

Limited Spellcasting for Magi

This system limits the number of spells per day a magus can cast regardless of Casting Score.

MID-TERM FATIGUE

To use this system, the concept of Mid-Term Fatigue is introduced. Mid-Term Fatigue levels work the same as Short-Term and Long-Term Fatigue but the recovery time is different. A character can recover any number of Mid-Term Fatigue levels with one night's sleep, in addition to recovering a Long-Term Fatigue level. Mid-Term Fatigue levels are not recovered from resting during the day like Short-Term Fatigue levels. Otherwise, Mid-Term Fatigue levels work the same way. Short-Term, Mid-Term, and Long-Term Fatigue levels stack as normal.

CASTING ENDURANCE

Each magus has a Casting Endurance score equal to the sum of all experience points spent on Art scores plus the sum of all spell levels known and is measured in Hermetic spell levels. Thus, most freshly Gauntleted magi will have a Casting Endurance of 240 spell levels, more or less.

When a spell is cast, the magus reduces their Casting Endurance by a number of spell levels based on the spell that was cast. All spells, whether Fatiguing Spontaneous, Non-Fatiguing Spontaneous, Formulaic, or Ritual reduce the Casting Endurance total by the number of spell levels of the spell cast or effect produced.

When Casting Endurance is reduced to, or below, one-fifth of the maga's total Casting

Endurance score, the maga suffers one level of Mid-Term Fatigue. Further spellcasting continues to reduce the Casting Endurance and Mid-Term Fatigue levels are gained each time the Casting Endurance is reduced by an additional 20%. See the table below.

Casting Endurance	Fatigue Levels
81% to 100%	None
61% to 80%	One
41% to 60%	Two
21% to 40%	Three
1% to 20%	Four
0%	Five

PURPOSE

The purpose of using these rules is to limit the amount of spells a magus can cast in a day. This system is useful if a Storyteller wants to run a saga that is more like a traditional fantasy roleplaying game. As stated previously, a magus right out of Gauntlet might have a Casting Endurance of up to 240 or more. A very experienced magus, 120 years out of Gauntlet could possibly have a Casting Endurance of 2,400 (assuming they spend 20 of their 30 yearly XP on Arts and spells). An absolute maximum is a Casting Endurance of 3,600 (which means all 3,600 XP were used for Arts and spells, very unlikely).

These levels of Casting Endurance are reasonable for a traditional wizard who cannot continue to cast spells all day but must carefully use magic when appropriate. Most traditional fantasy roleplaying games include a resource management aspect to magical power, so this system allows the Ars Magica ruleset to be used for such a game.