AREA: If applied to a Basic Component which does not cover an area, it causes its effects to have an area in a radius of 2 m/yds; applied a second time (or with one **Enhancement**) against such a Component), the radius becomes 2 m/yds times the final Difficulty of the Basic Component with all Extenders. If applied to a Basic Component that does cover an area, it doubles the area. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** doubled area; one (and only one) **Enhancement** may be applied toward converting the area into a ring, which is 2 m/yds thick and has an inner radius equal to what the radius of the circle would be without that **Enhancement**.

EXTEND EASE: This Extender halves the **Difficulty** element (rounded down *after* all are added together) of the Component to which it applies, *and* all other Extenders which apply directly to it. (If applied to a Basic Component which is within a Combiner, it does not affect the Combiner or any Extenders which apply to the Combiner or all parts within the Combiner.) **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** further halving, with all rounding done only after all halvings are done, and a minimum **Difficulty** of 0.

EXTEND EFFICIENCY: This Extender halves the **Fuel** usage (rounded down) of whatever Component to which it is applied. If the Fuel usage of the Component is 1, then it becomes 0 (this actually creates energy usage which is negligible, not nonexistent). Fuel usage cannot be reduced past 0. **Cost:** 1. **Fuel:** 1. **Diff:** 1. **Enhancement:** further halving of Fuel usage.

EXTEND POWER: This Extender acts as a normal **Enhancement** to the Component to which it is applied. The exact effects of this **Enhancement**, if there is a choice for the Component in question, is determined when the Spell is learned. This Extender may be applied to any Component except itself, though like any Extender it can be "stacked." **Cost:** 1. **Fuel:** 1. **Diff:** 2. **Enhancement:** +1 **Enhancement** to the Component.

EXTEND RANGE: If applied to a Basic Component which normally affects the caster only, this Extender enables the caster to affect other targets at touch. If applied to a Basic Component which affects others but requires physical contact, it allows the caster to have his effects at range (the maximum range becomes 50 m/yds times the Difficulty of the Spell, disregarding modifiers for the **Difficult** Enhancer). If applied to a Basic Component which already operates at range, it doubles that maximum range. **Cost:** 1. **Fuel:** 1. **Diff:** 1. **Enhancement:** further doubling of range (or advancement up the steps, as appropriate to the Basic Component).

EXTEND SECURITY: This Extender doubles the value of the Basic Component or Combiner, along with all Extenders attached to it (including this one), for purposes of **Dispel**. If attached to a Combiner, it affects only the Combiner itself unless the Extender is **Enhanced**. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** further doubling of the above value; optionally, the ability to affect twice as many Basic Components through a Combiner, up to the number of Basic Components in the Combiner to which this Extender is attached (as defined when the Spell is learned).

EXTEND TARGETS: Applied to a Basic Component which requires an Attack Roll, this Extender allows the caster to attack more than one target in a single attack. A separate roll to hit is required for each target. The Component also suffers the reverse effect of an **Enhancement**. Note that this Extender does *not* allow the same target to be hit multiple times. **Cost:** 2. **Fuel:** 2. **Diff:** 2. **Enhancement:** +1 target.

EXTEND TIME: Applied to any Instant Spell, it makes the spell Continuing; if a roll to hit is needed for the spell to work, then that roll is only needed when the spell is activated, though if it only works on physical contact, then physical contact must be maintained for it to continue working. Applied to any Continuing Spell, this Extender doubles the amount of time that the Spell will last before it needs more Fuel. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** further doubling of time.

INDIRECT SOURCE: This Extender may only be applied to a Basic Component which works at range (either by itself or with the **Extend Range** Extender above). It allows the caster to either bypass one particular type of external protection (armor worn by the target, **Shield** spells, walls, or **Ward** spells), or to make up to 120° worth of mid-air curves along its trajectory. Which "trick" is enabled for a Spell must be defined when the Component is learned. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** one additional "trick."

TRIGGER: This Extender allows the caster to go through all the effort of casting the Spell — including gestures, incantations, fuel expenditure, and any other requirements — and then "hold" it, releasing it later as a single action regardless of its size. Once released, the Spell is used up and must be re-cast. This Extender may be applied to either a Basic Component or a Combiner (it would be illogical to apply it to another Extender), and is normally the first Component listed when it's used unless another Extender is being applied to it. A magician may only have as many Spells "stored" in this way as he has pips of INT. **Cost:** 1. **Fuel:** 2. **Diff:** 2. **Enhancement:** one circumstance, defined when the Spell is learned, under which the Spell may be automatically activated; or the ability to define such a circumstance (earned by a separate **Enhancement**) when the Spell is cast.

Combiners

Combiners are spell components which cause two Basic Components to combine their effects.

BLANKET: This is a Combiner designed to work with other Combiners. Any Extenders which precede it are applied not to the Combiner it affects, but to each of the Basic Components within that Combiner. **Blanket** itself is unaffected by any Extenders. **Cost:** 1. **Fuel:** 1. **Diff:** 1. **Enhancement:** N/A (no **Enhancements** may be applied to this Combiner).

COMBINE SPELLS: This Combiner takes two Basic Components (along with the Extenders applied to each) and makes one Spell out of them. Normally, both Components will have the same characteristics regarding time and range. If one Component is Continuing and the other is Instant, then the Instant portion of the Spell will only last on the Phase in which it's cast, while the Continuing portion will go on; however, the caster must continue paying the Fuel cost for the entire Spell. If one Component works at range and the other does not, then the one which does not work at range will only work if the caster can make physical contact with the target, or if it affects the caster himself. Any Extenders which are applied to this Combiner may be applied to either the Combiner itself, or to each of the Basic Components within the Spell, as defined when the Spell is learned. Note that this Combiner can be "stacked"; a group of Basic Components under **Combine Spells** count as one Basic Component for the purposes of another **Combine Spells** which would affect the first one as a Basic Component. **Cost:** 2. **Fuel:** 3. **Diff:** 3. **Enhancement:** one additional Basic Component in the Combination.

SPELL TO SPELL: This Combiner takes the effects of one Spell and applies it to the effects of another. The former spell is usually

either **Obscure** or **Reveal** (to hide the Spell's presence or make it more obvious, respectively), though if the latter spell is **Elemental** or **Steed** then **Empower** might be appropriate as well, as could a Spell based on **Enchant** (to give the Elemental or Steed some special ability while it's around). **Cost:** 2. **Fuel:** 3. **Diff:** 3. **Enhancement:** one additional Spell which may affect the primary Spell.

Enhancers

Any Spell Component may be made both more powerful and more difficult with the use of Enhancers. This is usually done with Basic Components, though this can be applied to other types of Component as well.

The GM should allow no more than one or two Enhancers to be put on a Spell Component without close scrutiny. A Component which has more Enhancers than this can be too powerful for a campaign — though at least some of this excess power can be offset by how difficult the Spell is, to say nothing of the negative effects of the Enhancers themselves.

The GM should also be careful about the same Enhancer being bought more than once on a Component. It shouldn't be disallowed outright; after all, some of the Enhancers have specific notes on the effects of this. The GM should just be careful about abuse (particularly in the case of *Expensive*).

Every Enhancer adds +1 to the DV of a Spell Component, and +1 to the fuel cost. Other effects of enhancers are listed with the individual Components; alternately, if the base **Cost** of a Component is 3 or more, an Enhancer may reduce the **Cost** by 2.

BACKFIRING: A Spell Component with this Enhancer will negatively affect the caster whenever the **Use Magic** Skill Roll is missed. If the Component is one which does damage, then half of its damage is done to the caster; otherwise it does 1d6 times the final, unmodified Difficulty of the Component (that is, the Difficulty before the **Difficult** Enhancer below, if any).

BLINDING: When a Spell with one or more Components with this Enhancer is cast, the caster must concentrate so hard on its casting that he is unable to do anything else. He becomes totally oblivious to anything except the spell and its target. He defends at half DEX (rounded up) with no Skill (not **Acrobatics** nor **Evade** nor anything else that might be used in the campaign) against the target, and has a flat DV of 10 (or just an unmodified die roll) against all other targets, until the action following the one in which he gives the last fuel for it. If he takes any STUN damage at all while casting it (or while maintaining it, if it's a Continuing Spell), the amount he takes becomes the DV of a **Use Magic** Roll based on WILL that he must make; if the roll is failed, the spell ceases immediately. If he takes any Hits or Knockback, the spell automatically ceases. This Enhancer may not be taken more than once.

DELICATE: This Enhancer may only be bought on a Spell Component for a Continuing Spell. Basically it means that any Spell which includes the Component must be maintained with constant gestures and incantations, or it will cease. The caster can run no faster than half his base Move, but can perform no other actions — particularly those which involve the hands or voice — lest the spell stop. (This Enhancer may not be taken more than once on a Component, though more than one Component with it may be included in the same Spell.) This Enhancer may not be taken more than once.

DIFFICULT: This Enhancer doubles the Difficulty of the Component, figured *after* all Enhancers (including this one) are added in. (If purchased more than once, it multiplies the Difficulty by three, four, five, etc.)

EXPENSIVE: This Enhancer simply makes the Component cost +2 points.

GRADUAL: This Enhancer may only be bought on a Basic Component for an attack Spell. It causes the effects of the Spell to take effect gradually, over a period of time. With a single application, the Spell takes a full Turn to take effect; any further applications multiplies that amount of time by 5 (more or less; the GM may round the time period to anything reasonable). Dice for the spell's effect are rolled when it takes effect, and the effect is spread more or less evenly through the period of effect. Any defenses apply only to the first pips of effect; the rest is considered to have gotten past the target's defenses, and any recovery from the effect does not begin until the Spell has had its complete effect.

INACCURATE: When bought on a Spell Component for an Attack Spell, this Enhancer subtracts the component's total Difficulty (*after* the **Difficult** Enhancer, if any) from the caster's Attack Total. On a Spell which does not require an Attack Roll, it subtracts that amount from his Defensive Value until his next action.

INEFFICIENT: This Enhancer doubles the fuel cost for the Spell, figured *after* all Enhancers (including this one) are added in. (If purchased more than once, it multiplies the fuel cost by three, four, five, etc.)

RUNES: With this Enhancer, the magician must draw ancient runes — the written equivalent of the Magic tongue — on the ground or some other surface prior to casting a Spell containing the Component to which this Enhancer is applied. If the runes are drawn on the ground or any other fixed surface, then the effects of a Continuing Spell cannot be moved; if drawn on some object, then the focus of a Continuing Spell moves with the object. Each drawing of the runes must be made separately; the same runes cannot be used for multiple castings of the same Spell.

TIME-CONSUMING: A Component with this Enhancer is treated as though it were two Components for purposes of determining how long it takes to cast the Spell. (If purchased more than once, each purchase doubles the number of Components that this Component counts for.)

Spell Construction

Building Spells using the various components is relatively simple, but requires a very specific syntax.

In linguistic terms, you can treat the Basic Components as imperative verbs, Extenders as adverbs, and Combiners as conjunctions. For an Extender or Combiner to have any meaning, it must always precede the Basic Components to which they apply.

For instance, applying an **Extend Accuracy** Extender to the **Bolt** Basic Component requires that **Extend Accuracy** be placed chronologically before **Bolt**; this will create a **Bolt** with +3 to its accuracy (or more, if **Extend Accuracy** is Enhanced). If **Bolt** is placed before **Extend Accuracy**, then the **Bolt** will simply behave normally; the **Extend Accuracy** Extender is wasted.

Similarly, for Combiners, the complete version of each “clause” should follow the Combiner. In the case of the **Spell to Spell** Combiner, the primary effect of the Spell is the last “clause,” with all other “clauses” effecting it. Extenders which immediately precede the Combiner apply to the Combiner itself.

Learning Spell Components

A beginning character may have as many Spells as he can build with his Components, except that any given Spell may not have a DV greater than his **TECH + Use Magic + Manifestation + 20**. It’s recommended that the maximum be 5 less than that.

To learn a new Spell Component, the magician generally must learn it from another magician. The Component will be learned exactly as the teacher knows it — same **Manifestation**, same **Enhancers**, and same specific effects (if there are effects other than **Manifestation** and **Enhancer** that must be determined when the Component is learned). The student must take one day times the Component’s **Diff**, and must then make a roll of **INT + Use Magic + Manifestation** against a DV of 15 + the **Diff**. (If the teacher has a **Professional: Teacher** Skill or something similar, then that Skill may also be added to the Roll.) If the Roll succeeds, the character has learned the Component and may spend the OP on it; otherwise he must try again (but he doesn’t have to spend the OP since he doesn’t get anything for it).

It is possible to learn a new Spell Component from a book or scroll, but it takes twice as long as the above and there’s no chance to add **Professional: Teacher** or any similar Skill to the Roll.

Developing New Spells

Once a new Component is learned, the character may devise new Spells with it. A simple Spell, consisting of nothing but the new Component, may be devised with no effort (assuming, of course, that the new Component is a Basic Component). In similar fashion to learning a new Component, devising a new Spell takes one day times the new Spell’s DV. It also requires the **Spell Creation** Skill, which is based on INT; at the end of the period of research and development, the magician attempts his **Spell Creation** against the DV of the Spell. If he succeeds, he has the new Spell; if he fails, he doesn’t.

Note that OP only have to be spent for Spell Components, not individual Spells. Spells themselves are free, as long as the magician has the Components to build them with. The really powerful Spells require lots of Components — which means that they are difficult to learn, difficult and time-consuming to cast, and difficult to fuel — but the magician is not charged separately for them.

Developing New Components

A magician may, of course, wish to develop new Spell Components, and this should be allowed.

If the magician already knows a component with the same essential Component as the one he wants, but with a different set of Enhancers, then the procedure is similar to that for devising a new Spell. He simply takes one day per DV that would be needed for a simple Spell based on just that Component (even if the Component is not a Basic Component), and then rolls **INT + Spell Creation**. The only other significant difference is that, if he succeeds, he does pay the OP for the new version of the Component.

Sample Spell Library

To demonstrate how this Plug-In works, we're going to build a Spell Library for a beginning magician PC named Karl.

Karl's player decides that Karl is going to be a fire-mage. Thus, Karl will have the **Use Magic** and **Fire Manifestation** Skills to use his Spells. He also decides that, since Karl is a serious student of fire magic, he will take the **Spell Creation** Skill as well. He doesn't plan on using much in the way of expendable objects, so he decides to skip on the **Artisan** Skill.

(For purposes of discussion, we'll assume that Karl has TECH and INT of 5, and each of his Skills is at level 3 — in other words, he's a passable magician.)

He wants a good offense, so he starts his Component Library with **Fire Breath**. He decides that 3d6 is rather small for an attack, so decides to take an Enhancers; he decides to make it **Time-Consuming**, so it counts as two Components for the purposes of time to cast but does 5d6 in a steady stream. Since the GM is using the optional MAN characteristic, he decides to base it off that; each casting takes up 3 MAN.

He also wants a good defense, and decides on **Fire Shield**. He's satisfied that the 15 points of defense it provides will be sufficient in most cases, and so takes it as-is. Again, he bases it off MAN; each casting takes up 3 MAN.

He also suspects that some form of surprise attack would be good, and so decides upon **Lightning Bolt**. He doesn't have the **Lightning Manifestation** Skill, but his **Fire Manifestation** Skill will allow him to use this Basic Component at -3 to his Roll. Again, he decides that 3d6 is a little small for an attack, even one that does Killing damage, so he decides to take an Enhancer, in this case, he decides upon **Inefficient**, since he will generally be using Spells based on the Component in desperate situations. For the same reason, he decides that this would be a good Component for him to learn using an expendable object; the object is a small, finely-worked silver rod which costs the campaign equivalent of \$30. He decides to spent part of his beginning allotment of money on two such rods.

Karl's player also figures that he may need more powerful versions of his Spells, and so decides to take the **Extend Power** Extender. He doesn't think he'll need anything beyond the basic version, so he takes it as-is. He bases it off his END, so that each use takes up 1 END.

He also can see ways that some of his Basic Components can be combined into more powerful Spells, so he takes the **Combine Spells** Combiner. He also takes this unmodified and bases it off his END; each casting of a Spell with this Combiner will use up 3 END.

So at this point, Karl's Spell Component List looks like this:

FIRE BREATH: 5d6. Cost: 1. Fuel: 3 MAN. Diff: 3. Counts as two actions.
FIRE SHIELD: 15 pips. Cost: 2. Fuel: 3 MAN. Diff: 3.
LIGHTNING BOLT: 5d6. Cost: 1. Fuel: 6 (expendable object). Diff: 3.
EXTEND POWER: +1 Enhancement. Cost: 1. Fuel: 1 END. Diff: 2.
COMBINE SPELLS: 2 Spells. Cost: 2. Fuel: 3 END. Diff: 3.

So far, Karl has spent 7 points on Spell Components. The GM takes a look at this list, and makes a couple of suggestions; he thinks Karl could benefit from **Fire Detect Magic**, **Fire Detect**

Combustibles, and **Fire Environment**. Karl likes these ideas, and decides to take them. The Basic Components all look fine to him as they are, so he takes them unmodified; the two **Detect** Components are fueled by his END, while the **Fire Environment** is fueled by his MAN.

Now his Spell Component List looks like this:

FIRE BREATH: 5d6. Cost: 1. Fuel: 3 MAN. Diff: 3. Counts as two Components for purposes of determining time to cast. Continuing.
FIRE DETECT COMBUSTIBLES: Normal Perception. Cost: 1. Fuel: 2 END. Diff: 2. Continuing.
FIRE DETECT MAGIC: Normal Perception. Cost: 1. Fuel: 2 END. Diff: 2. Continuing.
FIRE ENVIRONMENT: 32 m/yd radius. Cost: 1. Fuel: 2 MAN. Diff: 2. Continuing.
FIRE SHIELD: 15 pips. Cost: 2. Fuel: 3 MAN. Diff: 3. Continuing.
LIGHTNING BOLT: 5d6. Cost: 1. Fuel: 6 (expendable object). Diff: 3.
EXTEND POWER: +1 Enhancement. Cost: 1. Fuel: 1 END. Diff: 2.
COMBINE SPELLS: 2 Spells. Cost: 2. Fuel: 3 END. Diff: 3.

Now he's spent 10 points on Spell Components. He's satisfied with this, and so it's time to move on to the creation of the actual Spells.

First, each of his six Basic Components can make up a Spell by itself; he does this, and names each spell after the Component for convenience. Then he makes six more Spells, applying the **Extend Power** Extender to each, and naming each the same as their single-Component counterparts, preceded by the word **Power**.

That's a dozen Spells right there, and Karl hasn't even used his **Combine Spells** Combiner yet.

Right offhand, Karl's player can come up with three ways that **Combine Spells** can be applied to the Components he has. The first is the reason he got that Component in the first place; he wants to Combine **Fire Breath** with **Fire Shield** to create a Spell he'll call **Corona**. While he's at it, he'll also combine **Power Fire Breath** and **Power Fire Shield** to create **Power Corona**.

His second idea is to combine **Fire Breath** with **Lightning Bolt** to create a combined attack Spell he'll call **Thunder Blast**. (The **Lightning Bolt** will use the same to-hit roll as the **Fire Breath**, with both hitting or both missing, but its damage will be applied separately, and it will only do damage at the time the spell is activated; afterward, Karl can continue doing **Fire Breath** damage to the target without making a new to-hit roll.)

Finally, it seems reasonable to him to be able to Combine **Fire Detect Combustibles** with **Fire Environment**, and so makes a Spell with them that he calls **Fire Zone**.

Thus Karl's list of Spells becomes the following (listed alphabetically):

CORONA (COMBINE SPELLS [2], FIRE BREATH, FIRE SHIELD): 5d6 STUN + 15 pips defense. **Fuel:** 3 END + 6 MAN. **DV:** 24. Takes three action phases. Continuing.

FIRE BREATH: 5d6 STUN. **Fuel:** 3 MAN. **DV:** 18. Takes two action phases. Continuing.

FIRE DETECT COMBUSTIBLES: Normal Perception. **Fuel:** 2 END. **DV:** 17. Continuing.

FIRE DETECT MAGIC: Normal Perception. **Fuel:** 2 END. **DV:** 17. Continuing.

FIRE ENVIRONMENT: 32 m/yd radius. **Fuel:** 2 MAN. **DV:** 17. Continuing.

FIRE SHIELD: 15 pips defense. **Fuel:** 3 MAN. **DV:** 18. Continuing.

FIRE ZONE (COMBINE SPELLS [2], FIRE DETECT COMBUSTIBLES, FIRE ENVIRONMENT): Normal Perception to **Detect**, 32 m/yd radius to **Environment**. **Fuel:** 5 END + 2 MAN. **DV:** 22. Takes two action phases. Continuing.

LIGHTNING BOLT: 5d6 Killing. **Fuel:** 6 (expendable object). **DV:** 18.

POWER CORONA (COMBINE SPELLS [2], EXTEND POWER, FIRE BREATH, EXTEND POWER, FIRE SHIELD): 7d6 STUN + 18 pips defense. **Fuel:** 5 END + 6 MAN. **DV:** 31. Takes four action phases. Continuing.

POWER FIRE BREATH (EXTEND POWER, FIRE BREATH): 7d6 STUN. **Fuel:** 1 END + 3 MAN. **DV:** 20. Takes two action phases. Continuing.

POWER FIRE DETECT COMBUSTIBLES (EXTEND POWER, FIRE DETECT COMBUSTIBLES): +5 to Perception. **Fuel:** 3 END. **DV:** 19. Takes two action phases. Continuing.

POWER FIRE DETECT MAGIC (EXTEND POWER, FIRE DETECT MAGIC): +5 to Perception. **Fuel:** 3 END. **DV:** 19. Takes two action phases. Continuing.

POWER FIRE ENVIRONMENT (EXTEND POWER, FIRE ENVIRONMENT): 128 m/yd radius. **Fuel:** 1 END + 2 MAN. **DV:** 19. Takes two action phases. Continuing.

POWER FIRE SHIELD (EXTEND POWER, FIRE SHIELD): 18 pips defense. **Fuel:** 1 END + 3 MAN. **DV:** 20. Takes two action phases. Continuing.

POWER LIGHTNING BOLT (EXTEND POWER, LIGHTNING BOLT): 7d6 Killing. **Fuel:** 1 END + 6 (expendable object). **DV:** 20.

THUNDER BLAST (COMBINE SPELLS [2], FIRE BREATH, LIGHTNING BOLT): 5d6 STUN + 5d6 Killing. **Fuel:** 3 END + 3 MAN + 6 (expendable object). **DV:** 24. Takes three action phases. The STUN portion is Continuing.

Note that **Power Corona** is just barely within Reach of Karl's ability to know spells, and he's still going to need a boost to cast it successfully at his current level of skill (his TECH of 5 + **Use Magic** of 3 + **Fire Manifestation** of 3 + a maximum roll on 3d6 of 18 = 29, versus the Spell's DV of 31). Still, he'll have the spell later on, when he's more proficient at his magic. Or, he could learn the **Extend Ease** Extender and apply it to a new version which would have a DV of 24, but would cost +2 pips of **Fuel** (not a bad trade-off, on the whole).

Also note that his silver rods will sometimes be good for just the less powerful spells that utilize it. The ones he starts with are assumed to be good for any of the three spells. However, while the craftsman who makes them must achieve a DV of 18 for a given rod to be useful for even just **Lightning Bolt**, he must achieve a DV 20 for it to also be good for **Power Lightning Bolt**,

and a DV of 24 for a given rod to be good for **Thunder Blast**. To recognize whether a given rod is good for a compound spell, the craftsman must make another **Artisan** roll, this one based on INT, against a DV equal to what he actually rolled; the magician can make the same roll using INT, **Use Magic**, and the appropriate **Manifestation** Skill. If either fails, he will consider the rod's practical DV to be equal to its actual practical DV + the amount the Roll was missed by.

Karl Learns a New Component

Somewhere during his travels, Karl meets another fire-magician named Phil, who agrees to teach him a new Spell Component: **Fire Wall**. Phil wanted a very powerful **Wall** when he got it as part of his initial spells, so it has the **Expensive** and **Time-Consuming** Enhancers. It costs 4 points, and erects a 2 m/yd wide barrier with 15 KD and 5 Hits, for 5 END and a Difficulty factor of 5.

Phil spends five days with Karl, teaching him this new Basic Component. At the end of the five days, Karl attempts a roll of INT + **Use Magic** + **Fire Manifestation** against the **Fire Wall** DV of 20; his base value of 11 plus his roll (on 3d6) of 14 easily makes it. Karl now knows Phil's **Fire Wall** Component, spends 4 OP for the new ability, and can immediately cast a simple **Fire Wall** Spell.

(Note that Karl could not have learned a different version of **Fire Wall** from the version Phil knew. This was the only version Phil could have taught him. To know a different form of **Fire Wall**, Karl would either have to learn from someone else, or learn this version and develop a new one himself.)

Karl decides to spend some time developing the Component into new Spells, however. At the very least, he wants a **Power Fire Wall (Extend Power, Fire Wall)** to go with his "Power" series. This new Spell would have a DV of 22, so Karl must spend 22 days in intensive research and development. At the end of that time, he must make roll INT + **Use Magic** + **Fire Manifestation** against that DV of 22; basically, the dice must show 11 or more, giving him a 50/50 chance of success. He rolls an 11 — just made it! He may now add **Power Fire Wall** (which uses 6 END, and takes two action phases) to his Spell list.

At that point, the GM decides that, since Karl has spent nearly a month in learning new magic, it's about time for him to get some fresh air, and so he sends the group out on an adventure. During the course of that adventure, Karl comes across a scroll that has a version of the **Extend Accuracy** Extender. This version of the extender has the **Difficult** Enhancer on it, and is fueled by a potion reserve of pure spring water. At a Component cost of 1 point, its **Difficulty** factor is 4, and it takes 2 pips of fuel from the reserve (which, above the base 10 points, must be bought separately), though it would give +5 to Karl's Attack rolls for any Spell which includes it. After returning from the adventure, he buries himself in the scroll for eight days (twice the Component's **Difficulty**) and attempts his **Use Magic** Skill (using TECH, but no **Manifestation** Skill because it's no a Basic Component) against a DV of 19. Succeeding with a 20, he goes on to incorporate the Extender into a couple of Spells.

The Extender is only good with his attack Spells, so he applies it first to **Fire Breath** (the only one of his Fire-based attack Spells whose casting time won't be increased by the addition of this Extender), calling the new Spell **Zero Fire Breath (Extend Accuracy, Fire Breath)**. This new Spell would have a DV of 22, so just as with **Power Fire Wall** above he must spend 22 days in intensive research and development, and then roll INT + **Use Magic** + **Fire Manifestation** against that DV of 22. This time he

gets a 13, and makes it handily. The new spell will take 3 MAN and 2 pips from the water reserve.

Karl wants to research for more Spells, but by this time it's about time for the GM to take the group out on another adventure. Karl's player makes a note that he wants to work on **Power Zero Fire Breath (Extend Accuracy, Extend Power, Fire Breath)**, **Zero Lightning Bolt (Extend Accuracy, Lightning Bolt)**, and

Zero Thunder Blast (Extend Accuracy, Combine Spells [2], Fire Breath, Lightning Bolt) and perhaps a few others after Karl gets back, with plans to work up **Power Zero Corona (Combine Spells [2], Extend Accuracy, Extend Power, Fire Breath, Extend Power, Fire Shield)** when his skill with magic is great enough.

Option: Foci

As a special option, the GM may allow magicians to carry *Foci*. These are devices which the magicians carry around that help them focus their magic.

A magician with a *Focus* is more powerful than a magician without one. With a *Focus*, every Basic Component of any spell cast by the magician is treated as though it has two Enhancers on it (this does not affect Extenders and Combiners). Where there is a choice as to how a *Focus* affects a given Basic Component, the magician may choose with each casting of the Spell in question.

When a magician uses a *Focus*, it must be obvious that the *Focus* is being used, and it must be reasonably easy to take away. A *Focus* may be a staff, rod, wand, amulet, talisman, or similar device. It may not be a ring, bracer, belt, helmet, or other article of clothing or jewelry that cannot be taken away with a simple Grab maneuver.

A *Focus* is expensive; the typical cost is \$1 (or the campaign equivalent) times the DV of the most difficult Spell that it is to be used with, *squared*. It requires a craftsman with **Artisan Skill** and the proper **Manifestation** Skill to make; the Target Number for making it is equal to the DV of the most difficult Spell that it is to be used with (just the same as making expendable objects). Thus, a talisman that is to be used with Spells of up to DV 25 will cost the campaign equivalent of \$625, and will require an **Artisan Skill** roll (using TECH + **Artisan** + **Manifestation**) against a DV of 25.

If a *Focus* is taken away, the magician can still use the Spells he was using it with. He simply cannot use them at the same power level as he can with the *Focus*.

A magician may use another magician's *Focus*, but it *must* be of the same **Manifestation** as the magic he's trying to use, or a subsidiary element (though in this case he only gets one Enhancement). Thus, a lightning mage could use the *Focus* of a fire mage, but not vice versa; this makes up for the fact that a fire mage could use the spells of a lightning mage, but not vice versa.

Magicians should *not* start with *Foci*. Early in a campaign, they are devices which can make a PC unusually powerful, unless the other PCs are comparably powerful. These are special devices that should be gained during play, either as objects which are found or given as gifts, or which are purchased using money the character earns (and, ideally, saves up) during play.

(Of course, part of the beauty of this option is that it can be turned on and off during play. The GM should start with the option off, and only turn it on when the magicians are ready for it — that is, when they start looking less powerful than the rest of the group. Later, if the *Foci* turn out to be too powerful, the GM can take them away and play for a while without them. *Foci* can be brought back and taken away as often as the GM likes. Of course, as with any change in the campaign, this shouldn't be done frivolously or on a whim; the GM should take some care in administering it.)

Final Remarks

Like most Plug-Ins, The Matrix Plug-In should be well balanced within itself and against the core Fuzion rules, but may or may not be balanced with other Plug-Ins (including those from which material was drawn to build this Plug-In). Only actual playtesting in games where these Plug-Ins are used (this Plug-In and the other against whom balance is a concern) will tell that for sure.

Of course, as noted elsewhere, magic doesn't do everything in this Plug-In, and some GMs may want to add Components, Enhancers, and other parts according to taste.

Feedback on this Plug-In is welcome, including (but not

limited to) suggestions for improved balance (internal and external), new Components and Enhancers, and other ideas. My email address is bob.greenwade@klock.com (as of this writing).

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