

MARVEL FANTASY ROLE PLAYING GAME

A Fantasy RPG using the FASERIP System

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Character Creation

Instead of randomly-determined characters, this system uses the Character Point system found in Dale A. Donovan's article "With Great Power" in *Polyhedron* #72. Because fantasy role playing games emphasize zero-to-hero progression, characters will start off at lower power levels than those commonly used in the Marvel Superheroes RPG.

It is assumed in these rules that you will be using the Advanced Set (MSH) in conjunction with the Ultimate Powers Book (UPB).

Race

The great thing about using MSH for your fantasy campaign is that you can play *any* race. You're not limited to humans and demi-humans. If you want to play a water elemental, no problem. Just choose Physical Form - Liquid from the UPB. The table below maps the UPB Physical Forms to their fantasy equivalents. You'll note there is no Dice Roll column. You won't be rolling; just pick. And don't worry about what "column" you'll be rolling your Abilities on. Every character gets points to purchase Ability Ranks, so everyone's on even footing.

Physical Form	Fantasy Forms
Normal Human	Normal Human
Mutant (Induced)	Magenetically-Altered Human or Creature that can pass traits to offspring
Mutant (Random)	Innately Magical Human or Creature born to normal humans or creatures
Mutant (Breed)	Innately Magical Human or Creature born to innately magical parents
Android	Clone, Homunculus, Simulacrum, or other Magically-Created Being
Humanoid Race	Demi-human (such as dwarf or elf) or Humanoid (such as orc)
Surgical Composite	Flesh Golem
Modified Human	Magically-Altered Human or Humanoid that cannot pass traits to offspring
Demihuman	Human-like Creature that combines physical traits of Humans and Animals
Cyborg	Shard, Golem/Organic Hybrid, Augmented Human or Humanoid
Robot	Golem, Construct, Sentient Vehicle, "Transformer"
Angel/Demon	Angel, Demon, or some other Extraplanar Creature
Deity	Immortal, God, Demi-God, or Quasi-Deity
Animal	Sentient Animal
Vegetable	Sentient Plant Creature
Abnormal Biochemistry	"Alien" Race
Mineral	Earth, Ash, Salt, Dust, Ice, Mineral Elemental
Liquid	Water, Ooze, Magma Elemental
Gaseous	Air, Smoke, Steam, or perhaps even Vacuum Elemental
Energy	Fire, Radiance, Lightning Elemental
Ethereal	Incorporeal Undead
Undead	Corporeal Undead
Compound	Let your imagination run wild!
Changeling	Shapeshifter

At this point in time, use the description in UPB with the exception of the "column" to roll on for Abilities. Don't apply any column shifts to Abilities yet.

Origin of Power

Some races will naturally suggest an origin for your character. For example, if you're an angel, then your origin will probably be Creation. Just remember to couch your origin in terms of the magical fantasy world that your character is a part of.

Primary Abilities

Each player will now be given a number of Creation Points (CPs). For the zero-to-hero fantasy progression, characters should start with 200 CP. They start off weak, but with the accelerated advancement system (which comes later), they will be able to advance faster than normal MSH characters. You "buy" your primary Abilities (FASERIP) by spending CPs. The starting limit for Abilities is Excellent (25).

Purchase primary Ability scores on a point-for-point basis. So if you want your character to possess Good (10) Strength, subtract 10 CPs from your point total. Do this for all seven primary Abilities.

You can purchase Ability scores other than the standard rank number in each rank. For example, you could buy Good (8) Strength instead of Good (10) and save two CPs to use later. Just remember any skimping like this will be reflected in your final Health and Karma scores.

Don't be too extravagant with your spending here, as your CPs will also be used to purchase your Resources level, Powers, Talents, and Contacts. I don't recommend spending more than about 100 CPs at this stage. This gives an average rank of Gd (14), and that ain't bad.

If you're the kind of player that likes to use a starting array of Abilities, then consider this one: one Ability at Ex (20), four at Gd (10), and two at Ty (6) for a total of 72 points. This leaves 128 points for everything else.

If your character gains column shifts to primary Abilities, those Abilities are shifted to the lowest value for the column indicated if the shift is upward, or to the standard value of the column if the shift is downward. These shifts must occur after the player has spent CP on Abilities. For example, deities have all primary Abilities raised +2 CS. If a deity's Fighting were Gd (any rank value), it would be shifted upward to Rm (26). A vegetable hero (like a treat), however, with Fighting of Ex (any rank value) would have that Ability shifted downward to Ty (6). Therefore, it is probably in the players' best interests to purchase the minimum rank value for an Ability that they know will be shifted.

Secondary Abilities

Total up your Health and Karma points. Add those two figures together and they should equal the number of CPs you've spent so far. This is a good way to check your math.

Now buy your character's Resources rank by spending two CPs for every point of Resources. If you want Excellent (20) Resources, it would cost you 40 CPs. If you get a column shift to Resources, use the same method as above to calculate the bonus to your Resources rank number.

A player does not buy and cannot modify his character's Popularity score, as it is a function of the character's origin and the public's perception of the character.

Powers

Each character now buys powers and their ranks. All powers, except those with stars, cost 10 CPs each, and starred powers cost 20 CPs. Purchasing powers gives the character the ability to buy ranks in those powers. Ranks for powers without stars are purchased on a point-for-point basis, as with the primary abilities. For example, if you wanted to buy the Flight power, it would cost 10 CPs. You can now buy a power rank for that power. Let's say you wanted to fly at Excellent (20) speed, it would cost you 20 more CPs. So buying the Flight power and an Excellent

(20) rank cost you a total of 30 CPs. Starred powers, because they are more powerful or rarer, each cost 20 CPs, as noted above, and their ranks are bought at a rate of two CPs for each rank number.

You purchase both powers and ranks so that five powers, each at Good (10) ranks will be more expensive than one power at Amazing rank. The character with five powers is much more versatile, and he should pay for that.

Page 9 of the Players' Book gives a list of possible limitations for powers. Players can buy one limitation per character to gain more CPs. Use the maximums listed at the top of each list of limitations on page 9. This determines the number of CPs gained from taking a limitation. For example, taking the limitation "Power can only be used three times/day" from the list "Maximum of Excellent" for your Flight power would gain you an additional 20 CPs, as it is an Excellent rank limitation.

Points gained through limitations are the standard rank numbers for that rank only. All normal rules regarding limitations apply. Subtract all CPs spent on powers and ranks, and add any CPs from limitations to figure your character's new point total.

Talents

All "unstarred" skills listed under the Weapon, Fighting, and Mystical or Mental Skills tables, and all starred talents listed in other tables cost 10 CPs each. All starred skills listed under the Weapon, Fighting, and Mystical or Mental Skills tables cost 20 CPs each. All other skills cost 5 CPs each. Some examples: buying Military costs 5 CPs, while the Medicine or the Bows skill would cost 10 CPs each, and Weapons Master and Mystic Origin cost 20 CPs. Subtract all CPs spent here to get your character's new CP total.

Talent Type	Cost (Normal / Starred)
Weapon	10 / 20
Fighting	10 / 20
Professional	5 / 10
Scientific	5 / 10
Mystical and Mental	10 / 20
Other	5 / 10

It is suggested that the GM make up new Talents to reflect the magical and fantastic nature of the setting. The GM should also make Mystic Origin a prerequisite for being a "spellcaster."

Contacts

Unless the GM specifies otherwise, each contact costs 5 CPs. Don't detail each contact now, as contacts often work best when chosen during an adventure with the GM's O.K.

Heroic Alignment

The Marvel Superheroes RPG assumes that all heroes follow the same sort of heroic code. This, in turn, affects Karma awards. In a fantasy RPG, there is greater variety in heroic temperaments. The player must choose one heroic alignment that the character will follow. This determines what sorts of actions yield Karma awards and penalties. See Karma Awards for Fantasy Characters below for more details.

Finish Your Character

Fill in the blanks and there, you're done. If you have any CPs left over, it's up to the GM what you can do with them. I suggest simply adding them to your character's Karma points. Beginning characters often don't have much Karma to spend on their first adventures. Don't forget to modify your character as per the origin you picked for him earlier, and round out your character with his name, background, job, equipment, how he gained his powers, why he risks his life as an adventurer, etc.

Creation Point Costs Summary

The table below summarizes the costs described above. Players have 200 CP with which to make their hero.

Trait	Creation Point Cost
Primary Abilities (FASERIP)	1 CP per Rank Number, Maximum of Ex(25)
Secondary Abilities	--
Health (Sum of F+A+S+E)	--
Karma (Sum of R+I+P)	--
Resources	2 CP per Rank Number
Popularity	--
Powers (One-Slot)	10 CP + 1 CP per Rank Number
Powers (Two-Slot)	20 CP + 2 CP per Rank Number
Talents (One-Slot/Two-Slot)	--
Weapon	10 CP / 20 CP
Fighting	10 CP / 20 CP
Professional	5 CP / 10 CP
Scientific	5 CP / 10 CP
Mystical and Mental	10 CP / 20 CP
Other	5 CP / 10 CP
Contacts	5 CP per Contact
Heroic Alignment	Free

Fantasy Weapons and Armor

Because weapons and armor play such an important role in a fantasy role playing game, new rules are presented here. Replace the weapon rules in MSH with the rules below.

Weapons

Weapons are described by what primary Abilities determine base damage and by the column shift those weapons add to base damage. Weapons used for Blunt and Edged Attacks use the higher of the character's Fighting or Strength for base damage. Shooting, Energy, and Force weapons use the character's Agility to determine base damage. Throwing Edged and Throwing Blunt weapons use the character's Agility or Strength for base damage (the higher of the two). Column shifts due to Talents are applied to damage, but column shifts that come from Powers do not. In addition, weapons have two categories, light and heavy. Light weapons are normally one-handed weapons while heavy weapons are usually two-handed weapons. Light weapons increase damage to the lowest rank number one column higher, such as Gd (8) or Ex (16). Heavy weapons increase damage to the lowest rank number two columns higher. The table below summarizes this paragraph.

Attack Form	Base Damage	Unarmed	Light Weapon	Heavy Weapon
Blunt Attack	Fighting or Strength	+0 CS	+1 CS	+2 CS
Edged Attack	Fighting or Strength	+0 CS	+1 CS	+2 CS
Shooting	Agility or Intuition	--	+1 CS	+2 CS
Throwing Edged	Agility or Strength	--	+1 CS	--
Throwing Blunt	Agility or Strength	--	+1 CS	--
Energy	Agility or Psyche	--	+1 CS	+2 CS
Force	Agility or Psyche	--	+1 CS	+2 CS

Note that this table applies to weapons only. A wizard's force bolt will do damage based on the power's rank.

Armor and Shield

Just as weapons increase damage, armor decreases damage and comes in two categories. Yeah, you guessed it, there's light armor and heavy armor. Unlike the Body Armor power, mundane armor shifts damage one or two column shifts to the left. Armor shifts damage downward to the standard rank number for that column, such as Ty (6) or Gd (10). Armor is cumbersome and provides a penalty to all of the wearer's Agility FEATs. Shields grant a column shift bonus to Dodging, Evading, and Blocking actions (not to the actual results, just the column that you roll on for these defensive actions). Also see "Shielding" on page 31 of the Players' Book. The table below illustrates the qualities of mundane armor.

Protection	Damage Reduction	Dodging, Evading, and Blocking	Agility (all FEATs)	Example
Light Armor	-1 CS	--	-1 CS	Partially Armored
Heavy Armor	-2 CS	--	-2 CS	Fully Armored
Shield	-1 CS	+2 CS	--	All Shields

Powers such as Body Armor, Body Resistance, and other powers providing protection function as normal and can be used in conjunction with armor. Simply apply the damage reduction column shifts from armor before applying damage reduction from protection powers. For simplicity, a character that uses armor as part of his power suite can forego the mundane column shift to damage by simply taking the Body Armor power. In this case, "light" armor should be at least Good protection (always subtracting 10 from damage in most cases) and "heavy" armor should be at least Excellent (always subtracting 20). There is no Agility reduction if the Body Armor power is taken. Mundane armor provides protection only from weapons and physical attacks. Powers do not have damage reduced by mundane armor. Body Armor represents "magical" or "superior" armor that is better than mundane armor.

Weapon and Armor Interaction

To avoid counter-intuitive results, it is recommended that the column shift to damage from the attacker's weapon and the defender's armor be summed prior to the damage determination. Otherwise, you'll sometimes get results where a "stronger" character is penalized on damage and a "weaker" character gets a bonus to damage. Consider a swordsman with Ex (25) Fighting versus one with Ex (16). Attacking with a one-handed sword is +1 CS to damage. Both swordsmen would then do Rm (26) damage. However, if the defender is lightly armored, this damage is then reduced to Ex (20), which is the standard value for Excellent. Thus, the weaker attacker is doing four more points of damage while the stronger attacker is doing five less. Instead, sum the column shifts from the weapon and armor at the same time. In this case, the net result would be +0 CS, so the stronger attacker will do Ex (25) damage and the weaker attacker will score Ex (16). If the defender were heavily armored, then both would do Gd (10) damage.

Weapon List

Below is a sample list of fantasy weapons for use in most campaigns. Damage matches the default categories above. Of course, there can be many more weapons than just these. Only a few examples are provided below.

Weapon	Hands Required	Attack Form	Base Damage + CS	Price
Gauntlet	One	Blunt Attack	Fighting or Strength + 0	Fe
Mace	One	Blunt Attack	Fighting or Strength + 1	Pr
Maul	Two	Blunt Attack	Fighting or Strength + 2	Ty
Dagger	One	Edged Attack	Fighting or Strength + 0	Fe
Sword	One	Edged Attack	Fighting or Strength + 1	Pr
Greatsword	Two	Edged Attack	Fighting or Strength + 2	Ty
Handaxe	One	Edged Attack	Fighting or Strength + 0	Fe
Axe	One	Edged Attack	Fighting or Strength + 1	Pr
Battleaxe	Two	Edged Attack	Fighting or Strength + 2	Ty
Short Bow	Two	Shooting	Agility or Intuition + 1	Pr
Long Bow	Two	Shooting	Agility or Intuition + 2	Ty
Crossbow	Two	Shooting	Agility or Intuition + 2	Ty
Throwing Knife	One	Throwing Edged	Agility or Strength + 0	Fe
Spear	One	Throwing Edged	Agility or Strength + 1	Pr
Throwing Club	One	Throwing Blunt	Agility or Strength + 0	Fe
Sling	One	Throwing Blunt	Agility or Strength + 1	Pr
Cryston Wand	One	Force	Agility or Psyche + 1	Gd
Wizard's Staff	Two	Force or Energy	Agility or Psyche + 2	Ex

In general, weapons doing +0 or +1 will be one-handed, +2 will be two-handed. The column shift bonus will tell you the Price as well (+0, +1, and +2 are Fe, Pr, and Ty). The Cryston (from the Blue Rose RPG) and Wizard's Staff are listed to show how a "weapon" of mystical origin can be included. Prices are higher for these, naturally, and damage is based on the Psyche of the wielder.

Initiative

Instead of using the normal MSH RPG initiative, use this rule. Every round, each combatant makes an Intuition FEAT (no Intensity). The result determines when they act. There are four phases of each round, the Red Phase, the Yellow Phase, the Green Phase, and the White Phase (in order). Characters act according to what result they got on the initiative (i.e., Intuition) roll. Within each phase, combatants act in order of higher Intuition to lower Intuition. In the case of ties, that character with the higher Karma total goes first. Karma may be used to alter the initiative roll.

Karma Awards for Fantasy Characters

Heroic fantasy has different sensibilities when it comes to actions and the consequences of those actions. Adventurers routinely kill foes so if we stick to the normal Karma awards found in the MSH RPG, then no fantasy character will ever be able to accumulate Karma! This section replaces some of what is found in MSH with regard to Karma awards.

“Alignments” can be an important part of fantasy campaigns, so this section will divide Karma awards on the basis of an original, yet admittedly derivative, alignment system. MSH recognizes the division between heroes and villains, but this system offers nine different heroic philosophies that can be used in a fantasy campaign. Karma awards will be deliberately left vague to allow individual Judges wide latitude in awarding Karma to players for following their character’s philosophy.

First, instead of listing every possible act with a Karma award, we’ll just rank the acts using the normal MSH columns. Thus, we can have Feeble acts and Amazing acts. Karma awards are based on the standard rank number of the Intensity of the act, such as Fe (2) and Am (50). MSH already does this with its Defeating Foe awards, but we’ll rank every act in this system in this manner. It is up to the Judge to determine the Intensity of the act. Preventing a theft might be a Ty (6) act while saving the entire world from a plague of demons might be an Un (100) act (or possibly higher). Because the Judge is making the call on the Intensity of acts, he is also determining the pace of character advancement (since Karma is used to increase the capabilities of the character). It is up to each Judge to balance Karma awards against the needs of the campaign.

Some guidelines on choosing the Intensity of a Karma award are given below.

Intensity	Examples
Fe (2)	Defeating a Fe foe (if awarded at all)
Pr (4)	Defeating a Pr foe (if awarded at all)
Ty (6)	Defeating a Ty foe, foiling minor non-violent crimes, behaving as alignment indicates
Gd (10)	Defeating a Gd foe, foiling non-violent crimes, achieving a core value, player shows up to session
Ex (20)	Defeating an Ex foe, foiling destructive crimes, rescues, achieving a core value when dangerous, player behaves himself during session
Rm (30)	Defeating a Rm foe, foiling violent crimes, achieving a core value when deadly, player enhances play session
In (40)	Defeating an In foe, foiling a crime that affects a nation, player significantly enhances play session
Am (50)	Defeating an Am foe, foiling a crime that affects the world, player absolutely saves the play session through superior play, minor adventure conclusion
Mn (75)	Defeating a Mn foe, saving a nation from destruction, major adventure conclusion
Un (100)	Defeating an Un foe, saving the world from destruction, major story arc conclusion

Here are some negative Karma awards, if you’re interested.

Intensity	Examples
ALL	Character dies (all Karma lost)
Variable	Defeated by inferior foe (character’s highest rank minus foe’s highest rank)
Gd (10)	Playing against a core value when deadly to adhere to it, player misses play session
Ex (20)	Playing against a core value when dangerous to adhere to it, player does something that’s a minor annoyance during play session
Rm (30)	Playing against a core value when not dangerous or deadly to adhere to it, player disrupts play session
In (40)	Playing against a core value when character would benefit from adhering to core value, player significantly disrupts play session
Am (50)	Playing against a core value when entire party would benefit from adhering to core value, player ruins entire play session

Values

Alignments will be described in terms of the value system adhered to by characters professing that philosophy. Ten values are used and each of the ten basic values can be characterized by describing its central motivational goal and its associated single values.

Achievement - Personal success through demonstrating competence according to social standards. Associated single values are: being ambitious, influential, capable, successful, intelligent, and having self-respect.

Benevolence - Preserving and enhancing the welfare of those with whom one is in frequent personal contact (the "in-group"). Associated single values are: being helpful, responsible, forgiving, honest, loyal, and having mature love for others and true friendships.

Conformity - Restraint of actions, inclinations, and impulses likely to upset or harm others and violate social expectations or norms. Associated single values are: being obedient, having self-discipline, being polite, honoring parents and elders.

Hedonism - Pleasure and sensuous gratification for oneself. Associated single values are: experiencing pleasure and enjoying life.

Power - Social status and prestige, control or dominance over people and resources. Associate single values are: having social power, wealth, and authority, preserving one's own public image, and having social recognition.

Security - Safety, harmony, and stability of society, of relationships, and of self. Associate single values are: ensuring national security, reciprocation of favors, ensuring family security, having a sense of belonging, preserving the social order, being healthy and clean.

Self-Direction - Independent thought and action; choosing, creating, exploring. Associated single values are: freedom, creativity, independence, choosing one's own goals, being curious, having self-respect.

Stimulation - Excitement, novelty, and challenge in life. Associate single values are: having an exciting and varied life, being daring.

Tradition - Respect, commitment, and acceptance of the customs and ideas that traditional culture or religion provide the self. Associated single values are: respecting tradition, being devout, accepting one's own portion in life, being humble, and taking life in moderation.

Universalism - Understanding, appreciation, tolerance, and protection for the welfare of all people and for nature. Associated single values are: advancing equality, being one with nature, having wisdom, filling the world with beauty, advancing social justice, being broad-minded, protecting the environment, and see the world at peace.

These ten motivations also show patterns of compatibility and conflict. The following compatibilities are typical.

Power and Achievement - both emphasize social superiority and esteem.

Achievement and Hedonism - both are concerned with self-indulgence and self-centeredness.

Hedonism and Stimulation - both entail a desire for affectively pleasant arousal.

Stimulation and Self-Direction - both involve intrinsic motivation for mastery and openness for change.

Self-Direction and Universalism - both express reliance on one's own judgment and comfort with the diversity of existence.

Universalism and Benevolence - both are concerned with enhancement of others and transcendence of selfish interests.

Benevolence and Tradition/Conformity - both promote devotion to one's in-group.

Tradition and Conformity - both stress self-restraint and submission. These two are combined by Schwartz in later versions of the theory.

Tradition/Conformity and Security - both emphasize conservation of order and harmony in relations.

Security and Power - both stress avoiding or overcoming the threat of uncertainties by controlling relationships and resources.

Just as there are seeming compatibilities between values, the following conflicts seem to occur.

Self-Direction and **Stimulation** versus **Conformity, Tradition,** and **Security** - This dimension reflects a conflict between emphases on own independent thought and action and favoring change versus submissive self-restriction, preservation of traditional practices, and protection of stability.

Universalism and **Benevolence** versus **Achievement** and **Power** - This dimension reflects a conflict between acceptance of others as equals and concern for their welfare versus pursuit of one's own relative success and dominance over others.

Below, each alignment is described in terms of these values. Eight of these alignments combine the compatibilities detailed above. One other allows for an alignment with conflicted values and leaves it to the player to determine the nature of this alignment.

Acts that call for a Karma award for characters adhering to a particular philosophy are listed. As stated before, these acts are deliberately left vague so that the Judge can determine the frequency of Karma awards and the Intensity of those awards. It should be noted that Judges are under no obligation to allow all nine of the alignments listed below. Judges can certainly use all of them or restrict the number to three or four to encourage party unity.

The Alabastrous Hero

Description

You're hero the people want on their side. You don't necessarily play by the rules, but you'll save the day because that's what heroes do. You're not motivated by money or power or pleasure. You just want to right the wrongs, defend the weak, and kick evil's butt. A sincere "thank you" or a home-cooked meal is all you need for a reward. But if they insist on giving you money, well, you'll just give that to the poor or the local church. You're always ready to make the ultimate sacrifice, but not before you take as many of those evil bastards with you as possible.

Values

Alabastrous heroes primarily uphold the values of **universalism** and **benevolence**. They see themselves as humane and practical while practicing an altruistic morality and a situation-based system of ethics. They hold pragmatism to be a virtue and trust their conscience when making decisions.

Allies

Alabastrous heroes tend to get along with Xanthic and Viridescent heroes, though they find Xanthic heroes' rigid adherence to tradition and Viridescent heroes' insistence on independence are sometimes at odds with their own pragmatic methods to achieving altruistic goals.

Core Values

Choose two core values from each list. These core values will be used by the Judge to determine your Karma awards.

ASPECT	Benevolence	Universalism
Meaning	Preserving and enhancing the welfare of those with whom one is in frequent personal contact (the "in-group").	Understanding, appreciation, tolerance, and protection for the welfare of all people and for nature.
Core Values	<ul style="list-style-type: none">• being helpful• being responsible• being forgiving• being honest• being loyal• having mature love for others and true friendships	<ul style="list-style-type: none">• advancing equality• being one with nature• having wisdom• filling the world with beauty• advancing social justice• being broad-minded• protecting the environment• seeing the world at peace

The Atramentous Hero

Description

You're the hero they call on to get the job done, no matter what. As long as they don't criticize your methods or delve too deeply into your affairs, they'll be alright. You'll defend civilization, rescue the king's daughter from the dragon, or do just about anything else, if the price is right. You're the mercenary of the adventurer world. You won't side with evil, because there's no end to the number of good people who will pay dearly for your services. Fight fire with fire is what you say. At the end of the day, when the dark lord has been defeated, honors will be heaped upon you by a grateful populace. And you get to keep all of the dark lord's cool stuff. It's a win-win.

Values

Atramentous heroes primarily uphold the values of **achievement** and **power**. They see themselves as determined and practical while practicing an egoistic morality and a situation-based system of ethics. They hold pragmatism to be a virtue and follow their convictions when making decisions.

Allies

Atramentous heroes tend to get along with Erubescant heroes and Porphyric heroes, but find Erubescant heroes to be too preoccupied with social stability and see Porphyric heroes as too undisciplined in their pursuit of pleasure to be truly free to develop themselves to their full potential.

Core Values

Choose two core values from each list. These core values will be used by the Judge to determine your Karma awards.

ASPECT	Achievement	Power
Meaning	Personal success through demonstrating competence according to social standards.	Social status and prestige, control or dominance over people and resources.
Core Values	<ul style="list-style-type: none">• being ambitious• being influential• being capable• being successful• having intelligence• having self-respect	<ul style="list-style-type: none">• having social power• having wealth• having authority• preserving one's own public image• having social recognition

The Ceruline Hero

Description

Some people do what's right because they believe in the system. All that stands between civilization and chaos is a fragile social order. Society needs its heroes, people who are willing to do what it takes to defend the nation, protect its citizens, enforce its laws, and maintain its traditions. That's you. You've got the talent and it's your duty to use your gifts to ensure that your nation, your people, and your way of life will last forever. You've got the law on your side, but you're never above the law. Sometimes it's a messy business, because no system is perfect. But it's the best one we've got and it's worth fighting for.

Values

Ceruleine heroes primarily uphold the values of **security**, **tradition**, and **conformity**. They see themselves as honorable and realistic while practicing a reciprocity-based morality and a rules-based system of ethics. They hold self-control to be a virtue and use common-sense when making decisions.

Allies

Ceruleine heroes tend to get along with Erubescant and Xanthic heroes, though they find Erubescant heroes' power-seeking behavior and Xanthic heroes' advancement of benevolence over security sometimes have disruptive effects on the societal stability and well-established traditions they seek to maintain.

Core Values

Choose two core values from each list. These core values will be used by the Judge to determine your Karma awards.

ASPECT	Security	Conformity/Tradition
Meaning	Safety, harmony, and stability of society, of relationships, and of self.	Restraint of actions, inclinations, and impulses likely to upset or harm others and violate social expectations or norms. Also respect, commitment, and acceptance of the customs and ideas that traditional culture or religion provide the self.
Core Values	<ul style="list-style-type: none"> • ensuring national security • reciprocation of favors • ensuring family security • having a sense of belonging • preserving the social order • being healthy and clean 	<ul style="list-style-type: none"> • being obedient • having self-discipline • being polite • honoring parents and elders • respecting tradition • being devout • accepting one's own portion in life • being humble • taking life in moderation

The Cinereal Hero

Description

You're not the hero they expected, but you're the hero they need. You're not quite sure what keeps you going but if you don't do something, who will? You don't put your trust in high ideals, the authorities of your society, a certain philosophy, or really anything else for that matter. You trust yourself, those close to you, and anyone else who's proven they're on your side. You fight evil to protect yourself and those you care about. And because you're one of the few who can. The enemy had better watch out, because unlike these other heroes, you're flexible enough in your morals and ethics to take advantage of just about any situation. They'll never see it coming.

Values

Unlike other types, Cinereal heroes uphold seemingly conflicted values. As such, the player should choose two primary values that do not appear together in any of the other alignments. As an example, **benevolence** and **achievement** are primary values that do not appear together in any of the other eight alignments. These two primary values may be taken for a Cinereal character. If the player chooses two primary values that are found together in another alignment, then the hero is actually that alignment (and not Cinereal).

Cinereal characters tend to see themselves as practical and realistic while typically practicing a reciprocity-based morality and a situation-based system of ethics. They have a tendency to hold pragmatism to be a virtue and use common-sense when making decisions.

Allies

Cinereal heroes tend to get along with heroes sharing their values, naturally. Even for those that don't, they can usually find some common ground for the maintenance of a positive relationship.

Core Values

Choose two core values from each list for your primary values (four core values total). For example, if you chose **security** and **self-direction** for your character, choose two core values from the **security** list (which can be found in the Erubescens and Ceruline descriptions) and two core values from the **self-direction** list (found in the Spessartine and Viridescent descriptions).

Note

If this alignment seems like a catch-all, that's because it is. This is the alignment of those who "choose not to choose" in most cases.

The Erubescents Hero

Description

You defend your nation, protect the weak, and smite evil, not because it's the right thing to do, but because it's what keeps you on top of the heap yourself. You're a hero, so you've earned the right to be above the common rabble. Who else hurls themselves into danger like you do? Your high station in society is predicated upon the continuance of the social order, so it's also self-interest that motivates you to defeat your nation's enemies. The wicked must be punished for daring to disrupt the society that provides you with power and prestige. And it does feel good bringing wrong-doers to justice and wiping out enemies in war. Everyone knows you don't mess around.

Values

Erubescents heroes primarily uphold the values of **power** and **security**. They see themselves as honorable and determined while practicing an egoistic morality and a rules-based system of ethics. They hold self-control to be a virtue and follow their convictions when making decisions.

Allies

Erubescents heroes tend to get along with Ceruline heroes and Atramentous heroes, though they chafe at Ceruline heroes' restrictive traditions and find Atramentous heroes' personal glory-seeking to be annoying at times and detrimental to the social order and legacy they seek to create.

Core Values

Choose two core values from each list. These core values will be used by the Judge to determine your Karma awards.

ASPECT	Power	Security
Meaning	Social status and prestige, control or dominance over people and resources.	Safety, harmony, and stability of society, of relationships, and of self.
Core Values	<ul style="list-style-type: none">• having social power• having wealth• having authority• preserving one's own public image• having social recognition	<ul style="list-style-type: none">• ensuring national security• reciprocation of favors• ensuring family security• having a sense of belonging• preserving the social order• being healthy and clean

The Porphyric Hero

Description

It feels good when they call you a “hero” and that’s what it’s all about for you. Being a hero is the best way of getting what you want. And what is it that you want? Excitement, pleasure, success, adoration, just to name a few of the many things that you desire in your insatiable quest for enjoyment in life. As long as you act like a hero, you get to operate outside of convention and they’ll happily overlook your indiscretions, your eccentricities, and your pursuit of darker desires. You understand the enemy better than anyone else, but you’ll never join them. These innocents, they look up to you and are so ready and willing to reward you for putting your life on the line for them. You’ve got a good thing going and you don’t want to ruin that, now do you?

Values

Porphyric heroes primarily uphold the values of **stimulation**, **achievement**, and **hedonism**. They see themselves as independent and determined while practicing an egoistic morality and consequentialist (or act-based) system of ethics. They hold instinct to be superior to any virtues and follow their convictions when making decisions.

Allies

Porphyric heroes tend to get along with Atramentous heroes and Spessartine heroes, but find Atramentous heroes’ desire for control to limit them unnecessarily in their pursuit of achievement and feel that Spessartine heroes’ aversion to conventional success close them off to new avenues of stimulation.

Core Values

Choose four core values from among those offered on the three lists with no more than two from any one list. These core values will be used by the Judge to determine your Karma awards.

ASPECT	Stimulation	Achievement	Hedonism
Meaning	Excitement, novelty, and challenge in life.	Personal success through demonstrating competence according to social standards.	Pleasure and sensuous gratification for oneself.
Core Values	<ul style="list-style-type: none"> having an exciting and varied life being daring 	<ul style="list-style-type: none"> being ambitious being influential being capable being successful having intelligence having self-respect 	<ul style="list-style-type: none"> experiencing pleasure enjoying life

The Spessartine Hero

Description

You have no grand plan, no unwavering ideals, no lifelong goals when it comes to being a hero. You really don't care about saving people, smiting evil, or any of that stuff all of the other heroes seem to care so much about. As far as rewards go, you don't want the titles they might give you, the lands they might bequeath you, the gold they might heap upon you (okay, maybe you want the gold). You do it for the thrills, for the freedom, and for the simple pleasure of seeing what you can get away with. You're a hero for your own reasons, which might change with the wind. With you, the enemy never knows what they're getting or what to expect. You're that hero that's the life of the party, the instigator, hell, maybe the whole reason there's an adventure in the first place!

Values

Spessartine heroes primarily uphold the values of **stimulation** and **self-direction**. They see themselves as independent and realistic while practicing a reciprocity-based morality and a consequentialist (or act-based) system of ethics. They hold instinct to be superior to any virtues and use common-sense when making decisions.

Allies

Spessartine heroes tend to get along with Porphyric heroes and Viridescent heroes, but feel that Porphyric heroes are too interested in worldly success and Viridescent heroes get too wrapped up in idealistic causes to truly enjoy the benefits of pure freedom.

Core Values

Choose two core values from the self-direction list and take both from the stimulation list. These core values will be used by the Judge to determine your Karma awards.

ASPECT	Self-Direction	Stimulation
Meaning	Independent thought and action; choosing, creating, exploring.	Excitement, novelty, and challenge in life.
Core Values	<ul style="list-style-type: none">• freedom• creativity• independence• choosing one's own goals• being curious• having self-respect	<ul style="list-style-type: none">• having an exciting and varied life• being daring

The Viridescent Hero

Description

There's no need for heroes in a just world and you work tirelessly for the day when you can lay down your sword. But there's no end to the cruelty, the misery, and the injustices that are visited upon good folk by the depredations of evil people, so respite will never come. You're a hero of the people, fighting for equality, for freedom, and for independence. Tyrants are wise to fear you, as you work to free everyone from all forms of oppression: slavery, burdensome duties, unfair taxation, and perhaps even societal expectations. The world you're building will be one of beauty, equality, and peace that allows everyone to live their own lives as they see fit without the interference of authoritarian influences.

Values

Viridescent heroes primarily uphold the values of **self-direction** and **universalism**. They see themselves as independent and humane while practicing an altruistic morality and a consequentialist (or act-based) system of ethics. They hold instinct to be superior to any virtues and trust their conscience when making decisions.

Allies

Viridescent heroes tend to get along with Alabastrous heroes and Spessartine heroes, but feel that Alabastrous heroes' ties to society limit the advancement of universalism and Spessartine heroes' pursuit of stimulation is dissipative overall and entirely too selfish.

Core Values

Choose two core values from each list. These core values will be used by the Judge to determine your Karma awards.

ASPECT	Universalism	Self-Direction
Meaning	Understanding, appreciation, tolerance, and protection for the welfare of all people and for nature.	Independent thought and action; choosing, creating, exploring.
Core Values	<ul style="list-style-type: none"> • advancing equality • being one with nature • having wisdom • filling the world with beauty • advancing social justice • being broad-minded • protecting the environment • seeing the world at peace 	<ul style="list-style-type: none"> • freedom • creativity • independence • choosing one's own goals • being curious • having self-respect

The Xanthic Hero

Description

You're a true hero, the figurative knight-in-shining-armor, fighting for truth, justice, and the pseudo-medieval way. You're a paragon of virtue, fair to both friend and foe. You balance the needs of your own altruistic goals with those of the social order. You follow the rules, respect the laws, and adhere to the social mores of your nation and this endears you to all in polite society. You also defend the innocent, humble yourself before the lowly, and cheerfully render aid to the needy and this makes you loved by the commoners. You show mercy to your foes, engage in fair play, and use only that force which is necessary in battle and this makes you respected by the enemy. You are willing to sacrifice your life before behaving dishonorably and your heart is always ready to forgive the truly repentant.

Values

Xanthic heroes primarily uphold the values of **conformity**, **tradition**, and **benevolence**. They see themselves as honorable and humane while practicing an altruistic morality and a rules-based system of ethics. They hold self-control to be a virtue and trust their conscience when making decisions.

Allies

Xanthic heroes tend to get along with Ceruline and Alabastrous heroes, though they find Ceruline heroes' preoccupation with security and Alabastrous heroes' pursuit of universalism are frequently at odds with their own goals of maintaining a benevolent, well-ordered society.

Core Values

Choose two core values from each list. These core values will be used by the Judge to determine your Karma awards.

ASPECT	Conformity/Tradition	Benevolence
Meaning	Restraint of actions, inclinations, and impulses likely to upset or harm others and violate social expectations or norms. Also respect, commitment, and acceptance of the customs and ideas that traditional culture or religion provide the self.	Preserving and enhancing the welfare of those with whom one is in frequent personal contact (the "in-group").
Core Values	<ul style="list-style-type: none">• being obedient• having self-discipline• being polite• honoring parents and elders• respecting tradition• being devout• accepting one's own portion in life• being humble• taking life in moderation	<ul style="list-style-type: none">• being helpful• being responsible• being forgiving• being honest• being loyal• having mature love for others and true friendships

Changing your Alignment or Core Values

You can change your character's core values between gaming sessions. Just inform your Judge at the start of a new session that you are changing your character's core values. You must choose your character's new core values from the lists presented in your alignment description (or the lists you chose, if your character is Cinereal). You must follow the instructions in your alignment description (such as "Choose two core values from each list.").

Changing your character's alignment requires a bit more work. You can begin to change your character's alignment to one that shares at least one primary value (such as Xanthic to Alabastrous, because they share benevolence as a primary value) by announcing your intention to do so at the start of a gaming session and choosing one core value from a list that is not common to your old alignment. For example, for a Xanthic to Alabastrous change, the player will choose one core value from the universalism core values list (since benevolence is common to both Xanthic and Alabastrous, but universalism is not). This means the character should have one core value from the conformity/tradition list, two core values from the benevolence list, and the new core value from the universalism list. Once the character has received three Karma awards based on the new core value, the player may choose another core value from that list at the beginning of the next session. Once the character has been awarded Karma three times based on this second new core value, the character has successfully switched alignment.

However, if the player does not wish to switch to a new alignment that shares a primary value, the character must be switched to Cinereal. In other words, it is the intention of the player to switch two or more primary values to different primary values. In this case, choose the first primary value and follow the instructions above for slowly switching core values. Once that primary value has been successfully switched (by being awarded Karma for both new core values three times each), then pick another primary value to switch to and follow the same procedure. For example, the player of a Xanthic character is tired of having conformity/tradition and benevolence as primary values and would rather play a thrillseeker. First, he loses one conformity/tradition core value and he chooses stimulation as his new primary value and takes "having an exciting and varied life" as his first new core value. After three Karma awards for that core value, he chooses "being daring." Three more Karma awards for "being daring" later, he is now considered a Cinereal character (having the primary values of benevolence and stimulation). He then chooses the self-direction primary value and the core value of "choosing one's own goals." He gets three Karma awards and then picks "being curious" as his last new core value. After three Karma awards for this one, he's a Spessartine character.

Character Advancement

I promised you faster advancement for your characters so here are the rules. The basic rule is that advancement follows all of the rules in MSH, except Karma costs are only a fraction of those given in the Players' Book. I also found a glitch with advancing existing powers versus buying new powers outright, so that problem is remedied here. Let's get started.

First, you need to decide how fast you want characters to advance. In the normal rules, the amount of Karma you need to increase a rank number by one is equal to the current rank number times 10, 20, or 40 (depending on whether we're talking about abilities, resources, new powers, etc.). Essentially, it's the current rank number times some multiple of ten. If we then imagine '10' to be the base-line multiplier, we can tune our fantasy campaign's speed of advancement by dialing this number down. For example, if we make the base-line multiple '5' then our multipliers would be something like 5, 10, and 20 (instead of 10, 20, and 40). Costs would be half as much as listed in MSH which means advancement would be twice as fast. Changes in what we're calling the base-line multiplier will also affect Cresting costs.

Armed with this concept, let's go through a brief review of advancement from the MSH Players' Handbook. We will use the terms "base-line multiplier" or perhaps even just "multiplier" to mean the factor that we're using to speed up advancement (or keep it slow if we leave it at 10).

Ability Advancement

Raising an ability by one rank number costs the current rank number times the base-line multiplier (which, in MSH, is 10). Cresting costs 40 times the base-line multiplier. Abilities can be raised up to Ex (25) without explanation. To go beyond this, the player has some 'splainin' to do.

Resource Advancement

Raising the Resource rank number costs the current rank number times the multiplier with 20 times the multiplier for Cresting.

Popularity Advancement

Raising the Popularity rank number costs the current rank number times the multiplier. There is no Cresting cost. Furthermore, the character must have done something to deserve the Popularity increase (hiring bards to sing about her, public acts of charity, etc.).

Existing Power Advancement

Raising the rank number of an existing "unstarred" power costs the current (not the next) rank number times twice the multiplier. Cresting cost is 50 times the multiplier. For a "starred" power (i.e., a power that normally costs two power slots), the cost is double.

Costs for powers that count as spells are halved.

Power Addition

The normal MSH rules don't mention Cresting, but I'm including it. If you don't, then gaining a new power is less expensive after Good rank than increasing an already existing power (trust me, I have a spreadsheet to prove it). I'm also instituting cumulative costs (not just the "40 times rank number").

Adding a new power costs 300 times the multiplier and it starts at Fe (1). Increasing the rank number costs the current rank number times the multiplier times four. You must pay for each successive increase (such as going from

Fe (1) to Fe (2) and then to Pr (3) and on to Pr (4)). Cresting costs 100 times the multiplier each time a new column is reached.

If you get a new “double-slot” power, then the base cost is the same (which is 300 times the multiplier). Raising ranks costs double. This cost is current rank number times the multiplier times eight. Cresting is 200 times the multiplier.

The rules change for “robotic” characters just like in MSH. The base cost of 300 times multiplier remains. Advancing a one-slot power costs current rank number times multiplier with Cresting costing 25 times multiplier. Double-slot powers cost current rank number times twice the multiplier with Cresting equal to 50 times multiplier.

New spells cost 50 times the multiplier to cast the first time.

Obviously, it’s more cost-effective to purchase the power at Fe (1) and then raise the power during play using the lower Existing Power Advancement costs. In this case, the character must be played with the new Fe (1) power before the lower costs apply. And they must use the new Fe (1) power at least once during the adventure. This should lead to humorous or interesting situations as the character learns to use the new power.

Talent Addition

Adding a Talent costs 200 times multiplier for a one-slot Talent and 400 times multiplier for a double-slot Talent if training comes from another PC. These costs are halved if the character gets training elsewhere (like with an NPC).

Contact Addition

Adding a Contact costs 50 plus the Resource rank number, this sum multiplied by the base-line multiplier. Contacts that are used for Dimensional Energy spells cost twice the normal amount due to the powerful nature of these Contacts.

Advancement Summary

The table below summarizes all of this prose. ‘M’ is the base-line multiplier (which defaults to 10). The term ‘two-slot’ indicates a power, spell simulating a power, or Talent that normally uses up two of the character’s power or Talent choices. Naturally, ‘one-slot’ indicates a “normal” power, spell, or Talent.

- 1. Base Karma Cost:** All new traits (such as new powers, spells, Talents, and Contacts) have a base karma cost. This is shown in the second column.
- 2. Increasing Rank Number:** Karma costs to increase rank numbers are cumulative in all cases except for Contacts. In other words, to go from Ex (16) to Ex (20), you must buy up to Ex (17), Ex (18), Ex (19), and then Ex (20). There’s no skipping. For Contacts, however, just use the Contact’s Resource rank number.
- 3. Cresting:** Finally, Cresting costs are shown in the last column. This cost is paid as part of increasing to a rank number that places the trait into a new column, such as going from Gd (15) to Ex (16).

Trait	Base Karma Cost	Karma Cost to Increase Rank Number	Cresting Karma Cost
Ability (FASERIP)	--	$1 \times \text{Current Rank Number} \times M$	$40 \times M$
Resources	--	$1 \times \text{Current Rank Number} \times M$	$20 \times M$
Popularity	--	$1 \times \text{Current Rank Number} \times M$	--
Existing Power (One-Slot)	--	$2 \times \text{Current Rank Number} \times M$	$50 \times M$
Existing Power (Two-Slot)	--	$4 \times \text{Current Rank Number} \times M$	$100 \times M$
Existing Spell (One-Slot)	--	$1 \times \text{Current Rank Number} \times M$	$25 \times M$
Existing Spell (Two-Slot)	--	$2 \times \text{Current Rank Number} \times M$	$50 \times M$
New Power (One-Slot)	$300 \times M$	$4 \times \text{Current Rank Number} \times M$	$100 \times M$
New Power (Two-Slot)	$300 \times M$	$8 \times \text{Current Rank Number} \times M$	$200 \times M$
New Power (One-Slot, Robotic)	$300 \times M$	$1 \times \text{Current Rank Number} \times M$	$25 \times M$
New Power (Two-Slot, Robotic)	$300 \times M$	$2 \times \text{Current Rank Number} \times M$	$50 \times M$
New Spell (One-Slot)	$50 \times M$	--	--
New Spell (Two-Slot)	$100 \times M$	--	--
Talent (One-Slot, PC-Taught)	$200 \times M$	--	--
Talent (Two-Slot, PC-Taught)	$400 \times M$	--	--
Talent (One-Slot, NPC-Taught)	$100 \times M$	--	--
Talent (Two-Slot, NPC-Taught)	$200 \times M$	--	--
Contact (Mundane)	$50 \times M$	Resource Rank Number $\times M$	--
Contact (Magical)	$100 \times M$	Resource Rank Number $\times M$	--

Advice for the Judge Regarding Character Advancement

As Judge, you set the base-line multiplier for character advancement. This number will be an integer, from 1 to 10, inclusive, with 10 being the slowest advancement and 1 being the fastest. If, after setting the multiplier, you find character advancement to be either too fast or too slow for your campaign, you are free to change it. You may also decide to speed up or slow down advancement at certain power levels within your campaign. For example, once characters are powerful enough to face most, but not all, challenges and players are happy with their characters, you may wish to slow down advancement so that players can enjoy a ‘sweet spot’ in character power level. You may even decide to change the base-line multiplier for different traits, such as making Talents and Contacts easier to purchase with $M = 1$, while making the acquisition of new powers extremely difficult with $M = 10$.

To summarize:

1. The Judge sets the base-line multiplier for advancement costs (i.e., ‘M’).
2. The Judge can change ‘M’ whenever desired.
3. The Judge can make ‘M’ different for different traits (‘traits’ being Abilities, Talents, Powers, etc.).

Speed of Advancement Compared to Normal MSH

As you can see, there is no significant change in advancement rate until $M \leq 5$. I recommend $M = 3$.

M	Speed	M	Speed
1	$\times 10$	6	$\times 1 \frac{2}{3}$
2	$\times 5$	7	$\times 1 \frac{3}{7}$
3	$\times 3 \frac{1}{3}$	8	$\times 1 \frac{1}{4}$
4	$\times 2 \frac{1}{2}$	9	$\times 1 \frac{1}{9}$
5	$\times 2$	10	$\times 1$

Different Types of Base-Line Multipliers

As alluded to above, values for M can vary depending on the actual trait in question. Values for M can also have units or be different from other types of M. In these cases, the Judge can award other types of points besides Karma. Some examples are below.

Traits	Variable M for Traits	Details
Resources	M = 100 gold pieces	Coin, treasure, and valuables can be applied towards Resources.
Popularity and Contacts	M = 1 Prestige Point	Advance Popularity and gain Contacts with Prestige Points.
Powers, Spells, and Talents	M = 10 Experience Points	Apply Experience Points towards Power, Spells, and Talents.
Primary Abilities	M = 1 Development Point	It should be hard to earn Development Points, but only by using Development Points can primary abilities be raised.
Karma	M = 1 Karma Point	Karma awards add to the Karma Pool and are not used for advancement anymore.

So, in actual play, you would award Experience Points for overcoming creatures, bypassing traps, adventuring, etc. Experience Points are earned in much the same way they are earned in other fantasy roleplaying games. Only by spending Experience Points can characters raise the rank numbers of their Powers and Spells (and gain Talents). When treasure is awarded, the gold piece value of treasure is used to advance Resources. To advance Resources by one rank number, you must acquire and apply $1 \times \text{Current Resource Rank Number} \times 100$ g.p. to raise your Resources rank number by one. Cresting costs 2,000 g.p. (which is $20 \times M$). Prestige Points are awarded when a character's fame could be expected to increase. Primary abilities can be raised by being awarded Development Points. Karma is awarded when a hero acts in accordance with their core values (see **Karma Awards for Fantasy Characters** above). When a hero is awarded Karma, these points go into their Karma Pool and are used for rolls only (not advancement). You could take this system even further by making a specific type of point for each individual trait and awarding these points when appropriate. You could reduce the number of different points, if you want. The default game assumes that Karma points are used for all advancement, but it doesn't have to be this way as you can see. You could even keep the idea of using one type of point, but call it something different, like Glory (for a Pendragon-like campaign), XP (for a dungeon crawl game), Advancement Points, or anything else.

Magic

Magic. One simple word, but it's probably the most important aspect of any fantasy campaign. With the Marvel Superheroes Role Playing Game, just about any magic system can be created, simulated, or modeled. The base game is extremely open ended when it comes to magic and there are different rule sets that can be employed to describe it. You can use MHAC 9 Realms of Magic, the magic rules found in the Advanced Set, or you can go with what they have in the Ultimate Powers Book. Naturally, in the tradition of continually redefining magic for Marvel Superheroes, I will outline a new system here that, hopefully, makes sense for a fantasy roleplaying game. I will attempt to make a new system, not modeled on the magical system of any other fantasy roleplaying game (D&D, Ars Magica, or otherwise), but still in keeping with MSH RPG conventions and usages. There will, of course, be similarities between this and other magical systems; there's no way to approach this *tabula rasa*. What follows will be an attempt to create a generic, but still interesting, magic system based on what's found in the Ultimate Powers Book.

Categories of Magic

The Power Categories in UP can be thought of as the disciplines of power, schools of magic, spheres, or arts found in other fantasy RPGs. It is convenient to use these classifications, since we'll already have a built-in method of distinguishing types of magic from one another. Technically, the Magical Power category is the overarching "meta-category" with the other categories being subsumed under various forms of the Power Simulation magical power. However, not all characters will be magic-users. Some will actually have powers as such (imagine elementals, dragons, undead, and other creatures having fixed slates of powers). Characters with fixed powers are just like altered humans, mutants, and the other types of characters found in MSH. We're focusing on magic-users in this section.

If we consider the Magical Power and Power Control categories to be special, meta-categories and we exclude them from consideration, the categories that are left can be thought of in terms of magical disciplines, spell schools, power spheres, arcane arts, what-have-you. We can leave these categories as-is, but let's give them more fantasy-sounding names, shall we?

Power Category	UPB Code	Fantasy Discipline, School, Sphere, or Art
Defensive	D	Abjuration
Detection	DT	Divination
Energy Control	EC	Energization
Energy Emission	EE	Evocation
Illusionary / Illusory	I	Praestigation
Lifeform Control	L	Vitalization
Matter Control	MC	Materiation
Matter Conversion	MCo	Transmutation
Matter Creation	MCr	Conjuration
Mental Enhancement	M	Psychomentation
Physical Enhancement	P	Transformation
Self-Alteration	S	Alteration
Travel	T	Locoportation

I left out the Fighting category because it seems quite mundane. Also, the few powers that are listed can probably be placed into other categories without problems. This leaves thirteen categories of magic.

Magical Powers

Powers from the Magical Powers category really represent “meta-magic” in fantasy roleplaying. Some notes about a few of these powers are found below.

Energy Sources

Judges should consider what energy sources (UP, MG2 Energy Source, page 43) are available for the campaign. To use some familiar examples, an energy source might be “daily prayer at dawn” requiring the magic-user to pray to some powerful entity each day at dawn to have powers and spells renewed for the day. Another famous “energy source” might be a spellbook that a magic-user studies each day to replenish ‘forgotten’ spells. You are free to detail any energy sources and can use greater imagination to develop them. The Judge can also decide not to use energy sources. At any rate, the actual power Energy Source is a ‘zero-slot’ power (since you get to take another power upon randomly generating it).

As part of the determination of energy sources, you can use the Personal, Universal, and Dimensional energy distinctions found in MSH and MHAC 9.

It is recommended, however, that the Judge use the Energy Source power in a fantasy campaign, if only to allow for the standard limitations found on fantasy magic and to incorporate the possibility of its removal as a plot device.

Enchantments

It is important to note that the power Enchantment (MG1) is meant to be used to whip up temporary magical items. For more permanent magic items, use the normal MSH RPG building rules. Depending on the Mechanisms used for this power (see below), Enchantment could be seen as alchemy, artifice, or just basic spellcasting.

Magic Control, Creation, and Transferral

The use of Magic Control powers results in augmentation, diminution, transformation, and negation of magic itself. Wise magic-users use these powers as a form of counter-magic, turning potentially harmful magical effects into more innocuous forms.

Magic Creation is, presumably, how extremely powerful beings could instill the ability to cast spells into mortals. Powerful spellcasters can use this meta-magic to grant abilities to others.

Magic Transferral, like Magic Creation, can be used to share magical powers with others. To borrow an example from *Ars Magica*, this is how you would grant *parma magica* to an apprentice.

Power Simulation

Technically, every spell is a form of Power Simulation. The disciplines or spheres of magic (Abjuration, Divination, etc.) define useful divisions of magic that all magic-users understand. It’s how they focus their studies and powers.

Mechanisms

It is important to detail the mechanisms that a character needs to use in order to work magic. A ‘standard’ fantasy spell requires Chant and Gesture to achieve a magical effect and it only takes one action (instead of one turn per 10 points). Because this involves two mechanisms, the resultant mechanism would be Ritual. A character’s style of magic will dictate what mechanisms are commonly employed. Players are encouraged to be creative and not worry about perceived limitations when detailing a magic-user’s mechanisms.

Magical Traditions

By combining a set of power categories, common mechanisms, energy sources, typical spells, and placement into the campaign world, a Magical Tradition can be created. This would be analogous, perhaps, to the magical schools found in Book One of *Realms of Magic*. The Judge should create Magical Traditions since they'll be an important part of setting up the campaign. Allowing players to create Magical Traditions is even better, since the player can create exactly what they want, contribute to the creation of the setting, and make the Judge's job easier.

The steps to create a Magical Tradition are:

- 1. *Description.*** Determine the nature of the Magical Tradition. You might have a type of magic-user in mind or perhaps you want to create something from mythology or even another fantasy RPG. The preliminary details of the Magical Tradition will help you focus and figure out what to include in the remaining steps.
- 2. *Energy Source.*** Determine the Energy Source for the Magical Tradition. This is probably the most important consideration since the Energy Source will set the tone for the entire Magical Tradition. The "Casting a Spell" rules below can be used in lieu of taking an Energy Source.
- 3. *Power Categories.*** Determine what Power Categories are part of the Magical Tradition. You can include as many or as few as you want. A tighter focus allows for you to fine tune Magical Traditions in the campaign. However, you could conceivably include every Power Category for a Magical Tradition that consists of a group of wizards that have come together and created a Unified Theory of Magic.
- 4. *Magical Powers.*** Determine what powers from the Magical Powers category should be included and the nature of those powers. These are the meta-magic powers that the tradition uses.
- 5. *Mechanisms.*** Determine the Mechanisms typically used by members of the Magical Traditions. These Mechanisms are how they work magic. Alchemists would use Alchemy. Necromancers would use Necromancy. If you have no preference, go with Rituals that include Chants and Gestures.
- 6. *Common Spells.*** Finally, you can list specific powers (spells) that are common to the Magical Tradition.

Creating a Magical Tradition Example

Let's make one. I think an Alchemist Magical Tradition might be easy to make. These will be magic-users that brew and distill their way to magical power. Their energy source will be the ingredients they need to use to make potions. Without a steady supply of magical ingredients, they have just enough reagents remaining to create magic equal to their rank number in Psyche (just like in the Energy Source description). Alchemists typically operate in the Transformation (Physical Enhancement), Alteration (Self-Alteration), Vitalization (Lifeform Control), and Divination (Detection Powers) magical spheres. The magical powers that Alchemists use are Enchantment and Magic Creation. The one Mechanism that they'd be sure to use is Alchemy. Specific spells could include anything that could affect the drinker of a potion.

Schools, Spells, and Spellcasting

Being a Spellcaster

To be a spellcaster, and not just a character with magical powers, magical items, or altered due to exposure to magical forces, the character must have the Mystic Origin Talent. This Talent costs 20 CP at character creation. It can also be acquired later at a cost of 200 or 400 times M (the base-line multiplier) in Karma. There is no minimum Endurance or Psyche to be a spellcaster, but you'll want a high one to be able to recover spellcasting vitality faster.

Schools of Magic

To provide some sort of structure for magic-users, almost all spells (i.e., the Power Simulation magical powers) fall under one of the thirteen schools of magic (Abjuration, Divination, etc.). Spellcasters must have a rank in a school of magic to cast any spells from that school, even if it's Fe (1). Each school is purchased just like a power at character generation and also advanced as a power. These ranks determine the character's general power, education, acumen, and ability to cast spells associated with these schools. Ranks in magical schools cost a base 10 CP at character generation and one additional CP for each rank number. After play begins, magical schools are advanced as 'one-slot' powers. However, having ranks in the magical schools alone doesn't allow the spellcaster to cast any spells. For this, the spellcaster must acquire spells.

Gaining Spells

First, a 'free' spell comes with the initial purchase of the school rank. This spell has the same rank number as the school rank number. If the spell represents a "starred" power, then you must pay 1 CP for every two points in rank number or take a free spell at one-half the school's rank number.

Additional spells can be acquired during character generation by paying 1 CP for every two points in rank number for normal spells and 1 CP for each rank number of "starred" spells (i.e., it costs only 5 CP to get a normal Gd (10) spell). You can only gain a spell up to the rank number of the magical school of that spell. So, if you have Ex (20) Vitalization, you can get up to an Ex (20) Bio-Physical Control (Healing) spell. After play begins, spells cost $50 \times M$ to gain a normal spell and $100 \times M$ for a double-cost spell. Furthermore, a spellcaster can only gain a spell that has a rank number up to and including his rank number in the magical school of the spell. Spells with higher rank numbers are simply beyond their abilities.

As you might observe, it's probably cheaper to find a higher rank number spell than actually advance a known spell to higher rank numbers. This is intentional because fantasy RPGs are riddled with spellcasters adventuring to seek out more powerful magic.

Magic School Ranks

Spellcasters use their rank in the appropriate magical school as the spellcasting trait, to determine the negative effects of casting a spell on the caster's vitality. The effects of the spell, however, are based on the rank of the actual spell. This operates much like the Magical Effects table in the Marvel Superheroes RPG Players' Book (page 43). Spell ranks can be voluntarily lowered prior to casting. For example, if you have a Fire Generation spell at Rm (30), you can choose to cast it at Ex (25) instead. But why would you want to do this? Because spellcasting is taxing, which leads us to our next section....

Casting a Spell

To cast a spell, the player announces that the character will cast a spell as his action. The player then makes a FEAT based on the rank column of the school that spell falls under and the Intensity of the spell itself. Spells that are equal to the school rank in Intensity require a Yellow result. Spells one or two ranks below the school rank require a Green result. Spells that are three or more ranks below the character's school rank do not require a FEAT roll. This roll is simply to determine the effect of the spell itself on the character's spellcasting ability. If the FEAT is successful, the spell is cast and the caster suffers no effects. If the FEAT is not successful, the spell is still cast, but the character's effective rank in all magical schools suffers a -1 CS thereafter. It is important to note that the character always successfully casts the spell whether the FEAT is successful or not. The success of the FEAT at this stage merely determines if the act of casting spell takes a toll on the caster.

Once a character suffers a column shift penalty in this way, some known spells may be one or more ranks higher than the character's effective school rank. When this occurs, a character needs a Red result on the spellcasting

FEAT to cast the spell without harm. For example, if a character with Rm (30) Evocation that knows Ice Generation at Rm (30) suffers a -1 CS penalty to all schools, then that character's Evocation rank effectively becomes Ex (20). If he wished to cast another Ice Generation spell at Rm (30), it would require a Red result on the spellcasting FEAT. Of course, the character could choose to cast the spell at Ex (25) strength and need only a Yellow result or reduce it further to Gd (15) and require only a Green to avoid further vitality loss.

The negative column shifts due to spellcasting strain "heal" naturally over time. One column shift penalty is immediately negated when the character undergoes Recovery (which is once per day). Further negative column shifts are negated at a rate based on the character's Psyche Ability. This rate is equal to 60 minutes divided by the character's Psyche rank number. Thus, the times to recover one Health point on page 11 of the Judge's Handbook show how long it takes characters to regain one lost rank of magical ability. No power should ever be devised that heals, negates, reduces, or in any other way invalidates this system. It is for this reason that we're not using Health points as mana in the spellcasting system (because healing powers can restore Health).

If a character ever gains enough spellcasting penalty ranks equal to this highest magical school rank (thus indicating that his highest magical school rank becomes effectively Shift 0), he falls unconscious for 1-10 turns. For example, assuming that our Ice Wizard's Evocation school rank of Rm (30) is his highest, he can suffer five penalty ranks and remain conscious. Upon gaining the sixth penalty rank, he would fall unconscious (because this would reduce his effective rank in Evocation to Shift 0. If a character's highest magical school rank were Unearthly, she could suffer nine ranks of reduced ability and still be conscious.

The spellcasting roll isn't used to determine the effects of the spell itself. Follow the normal rules for the power in question after the spell is cast.

This spellcasting system is implemented to put a limitation on character spellcasting in combat, as is common in most fantasy roleplaying games. This system keeps magic from completely dominating combat. Spellcasters must use their powers wisely. Casting spells outside of combat in "roleplaying situations" is easier due to reasonably fast recovery (reasonably fast outside of combat, that is). Thus, spellcasters can use a lot of magic over the course of a day, but are somewhat limited if they're forced to chain-cast spells rapidly during combat.

If you use this system, you may not need to use the Energy Source limitation detailed earlier.

Times to Regain Full Spellcasting Vitality

Ability rank is across the top. Columns lost are to the left. Times represent the total time remove all columns lost and are in minutes unless otherwise noted. Multiplying the minutes by ten gives you the number of turns. As you can see, you want your spellcaster to have a high Endurance or Psyche rank. Using Endurance as the recovery Ability assumes that spellcasting is physically fatiguing. Using Psyche as the recovery Ability assumes that spellcasting is mentally and emotionally fatiguing.

Columns Lost	Spellcaster's Ability Rank (Endurance or Psyche)									
	Fe	Pr	Ty	Gd	Ex	Rm	In	Am	Mn	Un
1	30	15	10	6	3	2	1.5	1.2	0.8	0.6
2	60	30	20	12	6	4	3	2.4	1.6	1.2
3	90	45	30	18	9	6	4.5	3.6	2.4	1.8
4	2 hr	1hr	40	24	12	8	6	4.8	3.2	2.4
5	2.5 hr	1.25 hr	50	30	15	10	7.5	6	4	3
6	3 hr	1.5 hr	60	36	18	12	9	7.2	4.8	3.6
7	3.5 hr	1.75 hr	70	42	21	14	10.5	8.4	5.6	4.2
8	4 hr	2 hr	80	48	24	16	12	9.6	6.4	4.8
9	4.5 hr	2.25 hr	90	54	27	18	13.5	10.8	7.2	5.4
10	5 hr	2.5 hr	100	60	30	20	15	12	8	6

Other Magical Characters

Not every character that uses magic needs to be a spellcaster. Some beings are inherently magical and have a few powers at their disposal. Others are fairly normal people, perhaps with superior skills and Talents, that use magical armor, weapons, and items (like AD&D fighters). These characters can be balanced against magic-users by their lack of general versatility and are more in keeping with the kinds of characters seen in the original version of MSH. Judges should go easy on characters that rely on magic items and not deprive them of their powers at every turn through theft, destruction, etc. The Marvel Superheroes game isn't strictly balanced by a point system like Mutants & Masterminds, so the trappings of a character's powers shouldn't really become an issue.

Making a non-spellcaster character is very much like making a normal MSH character. You'll come up with some sort of concept and then go from there. Choosing the character's race is a good start. Try to make something interesting and not necessarily a character who will dominate or avoid all challenges. Mastery of the game system itself is a perfectly valid way to play D&D, but it's not really the way to play a fantasy version of MSH. With MSH, you can make the fantasy character that you've always really wanted to play, but couldn't get rule-support to make happen.

Monsters

You need monsters for a fantasy RPG. There are a number of ways to handle this need. First, I could make an exhaustive list of monsters and completely detail their stats. This would be time consuming and I don't have the time. Also, you'd be stuck with what my ideas are for monsters. Another way would be to tell you to do it yourself using your own imagination. Well, that's sort of a cop-out and doesn't really give you anything. A third way would be to teach you how to use the extensive fantasy RPG supplements that are already out there to quickly convert monsters into Marvel Superheroes format. This way is easier on my time and lets you go find the sources you want to use to make the kind of fantasy campaign you want to have. We'll do it this way.

What's the most popular fantasy RPG of all time? Did you say Powers & Perils? No silly, it's Dungeons & Dragons. Let us start with D&D (yeah I know) and branch outward from there. D&D is good to use because a lot of it is "free" now (with the SRD and such), almost every roleplayer has it, and the six ability scores in D&D match up quite nicely to six of the seven Abilities in MSH.

Converting D&D Monsters to Marvel Superheroes Fantasy

We're not aiming for a gnat's-ass conversion here. We just want to be able to quickly convert a monster over to MSH and keep going. We're going to need the FASERIP Abilities which will, in turn, give us Health and Karma. Resources and Popularity will come next. Power, Talents, and Contacts will finish the monster off. Some of these traits aren't all that important, quite frankly (like Popularity and Contacts).

The problem with using D&D in this manner is that there are many versions of D&D. The most completely "statted" monsters appear in later editions. I will attempt to give you conversion rules for D&D 3rd, 4th, and 5th edition. Earlier editions just don't have enough information for easy conversion, so we won't bother with D&D Basic or the AD&D 1st and 2nd Editions. It is recommended that once you pick a version of D&D, stay with it.

Converting Ability Scores to FASERIP Abilities

First, use the table below to get a sense of what D&D ability scores convert to which FASERIP Abilities.

FASERIP Ability	D&D Ability Score or Trait
Fighting	Hit Dice, Level, or Challenge
Agility	Dexterity
Strength	Strength
Endurance	Constitution
Reason	Intelligence
Intuition	Wisdom
Psyche	Charisma

Next, use this table to convert D&D ability scores to the MSH Abilities (except for Fighting, which is special).

MSH Ability Rank	3rd and 4th Edition	5th Edition
Fe (2)	3 or less	3 or less
Pr (4)	4 - 7	4 - 7
Ty (6)	8 - 13	8 - 13
Gd (10)	14 - 17	14 - 17
Ex (20)	18 - 21	18 - 21
Rm (30)	22 - 25	22 - 25
In (40)	26 - 29	26 - 27
Am (50)	30 - 33	28
Mn (75)	34 - 37	29
Un (100)	38 - 41	30
ShX (150)	42 - 45	--
ShY (200)	46 - 49	--
ShZ (500)	50 or more	--

Now find the monster's Fighting. For 3rd Edition, double the monster's Hit Dice to find the Fighting rank number. Monsters having at least one full hit die move up to Typical Fighting. For 4th Edition, I just start at Poor Fighting and assign three levels to each rank up to ShY. D&D 5th uses a slightly different banding for Challenge.

MSH Fighting Rank	3rd Edition (HD)	4th Edition (Level)	5th Edition (Challenge)
Fe (2)	less than 1/2	--	0 (0 XP)
Pr (4)	1/2	1 - 3	0 (10 XP) and 1/8 - 1/4
Ty (6)	1 - 3	4 - 6	1/2 - 1
Gd (10)	4 - 7	7 - 9	2 - 5
Ex (20)	8 - 12	10 - 12	6 - 9
Rm (30)	13 - 17	13 - 15	10 - 13
In (40)	18 - 22	16 - 18	14 - 17
Am (50)	23 - 31	19 - 21	18 - 21
Mn (75)	32 - 43	22 - 24	22 - 25
Un (100)	44 - 62	25 - 27	26 - 29
ShX (150)	63 - 87	28 - 30	30 - 33
ShY (200)	88 - 175	31 +	34 +
ShZ (500)	176 +		

Total Monster's Health and Karma

Simply add F+A+S+E to get the monster's Health and R+I+P to get the monster's Karma.

Assigning a Monster's Powers

Note that I said "assign" a monster's Powers and not "convert" a monster's Powers. At this stage, you get a little more artistic license. Use the monster's description in whatever ruleset you're pulling the monster stats from and list the monster's Powers. Assign whatever seems appropriate. You don't have to detail every single ability the monster has in D&D, just hit the most iconic ones for that monster. The list below will go over some obvious things to consider.

1. Armor Class. This could possibly be used to assign Body Armor or Body Resistance. For D&D 3rd Edition, simply add up the monster's armor and natural armor bonuses and use them directly. For D&D 5th Edition, if the monster's entry says "natural armor" then subtract ten from the AC and double it. D&D 4th Edition figures out AC based on the creature's level, so you might have a hard time figuring out what to assign. Just go with what feels right, taking into account that the Tarrasque's Body Resistance is Rm (30) in both D&D 3rd and 5th Editions while an Ancient Red Dragon's is Rm (33) and Ex (24) respectively.

2. Damage. Don't worry about any damage entries. The monster's damage is based on its attack form (Blunt Attack, Edged Attack, etc.) and the standard table given in the Fantasy Weapons and Armor section above.

3. Spells and Spell-like Powers. The rank for any spell, power, or other ability can default to its Fighting rank (since the Fighting rank is keyed to a creature's Hit Dice, Level, or Challenge). Or, if a caster level is given, you can double it. Just pick a method and stick to it for every monster in the campaign.

Assigning a Monster's Talents

If a monster should have Talents, assign them. You can most likely skip this step, unless you need to know if the monster could teach a PC a Talent.

Assigning a Monster's Contacts

You can probably forego this step as well, unless it's important to the storyline.

Assigning a Monster's Resources

This could be an important step, since hauling away treasure from a lair is a staple of heroic fantasy. You might just stick to the monster's Fighting rank (since it's tied to hit dice, level, or challenge) keeping in mind that it would be pretty hard to pack up and schlep Unearthly Resources after defeating a balor (if you convert from 4th Edition).

Assigning a Monster's Heroic or Villainous Alignment

If the monster is to be an NPC hero then give it an alignment based on its D&D alignment. If you haven't already figured out which MSH fantasy alignments correspond to which D&D alignments, then here's a handy chart.

Lawful Good - Xanthic	Neutral Good - Alabastrous	Chaotic Good - Viridescent
Lawful Neutral - Ceruline	Neutral - Cinereal	Chaotic Neutral - Spessartine
Lawful Evil - Erubescant	Neutral Evil - Atramentous	Chaotic Evil - Porphyric

Some villainous versions of these alignments are easier to imagine than others, granted.

Assigning a Monster's Popularity

You can assign this as desired. Make sure its negative if the monster is a villain.

Finalizing the Monster

As a final step, look over the monster and change anything that just doesn't seem right. Also, add or take away anything you want.

Example Monster: Ogre

We'll use each edition to convert an ogre into MSH stats.

Ogre (3rd Edition)			
Fighting	Gd (10)	Health	46
Agility	Ty (6)	Karma	14
Strength	Ex (20)	Resources	Pr (4)
Endurance	Gd (10)	Popularity	-6
Reason	Pr (4)		
Intuition	Ty (6)		
Psyche	Pr (4)		
Powers:			
<i>Body Resistance:</i> Ty (5)			
<i>Darkvision:</i> Gd (10)			
<i>Greatclub Attack:</i> Blunt Attack, In (36) Damage (Strength + 2 CS)			

Ogre Thug (4th Edition)			
Fighting	Ex (20)	Health	66
Agility	Ty (6)	Karma	14
Strength	Ex (20)	Resources	Pr (4)
Endurance	Ex (20)	Popularity	-6
Reason	Pr (4)		
Intuition	Ty (6)		
Psyche	Pr (4)		
Powers:			
<i>Body Resistance:</i> Gd (8)			
<i>Greatclub Attack:</i> Blunt Attack, In (36) Damage (Strength + 2 CS).			

Ogre (5th Edition)			
Fighting	Gd (10)	Health	46
Agility	Ty (6)	Karma	12
Strength	Ex (20)	Resources	Pr (4)
Endurance	Gd (10)	Popularity	-6
Reason	Pr (4)		
Intuition	Pr (4)		
Psyche	Pr (4)		
Powers:			
<i>Body Armor:</i> Ty (6) with hide armor			
<i>Darkvision:</i> Gd (10)			
<i>Greatclub Attack:</i> Blunt Attack, In (36) Damage (Strength + 2 CS)			
<i>Javelin Attack:</i> Edged Throwing, In (36) Damage (Strength + 2 CS)			

Our ogre converted from 4th Edition is a little tougher, but mostly each conversion is about the same. The key is to pick an edition and just keep using that edition for consistency's sake.

Example Monster: Cthulhu

We'll get his stats from the d20 Call of Cthulhu.

Cthulhu			
Fighting	Mn (75)	Health	271
Agility	Ty (6)	Karma	130
Strength	ShX (150)	Resources	Mn (75)
Endurance	In (40)	Popularity	-40
Reason	Am (50)		
Intuition	In (40)		
Psyche	In (40)		
Powers:			
<i>True Invulnerability:</i> Mn (84)			
<i>Regeneration:</i> Am (50)			
and many other powers and spells			

Converting Ars Magica 5th Edition Creatures to Marvel Superheroes Fantasy

We'll use the same checklist as we did for D&D. Let's get right into it.

Converting Characteristics to FASERIP Abilities

Correspondences are below. Agility, Strength, Endurance, Reason, and Intuition are based on Characteristics while Fighting and Psyche use other traits.

FASERIP Ability	ArM Characteristic or Trait
Fighting	Combat Ability
Agility	Dexterity
Strength	Strength
Endurance	Stamina
Reason	Intelligence
Intuition	Perception
Psyche	Might or Highest Tech + Form or Spell Level

Conversion of Characteristics to Ability Ranks follows the second column. The third column is used for Fighting rank. In essence, multiply the creature's highest Slugfest-type Ars Magica Ability by five to get the Fighting rank number. A creature's Might score is its rank number in Psyche. For magi, use their highest Technique plus Form combination or their highest level spell known for Psyche.

MSH Ability Rank	ArM Characteristic	ArM Combat Ability	ArM Might	Magus T + F or Max Spell Level
Fe (2)	-3 or lower	--	1 - 2	1 - 2
Pr (4)	-2 or -1	0	3 - 4	3 - 4
Ty (6)	+0	1	5 - 7	5 - 7
Gd (10)	+1 or +2	2 - 3	8 - 15	8 - 15
Ex (20)	+3 or +4	4 - 5	16 - 25	16 - 25
Rm (30)	+5 or +6	6 - 7	26 - 35	26 - 35
In (40)	+7 or +8	8 - 9	36 - 45	36 - 45
Am (50)	+9 or +10	10 - 12	46 - 62	46 - 62
Mn (75)	+11 or +12	13 - 17	63 - 87	63 - 87
Un (100)	+13 or +14	18 - 25	88 - 125	88 - 125
ShX (150)	+15 or +16	26 - 36	126 - 175	126 - 175
ShY (200)	+17 or +18	37 - 70	176 - 350	176 - 350
ShZ (500)	+19 or higher	71 +	351 +	351 +

Total Being's Health and Karma

Simply add F+A+S+E to get the being's Health and R+I+P to get the monster's Karma.

Assigning a Being's Powers

Ars Magica sometimes has extensive lists of powers for its characters and creatures. You do not need to convert everything, just pick the iconic powers (or maybe just the powers you intend to use initially). As before, some notes:

- Soak.** This could possibly be used to assign Body Armor or Body Resistance. Just subtract the being's Stamina from Soak. This means that Quilted armor provides Fe (1) Body Armor and full Chain Mail provides Gd (9). By comparison, Black Knight wears full chain mail armor and has Gd (10) body armor. Close enough.
- Damage.** You can actually use the Damage bonuses that are listed. Add the bonus to the appropriate FASERIP ability. Otherwise, use the normal rules that we've outlined here (by attack form and Ability used).

3. *Spells and Spell-like Powers.* The rank for any spell, power, or other ability can default to its Psyche rank (since the Psyche rank is keyed to a creature's Might, Highest Technique + Form, or Highest Spell Level). Use the descriptions to figure out what equivalent power is needed to describe the effect.

Assigning a Being's Talents

If a being should have Talents, assign them. If a being has a 5 or higher in an Ability, then they probably have the corresponding Talent. You can most likely skip this step, unless you need to know if the being could teach a PC a Talent.

Assigning a Being's Contacts

You can probably forego this step as well, unless it's important to the storyline.

Assigning a Being's Resources

This one is probably not such a big deal, but go with what's reasonable.

Assigning a Being's Heroic or Villainous Alignment

Assign whatever is appropriate given the being's description. The Realms are more important in this setting.

Assigning a Being's Popularity

A being's Popularity can be calculated by taking its highest Reputation plus its Presence and multiplying this by 5 (for "heroic" beings) or -5 (for "villainous" beings).

Finalizing the Monster

As a final step, look over the monster and change anything that just doesn't seem right. Also, add or take away anything you want.

Examples: Angels, Demons, Dragons, and Others

Given these conversion schemes, the Archangel of Death, Azrael (RoP: TD, 28) would have the following FASERIP Abilities:

Azrael, Archangel of Death			
Fighting	Mn (75)	Health	325
Agility	Am (50)		
Strength	ShX (150)	Karma	200
Endurance	Am (50)		
Reason	Am (50)	Resources	Un (100)
Intuition	Am (50)		
Psyche	Un (100)	Popularity	70 or -70

Strength is a little high, but Azrael is described as being 70,000 feet tall in his natural form. This form represents a manifestation that can actually interact with characters, so he's still pretty strong.

Here are the stats for St. Michael (RoP: TD, 30).

Michael, Captain of the Lord's Host			
Fighting	Mn (75)	Health	350
Agility	Am (50)		
Strength	Mn (75)	Karma	200
Endurance	ShX (150)		
Reason	Am (50)	Resources	Un (100)
Intuition	Am (50)		
Psyche	Un (100)	Popularity	100

And here are stats for Adramelech (RoP: TI, 50)

Adramelech, King of Fire			
Fighting	In (40)	Health	120
Agility	Ex (20)		
Strength	Rm (30)	Karma	76
Endurance	Rm (30)		
Reason	Ex (20)	Resources	Am (50)
Intuition	Ty (6)		
Psyche	Am (50)	Popularity	-55

And finally, Stellatus (ArM5, 194)

Stellatus, the Dragon			
Fighting	Rm (35)	Health	135
Agility	Ex (20)		
Strength	In (40)	Karma	110
Endurance	In (40)		
Reason	Ex (20)	Resources	Am (50)
Intuition	In (40)		
Psyche	Am (50)	Popularity	-32

Standard Soldier (ArM5, 22)			
Fighting	Gd (10)	Health	40
Agility	Gd (10)	Karma	16
Strength	Gd (10)	Resources	Pr (4)
Endurance	Gd (10)	Popularity	5
Reason	Pr (4)	Talents	
Intuition	Ty (6)	Single Weapon	+1 CS
Psyche	Ty (6)	Shield	+1 CS
Scale armor	Ty (7)	Brawl	+1 CS
Shield	+2 CS		
Axe	Ex (20)		
Fist	Gd (10)		

But of course, these beings have vast powers as well, but I'm not going to detail them here.

Magical Artifacts, Constructs, and Items

Constructing magic items follows the rules in the MSH Players' Book (pages 65-70) and the MSH Judge's Book (pages 14-15).

There are really no additional, special rules for this. The MSH game as-is provides everything you need to make magical weapons, wands, armor, mystical vehicles, constructs, and other magical bric-a-brac that litters fantasy worlds.

The Enchantment power (UPB, page 42) can also be used to create temporary magic items and the description contains a statement similar to the one above.

Judges are highly encouraged to strictly enforce the Special Requirements that go with building things in the MSH system. This is a primary motivation for artificers; getting out to find the special ingredients, mystical power sources, and other magically-infused reagents is a staple of fantasy. Most magic duplicates powers that cannot be accomplished in "real life" so Special Requirements should be common.

Strongholds

You can almost use the headquarters chart as-is for a fantasy game, but you do need to change a few things (there should be no office buildings). 'Cost' is to rent and own.

Type	Cost	Size	Material
Small Suite in Town	Fe/Ex	Small	Gd
Medium Suite in Town	Pr/Ex	Small	Gd
Large Suite in Town	Gd/Rm	Small	Gd
Cottage (2 rooms)	Pr/Gd	Small	Pr
Small House (4 rooms)	Ty/Ex	Small	Ty
Medium House (8 rooms)	Ty/Rm	Mid-sized	Tr
Large House (12 rooms)	Ex/In	Mid-sized	Gd
Small Manor (18 rooms)	Rm/Am	Large	Ex
Large Manor (24 rooms)	In/Mn	Deluxe	Ex
Mansion (30+ rooms)	Am/Mn	Deluxe	Ex
Small Shop (3 rooms)	Gd/Rm	Mid-sized	Ex
Small Store (4 rooms)	Ty/Rm	Small	Gd
Medium Shop (6 rooms)	Ex/In	Mid-sized	Ex
Large Shop (12 rooms)	Rm/Am	Mid-sized	Ex
Two-Story Large Shop (24 rooms)	In/Mn	Large	Ex
Townhouse	Ex/Rm	Mid-sized	Gd
Small Keep	Rm/Am	Large	Ex
Medium Keep	In/Mn	Deluxe	Rm
Large Keep	Am/Un	Deluxe	Rm
Small Castle	Mn/ShX	Deluxe	Rm
Large Castle	Un/ShZ	Deluxe	Rm
Small Barn	Ty/Rm	Mid-sized	Ty
Medium Barn	Gd/In	Large	Ty
Large Barn	Ex/Am	Deluxe	Gd
Small Workshop	Gd/In	Mid-sized	Rm
Medium Workshop	Ex/Am	Large	Rm
Large Workshop	Rm/Mn	Deluxe	In

Room Packages

The following room packages can probably be used without problems: Living Room, Dining Room, Kitchen, Library, Workshop, Laboratory, Office, Rec. Room, Gym, Pool, Danger Room, Conference Room, Medical, Garage (Stable), Dock, Security, Defenses, Trophy Room, Imprisonment, and any others you can justify.

Just remember to include fantasy equivalents of the “technology” that is found in the room packages.

There are probably other rooms that make sense for a fantasy game as well: Chapel, Kennel, Mews, Feast Hall, Audience Chamber, Armory, Treasure Vault, Summoning Room, Crypts, Death Trap, Aerie, Secret Passage (probably a free purchase), Wine Cellar, Scriptorium, and many others for sure.

Marvel Magica: Mythic Earth for the Marvel Fantasy Roleplaying Game

Just as I did for D&D, I can use Mythic Earth for this game. I believe that I can get this version closer to Ars Magica than the D&D version.

The Hermetic Magus

The Hermetic Magus character type consists of a physical form (normal human) that has been altered by the Gift. Creating a Hermetic Magus requires the following to be purchased during character creation.

Hermetic Magus	10 CP
Mystic Origin (Talent, 20 CP)	
The Gift (Limitation, gain 20 CP)	
Magic Theory (Talent, 10 CP)	
Parma Magica	15 CP
Resistance to Magic - Ty (5)	
Magic Transferral (Resistance to Magic) - Ty (5)	
Power Negation (Effects of the Gift in others) - Ty (5)	
Languages	5 CP
Latin (Talent, 5 CP)	
Native Language (Free Talent)	
Literacy in all known languages (Free Talent)	
Total	30 CP

The Gift causes a -3 CS on all Popularity FEATs. Gentle Gift can be purchased for 20 CP to negate this penalty and is considered a Gd (10) rank power (if you need to know). Blatant Gift can be taken as a Limitation and the character gains an additional 20 CP. Magi with Blatant Gift suffer a -6 CS on Popularity FEATs. The parma magica negates three column shift penalties due to the Gift in others. Being trained as a Hermetic Magus means that players need not pay the extra 10 CP to gain the Arts (as powers) during character creation. They do pay the extra 10 CP if they get a power that is not an Art. There are 15 Arts and these Arts are the 15 powers used in the game. No Art should start higher than Ex (25). During character creation, Hermetic magi get spells equaling 120 total rank numbers (at no CP cost). These spells can be distributed however the player wishes. Each spell's rank number must be equal to or lower than the character's Technique + Form for that spell. "Starred" or double-cost spells cost double (i.e., a Gd (10) spell will 'cost' 20 of spell ranks).

Furthermore, each Hermetic Magus must be a member of a House.

House	Benefit
Bjornaer	Heartbeast
Bonisagus	Puissant Magic Theory or Puissant Intrigue
Criamon	Enigmatic Wisdom
Ex Miscellanea	Use ArM5 to develop exact benefit.
Flambeau	Puissant Perdo or Puissant Ignem
Guernicus	Hermetic Prestige
Jerbiton	Puissant Talent in scholarship, arts, or interaction
Mercere	Puissant Creo or Puissant Muto
Merinita	Faerie Magic
Tremere	Puissant Certamen
Tytalus	Self Confident
Verditius	Verditius Magic

Enigmatic Wisdom: The Criamon magus gains a special power called Enigmatic Wisdom at Gd (10) rank.

Faerie Magic: Merinita magi are attuned to Faerie Auras as well as Magic Auras. They receive the better Aura modifiers from either Magic or Faerie auras when using Hermetic Magic. Faerie Magic also uses additional Ranges, Durations, and Targets, which can be used for flavor when designing spells.

Heartbeast: The Bjornaer magus gains the Animal Transformation - Self power (UPB, page 86) at Gd (10) rank with the limitation that he can only transform into one type of normal, real-world animal, chosen during character generation. Consult the Ars Magica rulebooks for the “flavor details.”

Hermetic Prestige: A Guernicus magus gains +1 CS on all Popularity FEAT rolls when interacting with other Hermetic Magi.

Puissant (Talent/Art/Certamen): The magus gains a +1 CS on FEAT rolls for the given Talent, Art, or other type of roll. Tremere magi may add +1 CS to either Attack or Defense in certamen each turn. Note that a magus can also have the listed Talent as well (which also grants +1 CS on relevant FEAT rolls). Puissant Arts only apply to rolls, these benefits don’t raise the actual rank or rank number of the Art.

Self Confident: A Tytalan magus only needs to commit to spending 5 Karma when spending Karma to manipulate dice rolls.

Verditius Magic: Verditius magi can use a craft-based Talent to apply a +1 CS to Reason FEATs when creating magic items. Magical items created by a Verditius magus require one less pawn of raw vis (minimum of one). However, Verditius magi must use casting tools to cast spells (except for spontaneous spells). If they lose their casting tools, it takes about an hour to create new ones.

Experienced Magi

Older magi should receive $50 \times M$ Karma per year for advancement (you must switch to the advancement rules). This would equate to about $1 \times M$ Karma per week. If you use the recommended $M = 3$, then this is 3 Karma per week. The normal MSH weekly award is 10 Karma (and its $M = 10$).

This means that a magi who is 120 years out of apprenticeship has gained $120 \times 50 \times M$ Karma which is $6000 \times M$ Karma. If you assume that their highest Art upon Gauntlet was Ex (25), then they could raise that Art to Mn (80) which corresponds to an Ars Magica Art score of 40, as listed in the rules on page 52.

This Karma can be used as normal for advancement. If the Ars Magica spell system is used, then spells can be bought for $2 \times \text{Spell Level} \times M$ Karma.

Companions and Grog

These characters can be created using the normal rules. Companions do not normally have the Gift. Grog cannot have the Gift. Companions can have supernatural powers (use the normal power rules) but don’t overdo it. Mythic Companions can have a slate of power on par with Hermetic Magi. Other character types can be devised as well, such as faeries, magical beings, constructs, hedge wizards, etc. Use the Ars Magica sourcebooks for inspiration.

Use only those CP you need to create the characters, you don’t need to use the full 200 CP, especially for grogs. Grog probably only need 100 CP. Normal companions might need only 150 CP. Mythic companions should use the full 200 CP.

Confidence

Confidence is the Ars Magica version of Karma.

Ease Factors and Intensities

If you must know, you can use these equivalencies.

Ease Factor	Intensity
0	Shift 0
3	Feeble
6	Poor
9	Typical
12	Good
15	Excellent
18	Remarkable
21	Incredible
24	Amazing
27	Monstrous
30	Unearthly

Hermetic Magic

Instead of using the schools of magic detailed before, magic in this setting is divided into the five Techniques and ten Forms of Hermetic Magic. The Limits of Magic must also be used (which is fortunate, because it really tones down the Ultimate Power Book).

The normal matrix for Techniques and Forms will be used. You simply add the rank numbers to get your combined rank in each of the specific Technique + Form combinations. For example, if you have Creo at Gd (10) and Ignem at Ex (20), then you have Creo Ignem at Rm (30). A character cannot cast a spell that has a rank number higher than his Technique + Form combination for that spell. A Hermetic Magus has at least Shift 0 in every Art. The highest Art normally possible is In (40) (see ArM5, page 32, top of third column) which means that the highest Technique + Form is around Mn (80).

A rough comparison would have Ars Magica spell level equal the Marvel Fantasy rank number. So, a 30th level ArM spell would be a Rm (30) spell in Marvel. However, the rank number divided by two might yield the ArM scores for Arts. In other words, if you double the score in each Art for a published ArM magus, this will be their rank numbers in Marvel Ars Magica. So, according to this scheme, a magus must have Gd (10) in every Art to properly train an apprentice (since this would equate to an Art score of 5). This is reasonable.

When raw vis is required, like for rituals, you must use a number of pawns of vis equal to the rank number of the spell divided by five (round up).

The Judge will have to determine what powers fall under what Technique + Form combinations. Luckily, ArM spells this out very well. Any powers that cannot be placed into this Hermetic Magic scheme should not be used, as well as any powers that would violate any of the Limits of Magic.

Using Virtues and Flaws

Don't attempt a conversion of these. Simply use them for flavor. You can also require an expenditure of 10 CP for minor Virtues and 30 CP for major Virtues while giving 10 CP for minor Flaws and 30 CP for major Flaws.

Social Status Virtues should be based more on the Talents you take for your character rather than as a limitation on the Talents you can take, given your Social Status. In other words, pick the Social Status that seems to apply to your character concept and use it for descriptive (not game) purposes only. Taking Hermetic Magus has implications, however.

Supernatural Virtues are simply Powers as far as the Marvel RPG is concerned. Construct them accordingly.

Supernatural Flaws are Limitations as far as the Marvel RPG is concerned. You can make Major Flaws worth 30 CP and Minor Flaws worth 10 CP.

Personality Flaws simply define new ways that a character can gain Karma. Any player desiring an appropriate Personality Flaw should consult with the Judge and add it to the list of Core Values (under Alignment) for the character. Karma can be awarded based on sticking to the Personality Flaw.

Story Flaws are another avenue for the gaining of Karma. Once again, discuss with the Judge. Add the new path to the character's Core Values.

General Flaws are Limitations. You can make Major Flaws worth 30 CP and Minor Flaws worth 10 CP, if you want.

General Virtues can be built like Powers, or grant the character +1 CS appropriately.

Hermetic Virtues and Flaws change the way magic works for characters (that is, these change the game's rules for magic for that particular character). These should be constructed as Talents or Powers and carefully considered.

Talents for Mythic Earth

You can pretty much use every ability in *Ars Magica* as a Talent, if you desire. Each Talent will grant +1 CS to the relevant FASERIP ability when making appropriate FEAT rolls. Note that there are only four combat Talents: Bows, Great Weapon, Single Weapon, and Thrown Weapon. Talents derived from the General Abilities cost 5 CP during character generation. Talents that come from the Academic, Arcane, and Martial Abilities cost 10 CP. Supernatural Abilities should be developed as powers.

If you ever need to separate a Talent from the FASERIP abilities, then just multiply the score by five to get the rank number. This gives a score of 1 a Ty (5) designation and a score of 9 becomes In (45).

Covenants

As with Virtues and Flaws, don't attempt a one-for-one conversion. Simply use all available *Ars Magica* resources to add flavor to your Setting Up House rules.

Dividing the Build Points by 50 gives you the rank number of the Covenant (if you must know). Thus, there are Shift 0 to Unearthly Covenants. Low Power Covenants are Shift 0 to Typical. Medium Power Covenants are Typical to Excellent. High Power Covenants are Remarkable to Unearthly. Legendary Covenants are Unearthly or higher.

Library

Art Summae: Each Art Summa has a rank number denoting the maximum rank number a student can achieve using this summa. Summae cannot exceed In (40) when building the covenant. Higher ranking summae must be found in play. A summa costs its rank in Build Points (BP).

Talent Summae: Each Talent Summa has a rank number. Only a character whose FASERIP ability +1 CS is equal to or less than this number can learn a Talent from the summa.

Tractatus: Each Tractatus must have one Art or one Talent as its subject. A tractatus adds one rank number to the covenant's highest ranking summa to determine how high a student may advance his rank number in that Art or Talent. A tractatus costs 2 BP.

Lab Texts

Lab texts are the "spellbooks" of the covenant. They cost 1 BP per five levels of spells just like in the normal rules.

Vis

Vis sources cost 5 BP per pawn of vis per year just like in the normal rules.

Vis Stocks

Vis stocks cost 1 BP per five pawns of raw vis.

Enchanted Items

Enchanted items cost 2 BP for every five rank numbers of effect. For instance, an Ex (20) *wand of fire generation* would cost 8 BP.

Specialists

These are NPC members of the covenant. They each cost a number of BP equal to the highest applicable FASERIP rank plus one additional rank for a Talent linked to that ability. For example, having a Swordmaster who has Fighting of Ex (20) and the Single Weapon Talent (+1 CS) costs 30 BP (Excellent plus one column shift is Remarkable, which has a rank number of 30).

Hooks and Boons

This is a system unto itself and is self-balancing.

Limits of Magic

Absolutely use these as it will limit what can be accomplished through Hermetic spells. You simply can't use everything in the Ultimate Powers Book for this campaign setting.

Warping and Twilight

Since there is a spellcasting roll when casting every spell, you can easily devise Warping and Twilight rules.

1. Whenever a player rolls low enough on the spellcasting roll, his character could gain a Warping Point. The botch range for this is from 01 to the normal number of "botch dice" that you would use in Ars Magica. Guidelines are given in the rulebook. The range cannot exceed 01-10 in any case and should probably remain just 01 in most cases. If the spellcasting roll falls within the range (inclusive), the character gains a number of Warping Points equal to the roll.

2. If the character gains Warping Points in this way, the player must roll to avoid Twilight. This is a Psyche FEAT roll with the Intensity of the FEAT being the rank number of Warping Points the character has or the character's Enigmatic Wisdom, whichever is higher. Normal rules apply (three or more columns below Psyche, automatic success; one or two columns below Psyche, green result; equal to Psyche, yellow result; one column above Psyche, red result; two or more columns above Psyche, automatic failure or red result, Judge's choice). If the roll succeeds, the magus must spend two minutes (20 turns) bringing his magic under control. If this is interrupted at any point, or if the player fails the roll, the character enters Twilight.

3. If Twilight occurs, the character must attempt to comprehend the experience. This is a Reason or Enigmatic Wisdom FEAT roll (use the higher of the two). The Intensity, once again, is equal to the number of Warping Points (as a rank number). The character remains in Twilight a period of time shown on the table below.

4. Follow the guidelines in Ars Magica for the effects of Twilight.

If the character **comprehended** the Twilight:

Twilight Scar: Something minor and magical, and also neutral or beneficial. For example, the area around the maga always smells faintly and pleasantly of roses, the maga's eyes glitter with many colors, the maga walks a fraction of an inch above any surface. In the case of a maga who wants to keep her magic inconspicuous, the effect may not be obviously magical: people around her become slightly more cheerful, insects don't bite her, and so on.

In addition, the Judge picks one of the following effects:

Increased Knowledge: The character adds twice the number of Warping Points to the rank number of one Art or Enigmatic Wisdom.

New Virtue: One of the character's abilities (FASERIP) is increased in rank number by the number of Warping Points gained or the character gains one Talent.

New Spell: The character gains one spell having a rank number equal five times the number of Warping Points gained.

If the character **did not comprehend** the Twilight:

Twilight Scar: Something minor, magical, and annoying. For example, the area around the maga smells faintly of sulfur, the maga's touch stains skin black (it washes off, with effort), the maga's footprints create myriads of fine cracks in any surface. At the DM's discretion, a maga who tries to keep her magic inconspicuous might get a scar she can hide. For example, the smell of iron makes her feel nauseous, or insects always bite her given the chance.

In addition, the Judge picks one of the following effects:

Lost Knowledge: The character subtracts twice the number of Warping Points to the rank number of one Art or Enigmatic Wisdom.

New Flaw or Lost Virtue: One of the character's abilities (FASERIP) is reduced in rank number by the number of Warping Points gained or one Talent is lost. No ability can be reduced below Fe (1). The Mystic Origin Talent cannot be lost this way either.

Lost Spells: The character loses rank numbers in spells equal to five times the number of Warping Points gained. the Judge chooses how this loss is applied.

If the character **enters Final Twilight:**

The duration of the character's Twilight becomes eternal. The character is removed from the game. Hermetic magic has not been successful in bringing anyone back from Final Twilight, ever.

Time in Twilight

Warping Rank	Total Warping Points	Base Time in Twilight
Feeble	1-2	Two Minutes
Poor	3-4	Two Hours
Typical	5-7	12 hours
Good	8-15	24 hours
Excellent	16-25	One Month
Remarkable	26-35	Three Months
Incredible	36-45	One Year
Amazing	46-62	Seven Years
Monstrous	63-87	Seven plus 1d10 Years
Unearthly	88+	Final Twilight

Certamen

First, familiarize yourself with Certamen (ArM5, page 89).

The aggressor in the duel chooses the Technique. The other opponent chooses the Form. Each may veto the other's choice once only. The mechanical resolution of certamen is based on these factors.

Initiative

Use the new initiative rule detailed above. Initiative is re-rolled every turn.

Attack Rank

Each character has the option of using the rank of either his Technique or Form. The character can change which one he is using each turn.

Defense Rank

The character must use whichever Art (Technique or Form) that he didn't use for the Attack Rank. As before, the character can change which one he is using each turn.

Conducting Certamen

Every round, each character attacks by making a FEAT roll using their Attack Rank while the defender makes a FEAT roll using the Defense Rank. The Attacker causes spellcasting vitality "damage" equal to -0 CS for a white result, -2 CS for a green result, -4 CS for yellow, and -6 CS for red. The defender reduces damage by 0 CS for a white result, +2 CS for a green result, +4 CS for yellow, and +6 CS for red. The defender can only reduce damage from an attack that turn, they cannot "heal" damage in this way from previous turns.

This damage is just like the column shifts that come from spellcasting "fatigue" detailed earlier. A combatant goes unconscious for 1-10 turns if they ever gain negative column shifts to reduce their highest Art rank to Shift 0. This is one way to win certamen. The winner also gets to cast one real spell on his opponent. Another way to win certamen is if your opponent concedes. The final way to win certamen is if your opponent loses concentration. Loss of concentration can be a result of making a physical attack, being physically attacked, being mind controlled, exiting certamen, etc.

You can use Karma to influence certamen rolls, but you can also use raw vis as long as it is attuned to the proper Art being used. Each pawn of raw vis modifies your Attack Rank or Defense Rank by +20. As always, a character can only use a number of pawns of raw vis for one action or event equal to the rank number in that Art divided by five (round up).

Formulaic Magic

Casting a formulaic spell follows the "vitality" casting rules I outlined above. The character's casting rank is determined by adding the character's Technique and Form rank numbers for the spell. Comparing the casting rank to the spell rank gives you the required result: red for spell rank one rank above casting rank, yellow for spell rank and casting rank being equal, green for casting rank being one or two ranks above spell rank, and white for casting rank being three or more ranks above spell rank. Low rolls result in botches, so you always have to roll (even if you only need a white result).

Unlike the previous rules, if the color result is one less, then the spell goes off. However, if the color result is two or more results less, the vitality is lost, but the spell doesn't go off (such as needing a red result and getting green or white, or needing a yellow result and getting white).

If you wish to keep spellcasting vitality recovery in the spirit of Ars Magica rules, then make Endurance (not Psyche) the applicable FASERIP ability for recovery of negative column shifts due to spellcasting.

Spontaneous Magic

Spontaneous magic is quite simple to effect. A character may cast a fatiguing or non-fatiguing spontaneous spell according to these rules.

Casting a Fatiguing Spontaneous Spell

A spontaneous spell can be cast at a rank number equal to half the character's Technique + Form combination (round down) if the player accepts a -1 CS spellcasting vitality modifier.

For example, a character with an Ignem rank of Ex (20) and Creo rank of Gd (10) can cast a fatiguing spontaneous spell of Gd (15) rank.

A spellcasting roll must still be conducted to check for a botch or spell failure.

Casting a Non-Fatiguing Spontaneous Spell

A spontaneous spell that has a rank number equal to one-fifth of the character's Technique + Form combination (round down) can be cast without any spellcasting vitality loss.

For example, a character with an Ignem rank of Ex (20) and Creo rank of Gd (10) can cast a non-fatiguing spontaneous spell of Ty (6) rank.

A spellcasting roll must still be conducted to check for a botch.

Ritual Magic

Ritual spells take longer to cast and require the expenditure of raw vis. However, the character may modify his Technique + Form combination for the Arts involved by +1 CS if he has the Artes Liberales Talent and by another +1 CS if he has the Philosophiae Talent.

A ritual spell requires a number of pawns of raw vis equal to the rank number of the spell divided by five (round up).

Ritual spells take fifteen minutes for every pawn of raw vis required.

Ritual spells always result in a -1 CS to spellcasting thereafter. Additional negative column shifts can occur. When making the casting roll, characters can suffer additional column shifts of spellcasting vitality loss depending on poorly the player rolls. The number of column shifts is equal to difference in the number of color results the player misses the roll by. For example, if a red result is required to cast a certain ritual spell, the character would suffer -1 CS to spellcasting on a yellow result, -2 CS on a green, and -3 CS on a white, in addition to the -1 CS from just casting a ritual spell. Furthermore, the spell fails outright if the roll failed by three color results (i.e., when the spell requires a red result and the player rolls a white result). If the character takes on more column shifts than the number of columns of his highest Art, additional shifts translate to Wounds. A spillover of -1 CS is a Light Wound, -2 CS is a Moderate Wound, -3 CS is Heavy, and -4 CS is an Incapacitating Wound.

Spellcasting vitality column shifts gained from ritual spellcasting can only be removed after a night's rest. Wounds, if any, heal normally.

Concentration

Concentration is an Endurance FEAT roll with Intensities determined by the Concentration Table in the Ars Magica Core Rulebook, page 82. Divide the Ease Factor by three to get the columns, as normal.

Words and Gestures

These affect the casting totals.

Words	Modifier	Gestures	Modifier
Firm	+0 CS	Bold	+0 CS
Quiet	-2 CS	Subtle	-1 CS
None	-3 CS	None	-2 CS

Arcane Connections

Use the bonuses as listed. It is the multiplier times five that will give the penetration bonus.

Auras

The normal modifiers on the Realm Interaction Table (ArM5, page 183) are used in the following ways. First, this modifier is added to all Art rank numbers of the magus. This may raise or lower their effective rank, making spellcasting easier or more difficult. For example, being in a Magic Aura of 3 adds three to all Arts. If a magus has any casting totals that are within six of the next rank, then those casting totals will receive an effective +1 CS (since adding six will take the rank numbers to the next rank). Remember, these bonuses apply to each Art in Marvel Fantasy. Or put another way, double the aura bonus is added to all casting totals.

Raw Vis and Magic Items

A number of pawns of raw vis equal to the highest rank number divided by five (round up) must be used when creating every magic item.

Longevity Rituals

A number of pawns of raw vis equal to the number of prior longevity rituals the character has undergone, plus one, is required for each new longevity ritual. The ritual itself is effective for seven years. There is a 1% cumulative chance that each longevity ritual undergone is the last effective ritual for that character. Undergoing even one longevity ritual induces sterility.

Laboratory

There is no need to complicate things by trying to convert this. Just use the advancement, building things, and other rules in Marvel to cover these activities.

Arts, Powers, and Spells

Obviously, some guidelines can be created to help the Judge understand what powers should go with which Arts.

The Form Bonuses for Arts tell you when the Art rank can be substituted for a FEAT roll involving the circumstances described.

Techniques

Creo: Any spell that creates something from nothing or augments, enhances, or buffs something.

Intellego: Any spell that perceives something, perceives through something, communicates with something.

Muto: Any spell that transforms something.

Perdo: Any spell that destroys, diminishes, or reduces something.

Rego: Any spell that controls or protects from something.

Forms

Animal: If the target is fauna.

Auram: If air, winds, lightning, or other atmospheric phenomena are affected.

Aquam: If water, liquids, or other similar substances are affected.

Corpus: If the human body is the target.

Herbam: If plants are the target.

Ignem: If fire, ice, smoke, or light is affected.

Imaginem: If images are affected.

Mentem: If human or similar minds are affected.

Terram: If earth, minerals, stone, or ground is affected.

Vim: If magic itself, powers, or magical beings or items are affected.

Modern Forms

Energias (Forces): Energy Control, Energy Emission, Forces, Energy, Light, Illusions

Fatum (Fate): Probability, Luck, Contingencies, Destiny, Fortune, Curses, Blessings

Materiem (Matter): Corrosives, Toxins, Inorganics, Matter Control, Matter Creation, Matter Conversion
Mentem (Mind): Emotion, Mental, Mental Enhancement
Mortem (Death): Necromancy, Undead, Vampirism
Spatium (Space): Travel, Teleportation, Extra-Dimensional Space, Two-Dimensional Form, Elongation, Conjuring
Spiritus (Spirit): Astral Plane, Spirits, Summoning (Extra-Planar)
Tempus (Time): Postcognition, Precognition, Speed, Time, Aging, Evolution
Vitam (Life): Animal, Plant, Body, Organics, Physical Enhancement, Self-Alteration, Summoning (Nature)
Vim (Prime): Magic Control, Power Control

Making an extensive list of correspondences between the Arts and all of the powers in the Ultimate Powers Book will probably result in inaccuracies and would be way too time consuming. Trust your judgment as you go.

You could, conceivably, throw the Ultimate Powers Book out of the window and simply use Ars Magica spells. In this case, you would need guidelines in translating Ars Magica spell effects to the Marvel Fantasy RPG system.

1. Ease factors conversions are given above.
2. Damage can be used as-is, I feel.
3. For wounds, use a new system that begins when the player is reduced to Health 0. A Light Wound is Good or lower damage (1-15 points). A Medium Wound is Excellent damage (16-25 points). A Heavy Wound is a single wound that has done Remarkable damage (26-35). An Incapacitating Wound is a wound that does Incredible or more damage (36+). Bonuses to recovery rolls add the indicated bonus to the character's Endurance rank number for the purposes of Recovery and Healing. Wounds should be healed according to the times listed in Ars Magica, or faster for a more heroic game. The real addition is the separation of Health from Wounds. Wounds can only be healed with ritual spells requiring raw vis.
4. Anything that adds to Soak should be used as-is.
5. Bonuses and penalties to rolls typically mean that for every ± 3 on the Ars Magica roll impose a ± 1 CS on the MSH Fantasy column used for the roll.
6. Spells requiring a characteristic roll (like Jupiter's Resounding Blow: Stamina stress roll of 9+ or be deafened) have an Intensity equal to a number of positive column shifts from Shift 0 for every 3 required on the roll. This results in Intensities of Feeble (for 3+), Poor (6+), Typical (9+), and so on. Use the proper FASERIP ability given the Ars Magica conversion notes above. Quickness can be Agility or Intuition. Communication could be based on Reason or Popularity. Presence can be Psyche or Popularity.

Form Bonuses

The stated form bonus is Art Score / 5 (rounded up). Each Marvel Fantasy Art rank number is really double the Art score. This would indicate that the formula should be Art rank number / 10 (rounded up) as a bonus. However, for every +3 bonus, this is a column shift, so the bonus would have to be divided by three to get the column shift.

Therefore the Form Bonuses should be, roughly:

Art is Shift 0 to Ex: +0 CS

Art is Rm to Am: +1 CS

Art is Mn: +2 CS

Art is Un or higher: +3 CS

The Parma Magica and Penetration

Strictly speaking, the *parma magica* shouldn't simply be a resistance to magic in the Marvel sense. In Ars Magica, casting a low level spell when you have a high casting total results in a better chance to penetrate rather than throwing the highest level spell you have (since you need "excess" magical power to penetrate). The easiest way to handle this might be to take a cue from ArM5 itself. The Penetration should be your Casting Score (T + F) minus the rank number of the spell itself. If this resultant rank number is higher than the target's *parma magica*, the spell

penetrates. For example, if you have a Rm (30) casting score and you cast a Gd (10) spell, the penetration would be Ex (20). This means that a target with a *parma magica* of Ex (19) or less would be affected by this spell. Trying to cast a Rm (30) spell would result in a penetration of Shift 0, meaning no penetration in this case. This all might be too much bookkeeping, though.

Anything that adds to penetration just adds to the difference between the casting total and the rank number of the spell. If Penetration is taken as a Talent, it adds +1 CS (up to the lowest of rank number of the next rank).

Familiars

The laboratory total is simply the Technique + Form combination, with column shifts due to Puissance, having the Magic Theory Talent (which should always be a +1 CS) and Magic Aura bonuses (if applicable).

The Intensity of the enchantment for the FEAT roll is Ex (25) + Familiar's Magic Might + Size × 5. The chart below gives example animals and the base Intensity of the FEAT (not accounting for the creature's Magical Might). A magus can only bind a familiar if this lab total equals or exceeds the Intensity of the FEAT.

One pawn of appropriate raw vis must be used for every 5 rank numbers of the lab total (round up).

Size	Intensity	Example
-10	-25	Mouse
-9	-20	Bat, Frog
-8	-15	Small Rat, Mole, Salamander, Toad
-7	-10	Large Rat, Weasel
-6	-5	Lizard, Stoat, Thrush
-5	+0	Rabbit, Cuckoo, Dove, Eel, Polecat, Grass Snake, Hedgehog, Partridge
-4	+5	Adder, Cockerel, Crow, Magpie, Octopus, Owl, Raven
-3	+10	Cat, Falcon, Small Dog, Badger, Carp, Duck, Gull, Hare, Osprey, Otter, Pike
-2	+15	Medium Dog, Sheep, Beaver, Eagle, Fox, Goose, Grouse, Heron, Roe Deer, Salmon
-1	+20	Large Dog, Wolf, Ape, Crane, Gazelle, Lynx, Stork, Swan, Wild Goat
0	+25	Pig, Very Large Dog, Antelope, Boar, Deer, Dolphin
+1	+30	Pony, Buck (Male Fallow Deer), Ibex, Seal
+2	+35	Horse (Courser), Bear, Bull, Lion, Stag (Male Red Deer)
+3	+40	Auroch, Horse (Destrier), Moose, Shark, Walrus
+4	+45	Elephant
+5	+50	Killer Whale
+7	+60	Small Dragon
+9	+70	Humpback Whale

FASERIP abilities for the familiar should be converted from The Book of Mundane Beasts or the MSH Judge's Book. If the familiar did not already have human-like intelligence, raise Reason +1 CS. As might be expected, the gold, silver, and bronze cords have a ranks. At the time of binding, the magus distributes a number of points equal to the difference in lab total and Intensity rank number among these three cords. For example, let's say a magus is binding a magical cat with Magic Might of 10 as his familiar. The Intensity of this FEAT is Ex (20). The magus must have a lab total equal to Ex (20) or higher to bind this animal as a familiar. Let's say his lab total is Rm (30) when considering his Technique + Form. He will be successful with a green result (and the player should certainly spend enough Karma to ensure this). Upon successful binding, the player has 10 points to distribute among the three cords. Thus, this could Ty (6), Pr (4), and the other at Shift 0, all three at Pr, or any other combination with rank number totals equaling 10.

It behooves a magus to have the highest lab total possible and not choose very large creatures as familiars to ensure strong cords.

The Golden Cord: Helps the magus avoid magical errors. The botch range for spellcasting is reduced by one for every column of the Golden Cord rank (such as one point for Feeble, two points for Poor, three points for Typical, etc.). The botch range cannot be reduced below 01.

The Silver Cord: Equates to Resistance to Emotion Attacks and Resistance to Mental Attacks for both the magus and the familiar at the rank of the Silver Cord. If the magus’ mind is ever overcome, the familiar can attempt to free the magus once per day by making a Typical Intensity FEAT using the Silver Cord rank.

The Bronze Cord: Acts as Body Resistance at the Bronze Cord rank for both the magus and the familiar. If the Bronze Cord rank is higher than the magus’ or familiar’s Endurance rank, the Bronze Cord rank may be used to determine Stun or Kill results on the Universal Table and for FEAT rolls to withstand deprivation (air, food, water, etc.).

The maximum rank number of each cord, individually, is Ex (25). Each cord may be advanced as a double-cost power after the initial binding. This is assumed to happen during down time. The player can also choose to use the Karma of the magus character to advance the familiar like a PC (and thus give it Talents, Powers, etc.).

Using Wounds

By implementing a damage system with Wounds, you can distinguish between Health (that is recovered quickly) and more permanent damage.

Once a character’s Health has been reduced to zero, use the normal MSH rules. The player must roll a Kill FEAT for the character. If the result is No Effect, then apply an appropriate Wound based on the carryover damage from the attack (i.e., the amount of damage left after reducing the character’s Health to zero). If the player fails the roll, use the normal Endurance Loss rules (this means the character went straight to Incapacitated).

Further damage to a character with 0 Health requires a Kill FEAT roll for each additional source of damage.

Wound	Penalty	Damage Equivalent	Healing Time
Light Wound	-1 CS	1 - 15	1 Time Unit
Medium Wound	-2 CS	16 - 25	4 Time Units
Heavy Wound	-3 CS	26 - 35	16 Time Units
Incapacitating Wound	Cannot take actions	36 +	Special

The Penalty listed above is the column shift penalty that the character must use for every FEAT and other type of roll. The only exception is that Endurance FEATS for Kill Results are not penalized in this manner (we don’t want double-jeopardy). Use the total penalties for all wounds (e.g., two Light Wounds cause a total -2 CS; adding a Medium Wound would make it -4 CS).

The Damage Equivalent shows how much damage causes each type of wound. Characters can endure any number of each type of wound, as far as these rules are concerned.

Note that healing times are listed in “Time Units” as this allows the Judge to determine the exact rate for his or her campaign. These healing times move the character one step up the damage track. Thus, recovering fully from one Heavy Wound takes 21 Time Units. Each wound heals at its own rate, so two Light Wounds both heal after one Time Unit. A Medium Wound becomes a Light Wound after 4 Time Units and is then healed completely 1 Time Unit later. For times like those found in *Ars Magica* you might choose one week to be the Time Unit. For faster times, like D&D, you might choose one day to be the time unit. Given that Wound healing spells require rituals and raw vis, you might want to keep the healing times long to represent the grave inconvenience of gaining wounds.

Gaining an Incapacitating Wound is treated like a Kill result in the normal rules. Roll the FEAT as normal. If you succeed, gain a Heavy Wound.

The Marvelous Dungeon Crawl

Since this is a fantasy game, it has to be able to be used for a standard dungeon crawling campaign. How does one go about using these rules to that end?

Dungeon crawls are all about resource management. You want to expend the fewest resources and achieve the maximum reward. Resources include the capacity for the characters to absorb damage, limited-use magical powers, lighting, food, water, consumable dungeoneering supplies, and anything that is used to overcome challenges and acquire rewards. Rewards include experience points, wealth, magical items, completion of objectives, and other campaign-related rewards.

Combat is an important part of the dungeon crawl experience. We are fortunate, because the Marvel Superheroes RPG at its heart is a combat-oriented game. Experience and treasure are other important parts. We already have an advancement system that uses Karma, so the “experience” portion is covered. But what of treasure? The MSH system is quite abstract in its handling of wealth. A campaign economy needs to be established, or we need to have some way of having dungeon crawls affect a character’s Resources rank number. Perhaps wealth acts as Karma, but only for the purpose of advancing the Resource rank number. Other forms of wealth, such as magical items, spellbooks, new powers, should be included as well.

Karma Awards and Advancement in Dungeon Crawl Campaigns

In addition to the Karma awards a character receives from roleplaying alignment correctly, dungeon crawls award Karma on the basis of foes overcome. I want to get a little more specific on the awards though. The party, as a whole, gets a Karma award equal to the FASERIP total of the creature overcome. In other words, add up the creature’s Health and Karma to determine how much Karma the party gets. Divide this Karma equally between all members. If the FASERIP total isn’t representative of the threat, then add in the rank numbers of any powers that might be relevant.

This brings us to a natural question. What should our ‘M’ be for advancement? Given that an ogre will give us 60 points (rather than just 20 for the defeat of an Excellent foe), perhaps the M should be higher. Or maybe not. Also, if we lump all treasure together and rate hoards by the Resources advancement it grants, we may want to raise the M for Resources to something higher, to allow for more granularity (and to make it very hard to raise Resources by spending Karma alone). In this case, a full M = 10 might be good for Resources only. So, if a treasure hoard grants 100 Resource Karma, this would allow a character with Gd (10) Resources to raise his score to Gd (11). We could even use the term “gold pieces” or “pounds Sterling” instead of Resource Karma. You may even have a character’s Resources degrade over time, necessitating periodic adventuring to replenish much-needed wealth.

Equipment, Consumables, and the Dungeoneering Experience

Keeping track of equipment normally isn’t a big deal in MSH, but it needs to be in this game. Any consumables associated with weapons, such as arrows, bolts, and sling stones need to be tallied and tracked. Dungeoneering equipment, such as hammers and spikes, ropes, chalk, ten foot poles need to be listed and kept track of. Lighting is a very important consideration. If magical lighting is not available, torches, lanterns, and fuel need to be inventoried and marked off as used. Food and drink should be a part of this accounting as well. But how is all of this carried?

An encumbrance system is a necessary evil in a system such as this. Characters should be able to carry five times their Strength rank number without any problems. This means that a character with Typical Strength can carry from 25 to 35 pounds without problems. A character with Ex (25) can carry 125 lbs. Carrying up to 50% greater than max results in a -1 CS to Agility. Carrying from 150% to 200% of the character’s base value carries a -2 CS Agility penalty. If an encumbrance system is used, work armor into this system and don’t use the thumbrules above (i.e., don’t use the rules that state light armor is -1 CS and heavy is -2 CS in Agility).

For all of this, you may want to use the equipment tables from your favorite dungeon crawling RPG.

Taking Damage

It's okay to use Health as written, but going to zero Health should entail more troubling consequences. Character's get their Endurance rank number in Health back per hour. This is fine, as Health represents a sort of "combat endurance" and not "real damage."

For real damage, you can just say that characters begin to take actual wound damage when Health would go below zero. Characters can withstand a number of Wound points equal to their maximum Health before dying. So if you have 24 Health, you can take 24 Wounds before dying. Any more, you die (at the 25th Wound point). Note that this is not considered negative Health. The regaining of Health doesn't have anything to do with getting rid of Wound points.

This is how it works. If a character has 24 Health and eventually takes 24 points of damage, his Health goes to zero. Any damage over this 24 is applied towards Wounds. So if he had 5 Health left and took 10 damage, he would go to zero Health and take five points of Wounds. Even after recovering Health, the Wound points remain. If ever goes above 24 Wounds, he dies.

Wounds can be healed through magic or at a rate such that all Wound points are lost in one time unit. The default time unit should be one month, but this can be as low as one week or as high as one season (three months) if you want. Any effect that would restore Health only restores one-tenth as many Wounds (round down). So, an Am (50) healing spell can restore 50 Health or 5 Wounds. The caster can decide how to allocate the healing and can split it between Health and Wounds. The Am (50) spell, for instance, could restore 40 Health and 1 Wound, 30 Health and 2 Wound, or no Health and five Wound points.

Spellcasting

Recovery Using the Vitality Loss System

You could have stricter spellcasting in a dungeon crawl campaign. Instead of allowing vitality loss to be recovered so quickly, you could rule that it takes a night's rest to remove all spellcasting vitality. This severely reduces the number of spells a caster can use per day. I don't think this is necessary, however. It would be fine to use the recovery rates that are listed above, since it does limit how much a spellcaster can actually accomplish during combat. The Judge must have a handle on how much time passes between encounters, though. This pacing can effectively limit spellcasters as they must decide to use magic now, or possibly save it for five to ten minutes later, when they run into another encounter.

Magic Points

However, because dungeon crawl games normally feature resource management as a main theme, it might be better to just start with some number of points to cast spells and not rely on random rolls to determine how a spellcaster's power diminishes during the day. It's kind of hard to plan when you don't know what's going to happen.

Ten Times R+I+P

My gut is telling me that the pool of Magic points should be somehow related to Reason, Intuition, and Psyche, the "mental" abilities. The recovery of these points should be related to Psyche (like Health is recovered through Endurance). The amount of points per spell should be related to either the rank of the spell or the rank number of the spell. If you make Magic points equal to ten times R+I+P then normal people would have 150-210 Magic points. If you used rank numbers of spells as costs, then these people would be able to cast thirty Typical spells per day.

R+I+P and Column Costs

However, if you use R+I+P straight (i.e., starting Karma), then you could say that the columns of the spell in points are what spells cost to cast. A Typical spell would cost 3 Magic points. The average person would have 15-21 Magic points and be able to cast five to seven Typical spells per day. Magic points could increase by a number of points equal to the total columns in spells the character has, times three. This means you get the base ability to cast each spell you know three times a day, plus an additional pool of Magic points equal to your R+I+P. This doesn't distinguish between rank numbers within a column, though.

R+I+P and Rank Number Costs

Otherwise, you could start with base Magic equal to R+I+P and then add in the rank numbers of all the spells you have (not rank numbers times three).

Magic Point Recovery

Magic points regenerate at a rate equal to Psyche per hour. For a caster with Reason Gd (10), Intuition Gd (10), and Psyche Ex (20), base Magic is 40. If he had five Ex (20) spells, he'd have 140 Magic. Magic regeneration is 20 points per hour. It would take seven hours to get all Magic back. You could caveat the whole thing and say that a night's rest gives you all Magic back. This also means he could cast one Ex (20) spell per hour and be able to regenerate enough to keep going. Or you can skip recovery per hour and require the night's rest for a truly brutal campaign.

But I don't think I should base Magic points on the rank numbers of all spells. It's fairly easy to get spells (50 X M and 100 X M in Karma), so Magic point totals could become very high fairly easily. Starting Magic ranges are 15 (for three Typical) to 75 (for three Ex (25)). This might be enough. Then Magic would only rise when a character's Reason, Intuition, or Psyche rise.

Using Psyche Only

Maybe it's better just to use the Psyche rank number as the number of Magic points. You can base the cost of spells on their normal rank numbers divided by some number (like ten), rounded up so that the minimum cost is one Magic point. There needs to be a minimum cost because even a Feeble teleportation spell can transport you two miles away. The table below shows the cost in Magic points to cast a spell of the rank shown.

Psyche or Spell Rank	Point Cost	Recovery	1	2	3	4	5	6	7	8
Fe (2)	1	1 pt every 4 hrs	0	0	0	1	1	1	1	2
Pr (4)	1	1 pt every 2 hrs	0	1	1	2	2	3	3	4
Ty (6)	1	1 pt every 80 min	0	1	2	3	3	4	5	6
Gd (10)	1	1 pt every 48 min	1	2	3	5	6	7	8	10
Ex (20)	2	1 pt every 24 min	2	5	7	10	12	15	17	20
Rm (30)	3	1 pt every 16 min	3	7	11	15	18	22	26	30
In (40)	4	1 pt every 12 min	5	10	15	20	25	30	35	40
Am (50)	5	1 pt every 10 min	6	12	18	25	31	37	43	50
Mn (75)	8	1 pt every 7 min	9	18	28	37	46	56	65	75
Un (100)	10	1 pt every 5 min	12	25	37	50	62	75	87	100
ShX (150)	15	1 pt every 4 min	18	37	56	75	93	112	131	150
ShY (200)	20	1 pt every 3 min	25	50	75	100	125	150	175	200
ShZ (500)	50	1 pt every minute	62	125	187	250	312	375	437	500
Class 1000	100	1 pt every 5 turns	125	250	375	500	625	750	875	1000
Class 2000	200	1 pt every 3 turns	250	500	750	1000	1250	1500	1750	2000
Class 5000	500	1 pt every turn	625	1250	1875	2500	3125	3750	4375	5000

If characters recover all of their Magic points in eight hours, the last column shows that recovery rate for the normal rank numbers (based on Psyche). The columns after show how many Magic points are recovered in the number of hours given at the top of the column. Players can make up their own chart for their character if the character's Psyche isn't at one of the normal rank numbers (which is very likely). As usual, you can always opt to say that Magic point recovery only occurs during sleep.

I think I would go with this one. You can use this for any sort of campaign, if you want. This sort of makes Psyche the überstat for magic (which it is supposed to be anyway) and players should max out Psyche if they want to play spellcasters. This, of course, only applies to spellcasters. Creatures and characters with innate powers can use other forms of limitations (like those found in the rulebooks).

No Spellcasting Rolls

Under this system, you don't make spellcasting rolls. You just cast the spell and mark off the Magic points. When you reach zero, you can't cast spells.

Creatures

You should definitely use the D&D to Marvel Fantasy conversion notes that are above. Pick one edition (like 3rd Edition) and stay with it. Stat up monsters before the game and keep a running catalog in another document (or a spreadsheet).

Magic Items

You can use D&D magic items too. Every +2 in AD&D/3rd/4th translates to a +1 CS (round up). So a **sword +1** would add one column to the character's Fighting when using this longsword. It would also add another column to damage. Magic armor reduces damage by additional columns based on half of the plus (i.e., -1 CS for +1 / +2; -2 CS for +3 / +4; -3 CS for +5). Magic shields add one-half the plus (round up) to the +2 CS shield bonus. In D&D 5th Edition, use the plus (+1, +2, or +3) normally for weapons, armor, and shields. For everything else, find the appropriate powers and make the item. For instance, a **cloak of elvenkind** essentially grants invisibility (at some rank).

Spells

Traditional fantasy roleplaying games have lists and lists of spells. You kind of need to get used to the fact that you don't need this with the Marvel Fantasy RPG. You already have the Players' Book list of powers for a very basic game and the entire Ultimate Powers Book for most games. I'm sure you can mimic any of the traditional spells by using the UPB. A *lightning bolt* spell is the Electrical Generation (Lightning) power. A *fireball* spell is a Fire Generation effect that encompasses an entire Area (so will probably do -1 CS in damage as compared to the normal power). One thing to remember is that there are no minimum "levels" to get certain effects. A starting character can teleport by taking the right power, for instance. This may change some assumptions about low-level adventuring. But remember, you're not limited by what's in other games. Just use the UPB to make whatever spells you want for the campaign.

Skills

Some players may not like the Talent system, which only grants +1 or +2 CS to a character's ability when exercising a skill. In this case, you can allow advancement above what the Talents normally allow. Simply "convert" the skill to a power by paying a cresting cost, either 50 X M for a normal Talent or 100 X M for a starred Talent. Set the rank and rank number to whatever the ability plus Talents made it. Use the lowest rank number for the rank. From there, treat the Skill as a spell for the purposes of advancement.

But note: if the M for advancing an ability is the same as the M for advancing a spell, then it doesn't make much sense to convert the skill, since you can advance the ability at the same cost as advancing a one-slot spell, and this affects ALL of your Talents that use this ability. Thus, this option is only useful if the Judge decides to raise the M for advancing FASERIP abilities to something a lot higher than the M for advancing spells or powers. Or the Judge can make a new, special category for advancing Skills. But keep in mind that the FASERIP abilities represent both natural ability and trained ability. Marvel is "broad brush" when it comes to skills, knowledge, and talents. If you want to make an old-school thief, for example, understand that raising his Agility and Intuition essentially means you're raising all of his 'thief skills' too.

In most cases, the normal Talent system should work just fine though.

Sides

The fantasy roleplaying games that feature dungeon crawls normally have "sides" in the campaign world. At the very least they have the normal hero-villain axis, whatever that might be called in the campaign world (like Law vs.

Chaos or Good vs. Evil). You can also make more complex alignments by using the two axis system or a Realm system like in *Ars Magica* (or even *Powers and Perils!*). The sky's the limit because there's nothing really hard-wired into *Marvel* (other than the Hero vs. Villain axis) and you've already divorced fantasy alignment from sides by using the personality-based alignment system for Karma awards.

An interesting take on this could involve five different Realms in competition and alliance. This system draws inspiration from *Ars Magica*, *Magic the Gathering*, and *Mage, the Awakening*. The five Realms are: Divine, Faerie, Infernal, Shadow, and Magic. If you imagine these situation on a five-pointed star, starting at the top, and going counterclockwise, you'll see the possible alliances and oppositions. The Realms represent:

Divine:	Positive energy, life, goodness, tranquility (mental neutrality)
Faerie:	Emotions, feelings, the natural world, amorality (moral neutrality)
Infernal:	Chaos, evil, existential neutrality
Shadow:	Negative energy, death, the supernatural world(s), pragmatism (ethical neutrality)
Magic:	Law, reason, thought, balance (philosophical neutrality)

The five paired oppositions are:

Divine vs. Infernal	Moral Goodness vs. Moral Evil
Faerie vs. Shadow	The Natural World vs. The Supernatural World
Infernal vs. Magic	Chaos and Randomness vs. Law and Order
Shadow vs. Divine	Negative Energy and Death vs. Positive Energy and Life
Magic vs. Faerie	Reason and Thought vs. Emotion and Feelings

The five paired alliances are:

Divine + Faerie	Positive energy, life, and the natural world
Faerie + Infernal	Emotion, feelings, and chaos
Infernal + Shadow	Moral evil, negative energy, death
Shadow + Magic	Reason, thought, the supernatural world
Magic + Divine	Moral goodness, law, and order

The five neutrals

Faerie	Between Divine and Infernal, represents Amorality (outside of both good and evil)
Infernal	Between Faerie and Shadow, represents Existential Neutrality (operates both in the natural world and the supernatural world)
Shadow	Between Infernal and Magic, represents Pragmatism (balance of law and chaos)
Magic	Between Divine and Shadow, represents philosophical Balance (uses both positive and negative energy)
Divine	Between Magic and Faerie, represents Tranquility (balance of reason and emotion)

The five as extremes

Divine:	Overbearing righteousness, elimination of all balance and options in the pursuit of good
Faerie:	Raw, unbridled emotion and natural power, severing of all contact with reason
Infernal:	Random destruction and abuse of power, breakdown of all law, vanquishing of all good
Shadow:	Total death of the natural world, elimination of all positivity
Magic:	Rigid order and unyielding dispassionate reason, elimination of imagination

In this system, the "good" is the Divine, the "neutrals" are Faerie and Magic, and the "evils" are Infernal and Shadow. You could have the PCs be aligned with only one Realm, with two Realms (representing an alliance), or even three, meaning that opposing two other Realms is of utmost importance for some reason, even though two of the heroic Realms are close to the two that are opposed. In typical fantasy, the party would be made up of Divine and Magic Realm characters opposing the Infernal and Shadow Realms. The Faerie Realm could be a source of allies (if "good") or a source of foes (if "evil"). For example, Faerie Realm elves and gnomes would align themselves with the PCs, while Faerie Realm goblins and hobgoblins might be aligned with the Infernal.

You can tie these Realms into the color magic scheme of *Magic, the Gathering*. If you add Shadow to *Ars Magica*, then it's pretty much the same system. These five Realms have a loose similarity to the five types of magi in *Mage*,

the Awakening, if you equate Magic with the more primal pole of the five-pointed star. If you want some parallels from Blue Rose, then the Darkfiends are actually Infernal, the Unliving are Shadow, the Rhydan could be Faerie, Elementals are definitely of the Magic Realm.

As you like to do, you might change the names of these Realms to make it a little harder to tell exactly what they should be.

Realm	New Name	Typical Spellcasters
Divine	Celestial or Elysian Realm	Clerics, Paladins
Faerie	Arcadian Realm	Druids, Bards
Infernal	Pandaemonic or Eristic Realm	Sorcerers, Warlocks
Shadow	Stygian Realm	Necromancers, Shaman
Magic	Hermetic or Eutopian Realm	Wizards, Magi

Use these adjectives as alignments to indicate what creatures are aligned with what Realms. Further refinement of these Realms might be necessary so all are on “equal” footing as legitimate Realms (in keeping with the dissolution of pure ‘black-and-white’ moral systems).

You could map the ten Arcana to these Realms, if you desire. But I’m not sure what this would mean for the game. For instance, if I place Forces into one of the Realms, does this mean you must call on that Realm to use Forces? Maybe it’s better not to overcomplicate things by assigning these Arts in such a way.

Magic System

I’m probably digressing now, not sticking to pure dungeon crawl, but I’d like to elaborate on using the “modern” Hermetic Arts. As stated before and in other documents, the five Techniques from Ars Magica can be coupled with the Ten Arcana from Mage, the Awakening. I called these the Five Modes of Agrippa and the Ten Tropes of Aenesidemus. The idea is that the characters have a rank in each of these fifteen Arts. Every spell combines at least one Mode with one Trope. You add up the rank numbers to get the rank number of the combination. This is known as the Casting Rank for that particular combination (and there are fifty). A character can learn a spell having a rank number equal to or less than his Casting Rank for the Mode and Trope of that spell.

The Five Modes of Agrippa

Mode	Technique	Description	Practice
Creo	Create	Create, Enhance, Heal	Perfect, Make
Intellego	Perceive	Detect, Know, Communicate with	Know, Unveil
Muto	Transmute	Transmute, Transform, Alter	Weave, Pattern
Perdo	Destroy	Destroy, Diminish, Harm	Veil, Fray, Unravel, Unmake
Rego	Control	Control, Move, Protect from	Compel, Rule, Shield

The Ten Tropes of Aenesidemus

Trope	Arcanum	Purview
Aetherem	Prime	Magic Control, Power Control
Fatum	Fate	Probability, Luck, Contingencies, Destiny, Fortune, Curses, Blessings
Materiem	Matter	Corrosives, Toxins, Inorganics, Matter Control, Matter Creation, Matter Conversion
Mentem	Mind	Emotion, Mental, Mental Enhancement
Mortem	Death	Necromancy, Undead, Vampirism
Spatium	Space	Travel, Teleportation, Extra-Dimensional Space, Elongation, Conjuring
Spiritum	Spirit	Astral Plane, Spirits, Summoning (Extra-Planar)
Tempus	Time	Postcognition, Precognition, Speed, Time, Aging, Evolution
Vires	Forces	Energy Control, Energy Emission, Forces, Energy, Light, Illusions
Vitam	Life	Life Forms, Organics, Physical Enhancement, Self-Alteration, Summoning (Nature)

These powers also allow the character to power stunt off of them as well. Spells can be improvised per normal rules. This is how spells are developed in play. And note that multiple Mode + Trope combinations could possibly be used to achieve the same effect. The limit is the creativity of the spellcaster.

The old Hermetic Forms of Animal, Corpus, and Herbam are under Vitam. The Forms of Auram, Aquam, and Terram are part of Materiem. Ignem and Imaginem are in Vires. Vim is Aetherem. Mentem is still Mentem.

As shown above, there are some standard spellcaster types for these Realms. They have favored Arts. There are no game rules associated with these favored Arts, it's just for flavor.

Realm	Spellcasters	Favored Mode	Favored Tropes
Arcadian	Druids, Bards	Muto	Fatum, Mentem
Elysian	Clerics, Paladins	Creo	Aetherem, Vitam
Eutopian	Magi, Wizards	Intellego	Vires, Materiem
Pandaemonic	Sorcerers, Warlocks	Rego	Spatium, Spiritum
Stygian	Necromancers, Shaman	Perdo	Mortem, Tempus

The player uses the character's Casting Rank in a spell to roll for vitality loss due to spellcasting. The intensity is the rank of the spell. Magic point costs stay the same if you're using that system.

The heroic alignments shouldn't necessarily match up to the Realms, even though some Realms might suggest certain alignments. These Realms represent actual "sides" and although these Realms stand for certain ideas, ways of thinking, modes of living, and such, they don't dictate human behavior. You could have a Xanthic character drawing on the Stygian Realm or a Ceruline for the Pandaemonic and even an Atramentous for the Elysian. Pandaemonic doesn't have to mean evil, but it does perhaps mean dystopian (in opposition to the Eutopian Realm) and infernal (in opposition to the Elysian Realm).

Ranges, Durations, and Areas of Effect for Spells

The Ultimate Powers Book (and the Player's Handbook for that matter) is pretty vague on the ranges, durations, and areas of effect for powers. I think most fantasy RPG players are used to spells having more specific parameters. There should be a way to tie some standard ranges, durations, and areas of effect based on spell rank, but there should also be a way to do trade-offs or costs to increase these parameters to higher than what the base rank would suggest. There should also be a way to increase the rank number for a spell by lowering the other parameters. I guess we need to figure out how to do the trade-offs, if we're going to stick with the UPB/PHB system, or come up with another system (like the Ars Magica system) if we're going to build from scratch.

Many times, limitations can fulfill these trade-off requirements. For example, it's probably very reasonable to increase damage for a ranged attack by +1 CS by reducing the range to Touch or Contact. The powers themselves might have built-in limitations, ranges, durations, and areas of effect.

So, I went into this thinking that I needed some system for this, but I think using common sense and rulings will trump a bunch of rules that probably won't fit every situation. The Player's Handbook says that the "effects table only applies where the effects are needed - for example, the range of a spell is in question, or how long an enchantment can last before it must be renewed or expire. A mage may always choose to inflict less damage with his spells, or to have less duration or area affected." I guess I can just use this advice.

Resources as Social Class

Since your fantasy campaign will be, presumably, pseudo-medieval, you could probably equate a character's Resources rank as their social class. These social classes should match the kinds of dwellings members of these classes find themselves in (see [Strongholds](#) above). The table assigns each rank to one social class, with the exception of Amazing. Both Upper Upper Class and Lower Nobility share this as their Resources rank. This could be how commoners who become very wealthy become part of the nobility (by already living the lifestyle). Of course, this chart is only a guideline. Characters do not have to have the Resources rank shown to be members of a

given social class and conversely, characters who attain higher Resources ranks may not necessarily become members of the higher social classes.

Resources Rank	Social Class
Shift 0	Lower Lower Class
Feeble	Middle Lower Class
Poor	Upper Lower Class
Typical	Lower Middle Class
Good	Middle Middle Class
Excellent	Upper Middle Class
Remarkable	Lower Upper Class
Incredible	Middle Upper Class
Amazing	Upper Upper Class
Amazing	Lower Nobility
Monstrous	Middle Nobility
Unearthly	Upper Nobility
Shift X	Lower Royalty
Shift Y	Middle Royalty
Shift Z	Upper Royalty
Class 1000	Grand Imperial

The milieu will determine the exact nature of the lower, middle, and upper classes, who are commoners, as well as what is meant by the various noble and royal stations. You can use sources like the original World of Greyhawk (page 80) which gives a list of different class, Unearthed Arcana, historical sources, whatever.

Using Rank Dice Instead of Rank Numbers

Instead of using fixed rank numbers for effects, like damage, you can use dice. Just gather up as many d6s as you can find and consult the table below. You might just want to go with rank numbers at higher ranks, but sometimes it is more satisfying to roll 29d6! The table below is a simplified version showing normal rank numbers.

Rank	Rank Number	Rank Dice (d4)	Rank Dice (d6)	Rank Dice (d8)	Rank Dice (d10)	Rank Dice (d12)
Shift 0	0	None	None	None	None	None
Feeble	2	1d4-1	½d6	½d8-1	½d10	½d12
Poor	4	1d4+1	1d6	1d8-1	½d10+1	½d12+1
Typical	6	2d4+1	2d6-1	1d8+1	1d10	1d12-1
Good	10	4d4	3d6-1	2d8+1	2d10-1	2d12-3
Excellent	20	8d4	6d6-1	4d8+2	4d10-2	3d12
Remarkable	30	12d4	9d6-2	7d8-2	5d10+2	5d12-3
Incredible	40	16d4	11d6+1	9d8-1	7d10+1	6d12+1
Amazing	50	20d4	14d6+1	11d8	9d10	8d12-2
Monstrous	75	30d4	21d6+1	17d8-2	14d10-2	12d12-3
Unearthly	100	40d4	29d6-2	22d8+1	18d10+1	15d12+2
Shift X	150	60d4	43d6-1	33d8+1	27d10+1	23d12
Shift Y	200	80d4	57d6	44d8+2	36d10+2	31d12-2
Shift Z	500	200d4	143d6-1	111d8	91d10-1	77d12-1
Class 1000	1000	400d4	286d6-1	222d8+1	182d10-1	154d12-1
Class 3000	3000	1200d4	857d6	667d8-2	545d10+2	462d12-3
Class 5000	5000	2000d4	1429d6-2	1111d8	909d10	769d12+1

The player can choose to roll d4's, d6's, or whatever. At rank numbers other than the normal rank numbers, different amounts of dice can be used. The dice by rank number is shown below.

Rank	Rank Number	Rank Dice (d4)	Rank Dice (d6)	Rank Dice (d8)	Rank Dice (d10)	Rank Dice (d12)
Shift 0	0	None	None	None	None	None
Feeble	1	½d4	⅓d6	¼d8	¼d10-1	¼d12-1
Feeble	2	1d4-1	½d6	½d8-1	½d10	½d12
Poor	3	1d4	1d6-1	½d8	½d10	½d12
Poor	4	1d4+1	1d6	1d8-1	½d10+1	½d12+1
Typical	5	2d4	1d6+1	1d8	1d10-1	1d12-2
Typical	6	2d4+1	2d6-1	1d8+1	1d10	1d12-1
Typical	7	3d4-1	2d6	2d8-2	1d10+1	1d12
Good	8	3d4	2d6+1	2d8-1	1d10+2	1d12+1
Good	9	4d4-1	3d6-2	2d8	2d10-2	1d12+2
Good	10	4d4	3d6-1	2d8+1	2d10-1	2d12-3
Good	11	4d4+1	3d6	2d8+2	2d10	2d12-2
Good	12	5d4-1	3d6+1	3d8-2	2d10+1	2d12-1
Good	13	5d4	4d6-1	3d8-1	2d10+2	2d12
Good	14	6d4-1	4d6	3d8	3d10-3	2d12+1
Good	15	6d4	4d6+1	3d8+1	3d10-2	2d12+2
Excellent	16	6d4+1	5d6-2	4d8-2	3d10-1	2d12+3
Excellent	17	7d4-1	5d6-1	4d8-1	3d10	3d12-3
Excellent	18	7d4	5d6	4d8	3d10+1	3d12-2
Excellent	19	8d4-1	5d6+1	4d8+1	3d10+2	3d12-1
Excellent	20	8d4	6d6-1	4d8+2	4d10-2	3d12
Excellent	21	8d4+1	6d6	5d8-2	4d10-1	3d12+1
Excellent	22	9d4-1	6d6+1	5d8-1	4d10	3d12+2
Excellent	23	9d4	7d6-2	5d8	4d10+1	4d12-3
Excellent	24	10d4-1	7d6-1	5d8+1	4d10+2	4d12-2
Excellent	25	10d4	7d6	6d8-2	5d10-3	4d12-1
Remarkable	26	10d4+1	7d6+1	6d8-1	5d10-2	4d12
Remarkable	27	11d4-1	8d6-1	6d8	5d10-1	4d12+1
Remarkable	28	11d4	8d6	6d8+1	5d10	4d12+2
Remarkable	29	12d4-1	8d6+1	6d8+2	5d10+1	4d12+3
Remarkable	30	12d4	9d6-2	7d8-2	5d10+2	5d12-3
Remarkable	31	12d4+1	9d6-1	7d8-1	6d10-2	5d12-2
Remarkable	32	13d4-1	9d6	7d8	6d10-1	5d12-1
Remarkable	33	13d4	9d6+1	7d8+1	6d10	5d12
Remarkable	34	14d4-1	10d6-1	8d8-2	6d10+1	5d12+1
Remarkable	35	14d4	10d6	8d8-1	6d10+2	5d12+2
Incredible	36	14d4+1	10d6+1	8d8	7d10-3	6d12-3
Incredible	37	15d4-1	11d6-2	8d8+1	7d10-2	6d12-2
Incredible	38	15d4	11d6-1	8d8+2	7d10-1	6d12-1
Incredible	39	16d4-1	11d6	9d8-2	7d10	6d12
Incredible	40	16d4	11d6+1	9d8-1	7d10+1	6d12+1
Incredible	41	16d4+1	12d6-1	9d8	7d10+2	6d12+2
Incredible	42	17d4-1	12d6	9d8+1	8d10-2	6d12+3
Incredible	43	17d4	12d6+1	10d8-2	8d10-1	7d12-3
Incredible	44	18d4-1	13d6-2	10d8-1	8d10	7d12-2
Incredible	45	18d4	13d6-1	10d8	8d10+1	7d12-1
Amazing	46	18d4+1	13d6	10d8+1	8d10+2	7d12
Amazing	47	19d4-1	13d6+1	10d8+2	9d10-3	7d12+1
Amazing	48	19d4	14d6-1	11d8-2	9d10-2	7d12+2
Amazing	49	20d4-1	14d6	11d8-1	9d10-1	8d12-3

Amazing	50	20d4	14d6+1	11d8	9d10	8d12-2
Amazing	51	20d4+1	15d6-2	11d8+1	9d10+1	8d12-1
Amazing	52	21d4-1	15d6-1	12d8-2	9d10+2	8d12
Amazing	53	21d4	15d6	12d8-1	10d10-2	8d12+1
Amazing	54	22d4-1	15d6+1	12d8	10d10-1	8d12+2
Amazing	55	22d4	16d6-1	12d8+1	10d10	8d12+3
Amazing	56	22d4+1	16d6	12d8+2	10d10+1	9d12-3
Amazing	57	23d4-1	16d6+1	13d8-2	10d10+2	9d12-2
Amazing	58	23d4	17d6-2	13d8-1	11d10-3	9d12-1
Amazing	59	24d4-1	17d6-1	13d8	11d10-2	9d12
Amazing	60	24d4	17d6	13d8+1	11d10-1	9d12+1
Amazing	61	24d4+1	17d6+1	14d8-2	11d10	9d12+2
Amazing	62	25d4-1	18d6-1	14d8-1	11d10+1	10d12-3
Monstrous	63	25d4	18d6	14d8	11d10+2	10d12-2
Monstrous	64	26d4-1	18d6+1	14d8+1	12d10-2	10d12-1
Monstrous	65	26d4	19d6-2	14d8+2	12d10-1	10d12
Monstrous	66	26d4+1	19d6-1	15d8-2	12d10	10d12+1
Monstrous	67	27d4-1	19d6	15d8-1	12d10+1	10d12+2
Monstrous	68	27d4	19d6+1	15d8	12d10+2	10d12+3
Monstrous	69	28d4-1	20d6-1	15d8+1	13d10-3	11d12-3
Monstrous	70	28d4	20d6	16d8-2	13d10-2	11d12-2
Monstrous	71	28d4+1	20d6+1	16d8-1	13d10-1	11d12-1
Monstrous	72	29d4-1	21d6-2	16d8	13d10	11d12
Monstrous	73	29d4	21d6-1	16d8+1	13d10+1	11d12+1
Monstrous	74	30d4-1	21d6	16d8+2	13d10+2	11d12+2
Monstrous	75	30d4	21d6+1	17d8-2	14d10-2	12d12-3
Monstrous	76	30d4+1	22d6-1	17d8-1	14d10-1	12d12-2
Monstrous	77	31d4-1	22d6	17d8	14d10	12d12-1
Monstrous	78	31d4	22d6+1	17d8+1	14d10+1	12d12
Monstrous	79	32d4-1	23d6-2	18d8-2	14d10+2	12d12+1
Monstrous	80	32d4	23d6-1	18d8-1	15d10-3	12d12+2
Monstrous	81	32d4+1	23d6	18d8	15d10-2	12d12+3
Monstrous	82	33d4-1	23d6+1	18d8+1	15d10-1	13d12-3
Monstrous	83	33d4	24d6-1	18d8+2	15d10	13d12-2
Monstrous	84	34d4-1	24d6	19d8-2	15d10+1	13d12-1
Monstrous	85	34d4	24d6+1	19d8-1	15d10+2	13d12
Monstrous	86	34d4+1	25d6-2	19d8	16d10-2	13d12+1
Monstrous	87	35d4-1	25d6-1	19d8+1	16d10-1	13d12+2
Unearthly	88	35d4	25d6	20d8-2	16d10	14d12-3
Unearthly	89	36d4-1	25d6+1	20d8-1	16d10+1	14d12-2
Unearthly	90	36d4	26d6-1	20d8	16d10+2	14d12-1
Unearthly	91	36d4+1	26d6	20d8+1	17d10-3	14d12
Unearthly	92	37d4-1	26d6+1	20d8+2	17d10-2	14d12+1
Unearthly	93	37d4	27d6-2	21d8-2	17d10-1	14d12+2
Unearthly	94	38d4-1	27d6-1	21d8-1	17d10	14d12+3
Unearthly	95	38d4	27d6	21d8	17d10+1	15d12-3
Unearthly	96	38d4+1	27d6+1	21d8+1	17d10+2	15d12-2
Unearthly	97	39d4-1	28d6-1	22d8-2	18d10-2	15d12-1
Unearthly	98	39d4	28d6	22d8-1	18d10-1	15d12
Unearthly	99	40d4-1	28d6+1	22d8	18d10	15d12+1
Unearthly	100	40d4	29d6-2	22d8+1	18d10+1	15d12+2
Unearthly	101	40d4+1	29d6-1	22d8+2	18d10+2	16d12-3
Unearthly	102	41d4-1	29d6	23d8-2	19d10-3	16d12-2
Unearthly	103	41d4	29d6+1	23d8-1	19d10-2	16d12-1
Unearthly	104	42d4-1	30d6-1	23d8	19d10-1	16d12
Unearthly	105	42d4	30d6	23d8+1	19d10	16d12+1

Unearthly	106	42d4+1	30d6+1	24d8-2	19d10+1	16d12+2
Unearthly	107	43d4-1	31d6-2	24d8-1	19d10+2	16d12+3
Unearthly	108	43d4	31d6-1	24d8	20d10-2	17d12-3
Unearthly	109	44d4-1	31d6	24d8+1	20d10-1	17d12-2
Unearthly	110	44d4	31d6+1	24d8+2	20d10	17d12-1
Unearthly	111	44d4+1	32d6-1	25d8-2	20d10+1	17d12
Unearthly	112	45d4-1	32d6	25d8-1	20d10+2	17d12+1
Unearthly	113	45d4	32d6+1	25d8	21d10-3	17d12+2
Unearthly	114	46d4-1	33d6-2	25d8+1	21d10-2	18d12-3
Unearthly	115	46d4	33d6-1	26d8-2	21d10-1	18d12-2
Unearthly	116	46d4+1	33d6	26d8-1	21d10	18d12-1
Unearthly	117	47d4-1	33d6+1	26d8	21d10+1	18d12
Unearthly	118	47d4	34d6-1	26d8+1	21d10+2	18d12+1
Unearthly	119	48d4-1	34d6	26d8+2	22d10-2	18d12+2
Unearthly	120	48d4	34d6+1	27d8-2	22d10-1	18d12+3
Unearthly	121	48d4+1	35d6-2	27d8-1	22d10	19d12-3
Unearthly	122	49d4-1	35d6-1	27d8	22d10+1	19d12-2
Unearthly	123	49d4	35d6	27d8+1	22d10+2	19d12-1
Unearthly	124	50d4-1	35d6+1	28d8-2	23d10-3	19d12
Unearthly	125	50d4	36d6-1	28d8-1	23d10-2	19d12+1

Players may use any of the dice plus bonus amounts shown for a particular roll. In other words, they need not “set” their dice on the character sheet (but they can). They can always opt to use the rank number. All dice options are designed having the rank number at the “peak” of the distribution. Judges are probably better off just going with the rank numbers for NPCs and foes.

Weapons and armor can interact in a different manner if this system is used. Since there is now variability in weapon damage and the protection from armor, you could just default to the rules in the Marvel Superheroes RPG. For example, a great sword does Gd (15) damage according to the Players’ Book, page 45. This would be 4d6+1 damage. If a character is wearing body armor of Ex (20) protection, this would now be 6d6-1 instead. It is still unlikely that the damage would get through, but there’s a chance. A character with Ex (25) Strength or higher, however, would be able to inflict 7d6 points of damage because the material strength of a great sword is listed as being Excellent.

Random Generation of Primary Abilities

Yes, MSH already has tables for this, but I don't like the distributions. This one can be used for an old-school, zero-to-hero type of game.

Roll (Normal)	Roll (Heroic)	Rank	Rank Number
01-05	01-02	Feeble	1
06-10	03-05	Feeble	2
11-20	06-10	Poor	3
21-30	11-15	Poor	4
31-43	16-23	Typical	5
44-57	24-32	Typical	6
58-70	33-40	Typical	7
71-73	41-45	Good	8
74-75	46-50	Good	9
76-78	51-55	Good	10
79-80	56-60	Good	11
81-83	61-65	Good	12
84-85	66-70	Good	13
86-88	71-75	Good	14
89-90	76-80	Good	15
91	81-82	Excellent	16
92	83-84	Excellent	17
93	85-86	Excellent	18
94	87-88	Excellent	19
95	89-90	Excellent	20
96	91-92	Excellent	21
97	93-94	Excellent	22
98	95-96	Excellent	23
99	97-98	Excellent	24
100	99-100	Excellent	25

The 'Normal' column gives a 10% chance to get Feeble, 20% for Poor, 40% for Typical, 20% for Good, and 10% for Excellent. The 'Heroic' column skews things higher with 5% for Feeble, 10% for Poor, 25% for Typical, 40% for Good, and 20% for Excellent. You can choose how many abilities you want rolled on each column. You could have all seven rolled Normal, all seven rolled Heroic, or some Normal and some Heroic. You can have the players roll in order or generate seven ranks and assign them.

These rank numbers should be subtracted from the starting CP of the character, if you're using that system. No CP can be used to raise abilities under this system (otherwise, what's the point of randomly rolling?). Low-rollers will have more CP to spend on Talents, Powers, Resources, and such.

Powers for the Fantasy Milieu

This section will detail some new powers that might prove useful for a variety of fantasy campaigns. It may seem odd that there could possibly be any new powers after the extensive treatment of superhero powers in the Ultimate Powers Book, but I can think of a couple. In keeping with the organization of that most wonderful of roleplaying game supplements, each power in this section will be given a code representing where it would appear in that publication.

F6/Combat Endurance: This power provides additional Health, over and above that provided by the Fighting, Agility, Strength, and Endurance primary abilities, at a value equal to the Power rank number. Add the Power rank number of Combat Endurance to the hero's Health. This is the hero's normal maximum Health. Put another way, the hero's Health is calculated by adding their rank numbers for Fighting, Agility, Strength, Endurance, and the Combat Endurance power.

Recovery and Healing works differently for a hero with the Combat Endurance power. Instead of regaining Health equal to the Endurance rank number as Recovery, a hero with this power regains the sum of the Endurance and Combat Endurance rank numbers. Furthermore, a hero with this power adds their Combat Endurance rank number to their Endurance for the purposes of Healing as well.

For example, Super Soldier has the Combat Endurance power at Rm(30). His Health derived from primary abilities is equal to 100. To this, he adds the Combat Endurance power rank number of 30 for a total of 130 Health. If Super Soldier's Endurance is Ex(20), he regains 50 Health for Recovery. He also regains 50 Health per hour when Healing (and 100 Health per hour if he is undergoing bedrest or is receiving medical attention).

Judge's Note: This power can be used to simulate the "hit points" that are common to fantasy games as this power is independent of a hero's FASE primary abilities. Also, this power allows "lower power level" heroes to adventure with "higher power level" heroes by granting additional Health to the "lower power level" heroes while keeping their primary abilities within the boundaries of "normal" humanity. This power can be thought of as the Endurance-equivalent of the Martial Arts Supremacy power (which affects Fighting).

D18/Turn Undead: This power is a form of Emotion Control (L4) limited to the emotion of fear and also limited to undead targets. As such, this power operates at +2 CS because it is limited to one emotion. There are no further column shifts due to the target limitation because the utility of having it affect only undead (while leaving everyone else unaffected, including the hero's companions) is balanced by the limited scope of the targets.

The number of undead that can be turned is equal to the number found in Column B of the Number of Simultaneous Actions/Targets table on the back inside cover of the Ultimate Powers Book. Undead can attempt to resist the turning by making a Psyche FEAT against an Intensity equal to the Power rank of the hero's Turn Undead power. Otherwise, the undead will flee from the hero exercising (exorcising?) this power a distance that is equal to the number of areas shown on the Power Rank Range Table (MSH Advanced Set Players' Book, page 16) or the number of areas shown for Range A (front inside cover of the Ultimate Powers Book). If they cannot flee the required number of areas, they will flee as far as they can, cowering in corners if they get "stuck" but otherwise attempting to put as much distance between themselves and the hero using the Turn Undead power.

If the hero attacks an undead creature that has successfully been turned, then the effect of that turning is negated, and the undead creature may act normally (but may seek to flee anyway if that's what they would do in the particular situation).

Other forms of this power can be created which affect lycanthropes, demons and devils, angels and "paladins," and other types of creatures and characters.

F7/Sneak Attack: This power is the signature ability of fantasy RPG thieves, rogues, and assassins. This power grants the hero to deal additional damage when using a Fighting or Agility attack. As such, it applies to Blunt Attacks, Edged Attacks, Shooting Attacks, Throwing Edged, and Throwing Blunt actions on the Universal Table. If an attack is successful (i.e., a Green result or better), the hero with Sneak Attack adds their Power rank number to the damage. However, there is a caveat; it isn't called "Sneak Attack" for nothing. The target must be unaware of the attack for this additional damage to apply.

Essentially, this means the power can only be invoked when Blindsiding (see the MSH Advanced Set, Players' Book, page 30). If the character is limited to either Fighting or Agility attacks, then apply a +1 CS to Sneak Attack (useful for creating assassins and snipers, rather than generalists).

MG14/Wizardry*: You have a spellbook which contains an assortment of spells. Each spell represents a different Power, just like Power Simulation (MG9). To determine the starting number of spells in your spellbook, roll to generate the number of Powers on the Power, Contacts, and Talents Table in the MSH Advanced Set Player's Book (page 7), on the Power Generation table in the Ultimate Powers Book (page 14), or use any other method approved by your Judge. The number of spells in your book equals the number of Powers that you generated. The Judge may also simply use a standard number of starting spells if desired (like, "You start with four spells.").

Once you know the number of spells your book contains, the Judge may require you to randomly generate exactly what the spells are (just like randomly generating Powers), may allow you to choose the Powers associated with each spell, or may choose the spells for you. Regardless of the method used, the Power rank for each spell is determined by rolling on Column 4 on the Generating Primary Abilities table (MSH AS Players' Book, 6 or UPB, 12). A spell representing a Power that counts as two Powers will require using two spells.

The Power rank number of the Wizardry Power itself is equal to highest Power rank number of the starting spells. For example, if your hero has a spellbook with a Rm(30) Fire Generation spell, an Ex(20) Force Field vs. Magic spell, an Ex(20) True Flight spell, and one Gd(10) Magic Detection spell, then the Power rank number for Wizardry is Rm(30).

One time per day, typically after a good night's sleep, the hero may study their spellbook and prepare spells for the day (typically for one hour). Preparing spells sets up a slate of Powers that the hero can use that day. The Power rank for Wizardry represents how much magical power the hero can draw upon. The hero may choose any number of spells from the spellbook for that day's slate of powers. However, the sum of the Power rank numbers of the spells prepared may not exceed the Power rank number of the Wizardry Power. A hero can choose a lower Power rank number when preparing spells. In our example above, the hero has a Wizardry Power rank number of 30. This means the hero could prepare the Fire Generation spell at its maximum of 30 (which would mean the hero is only preparing that spell for that day). The hero could also choose to prepare Fire Generation at Gd(10), the Magic Detection spell at Gd(10), and the True Flight spell at Gd(10) or any other combination of spells and rank numbers that add up to 30.

Typically, a hero can only change the spells they have prepared once per day and after a good night's rest. Players and Judges can work together to change the frequency of changing Powers and the exact requirements to change Powers based on campaign needs.

Spells can be added to a spellbook during the course of play. To add a spell to a spellbook, the hero must make a Wizardry Power FEAT against an Intensity equal to the Power rank of the spell they wish to scribe into the spellbook. The inscribed spell can have a Power rank higher than the hero's Wizardry Power rank (and this would, consequently, require a Red success on the FEAT to enter the spell). It is left to the Judge's imagination exactly how spells can be found or acquired. In traditional fantasy RPGs, wizards find spell scrolls or capture spellbooks from rival sorcerers to gain new spells. Any number of spells can be scribed into one spellbook.

If a hero's spellbook is ever stolen or they are otherwise prevented from preparing spells for the day, then the hero is left with a finite supply of magical power (see Energy Source, UPB, page 43). The hero has a reservoir of magical power equal to their Wizardry Power rank number. Each spell that is cast (under the auspices of this particular Power) uses a number of points equal to the Power rank number that the spell is cast at. For example, our hero above prepared Fire Generation, Magic Detection, and True Flight at Gd(10) and then had their spellbook stolen. The next day, the hero has 30 points with which to cast spells. Each time a spell is cast, subtract the Power rank number that was used from this total. If a Fire Generation spell is cast at Ty(6), then the hero would have 24 points remaining. Once a spellbook is recovered and the hero spends time preparing spells, the hero does not need to suffer the effect of having a finite number of "magic points" and may function normally.

If a hero's spellbook is permanently lost, they may scribe a new one, but may only enter the spells they have prepared and at the Power rank numbers they have at that time. To continue our example, if the hero above lost his spellbook to a forest fire, he could scribe a new one. It would contain the three spells he has prepared at Gd(10) rank.

A hero can advance their Wizardry Power rank to be able to prepare a higher sum of Power rank numbers per day. Heroes can also increase the Power rank numbers of individual spells using the normal spell Power rank advancement rules for the campaign.

This Power counts as two Powers.

MG15/Theurgy*: You call upon sentient otherworldly beings to grant you the ability to cast spells. The player should work with the Judge to determine what kinds of Powers the hero's otherworldly beings are willing to grant the hero. The potential range of Powers could be small, as with the Wizardry Power, or the range could be large and allow the hero to access any Powers found in the Ultimate Powers Book. Typically, heroes of this type call upon a particular god, angel, devil, demon, or other extraplanar entity that has a fairly limited interest. The Powers they are willing to grant should reflect what portion of the cosmos they exert control over or are interested in.

Practically speaking, Theurgy works like this. One time per day, typically after a good night's sleep, the hero may meditate, pray, perform rituals, or engage in some other appropriate activity and prepare spells for the day (typically for one hour). Preparing spells sets up a slate of Powers that the hero can use that day. The Power rank for Theurgy represents how much magical power the hero can draw upon. The hero may choose any number of spells for that day's slate of powers. However, the sum of the Power rank numbers of the spells prepared may not exceed the Power rank number of the Theurgy Power. For example, a hero has Theurgy at Rm(30). This means the hero could prepare a Biophysical Control (Healing) spell at Rm(30) (which would mean the hero is only preparing that spell for that day). The hero could also choose to prepare Healing at Gd(10), a Force Field vs. Hostiles spell at Gd(10), and a Plant Control spell at Gd(10) or any other combination of spells and rank numbers that add up to 30.

Typically, a hero can only change the spells they have prepared once per day and after a good night's rest. Players and Judges can work together to change the frequency of changing Powers and the exact requirements to change Powers based on campaign needs.

If the hero is ever prevented from preparing spells for the day, then the hero is left with a finite supply of magical power (see Energy Source, UPB, page 43). The hero has a reservoir of magical power equal to their Theurgy Power rank number. Each spell that is cast (under the auspices of this particular Power) uses a number of points equal to the Power rank number that the spell is cast at. For example, our hero above prepared Healing, Force Field vs. Hostiles, and Plant Control at Gd(10). If they were prevented from, or missed performing, their morning rituals then the hero has 30 points with which to cast spells for that day. Each time a spell is cast, subtract the Power rank number that was used from this total. If a Healing spell is cast at Ty(6), then the hero would have 24 points remaining. If the hero is able to perform their "refresh" the next day then the hero does not need to suffer the effect of having a finite number of "magic points" and may function normally.

This Power counts as two Powers.

M34/Talent Supremacy: The normal Talent system in the MARVEL SUPER HEROES game system is based on adding +1 CS (or, in some cases, +2 CS) to one of the character's primary abilities when applied to a somewhat narrow range of FEATs. With the Talent Supremacy Power, your character is not limited to one or two column shifts when it comes to a particular Talent. When this Power is gained, choose one Talent from the list found in the MSH Advanced Set Players' Book (among other locations). You may not choose any of the Martial Art Talents, as these are already covered by F2/Martial Arts Supremacy. When using the chosen Talent you add the Power rank number of Talent Supremacy to the Power rank number of the chosen Talent (which is a primary ability, plus any shifts due to actually taking the Talent itself).

For example, Legal Eagle has a Reason of Ex(20) and the Law Talent. When practicing law, Legal Eagle is considered to have a Reason of Rm(26) due to the +1 CS for having the Law Talent. If Legal Eagle had Talent Supremacy for the Law Talent at Rm(30) then he would have a rank of Am(56) when using the Law Talent. As you can see in this example, you apply column shifts due to having an appropriate Talent to the primary ability first before adding the rank number granted by the Talent Supremacy Power. Do not apply the column shift after summing the primary ability rank number and the Talent Supremacy rank number.

A hero can have multiple versions of this Power, but each instance of Talent Supremacy must apply to a different Talent.

Creating Magic Systems for the Campaign

A number of magic systems have been detailed, some completely, others only sketched out. I guess it isn't important to create a magic system that must be used for every campaign but it might be more useful to detail how a person may go about creating magical systems.

By “magical system” I mean a framework of rules under which a “magic-user” will actually use magic. There are defaults already found in the MSH RPG, but we may want to go a little beyond what has been described in the various rulebooks.

The Gatekeeper Trait

What makes one character a magic-user and another character just another character with powers? For this, I'm talking about a “gatekeeper trait” or a rules-based way of signifying “This character is a MAGIC-USER and can cast SPELLS.” The simplest version of a gatekeeper trait is the Mystic Origin Talent. It costs 20 Creation Points during character generation to take Mystic Origin. After character creation, this Talent costs 400 X M Karma Points if the teacher is another PC and 200 X M Karma Points if the teacher is an NPC.

By taking Mystic Origin, a player can now consider their character to be a magic-user (or whatever other word you prefer). They may gain and cast spells. Exactly how they gain spells, what spells they may gain, how they cast them, the costs to cast a spells, and all other details will depend on the tradition they are operating under (i.e., the magical system that has been devised for the character or campaign).

There could be a number of equivalent Mystic Origin Talents, one for each defined magical tradition in the campaign. To use an Ars Magica analogy, Mystic Origin is like “Opening the Arts” or “Opening the Gift”. Unlike in Ars Magica, characters could take multiple versions of Mystic Origin depending on how many magical traditions they want to practice. Some examples would be Hermetic Magus, Folk Witch, Vitkir Rune Wizard, Learned Magician.

Step One: Determine the Gatekeeper Trait for being a magic-user.

Standard Campaign Gatekeeper Trait: Mystic Origin Talent.

The Magical Tradition

Defining the magical tradition involves defining the Powers that are available as magical spells, magical abilities, or magical powers for that tradition. Almost no traditions would grant magic-users the ability to access every single Power in the Ultimate Powers Book. The magical tradition need not be a laundry list of Powers either. Spheres of Magic, Schools of Magic, Magical Arts, Supernatural Abilities, Arcana, and other methods can be used to describe the types of magic the practitioners of the tradition use. It should be apparent which Powers would fall under whatever defined “categories of magic” you come up with. For example, if you make an Elementalist tradition (with an associated Elementalist Wizard Mystic Origin Talent) having four Elements that all spells fall under (Air, Earth, Fire, and Water) then it would be quite easy to determine what Powers in the Ultimate Powers Book would be associated with which Elements. EE4/Fire Generation would clearly be under “Fire” while EC15/Magnetic Manipulation would probably be a part of “Earth”.

When defining the magical tradition you can list individual Powers found in the Ultimate Powers Book. You could also make up a list of Schools that describe the kinds of effects achievable under each School. You could also make a “matrix” system, like Hermetic Magic in Ars Magica. In this case, there are two lists of Arts and all magical effects are described by taking one Art from the first list (like “Create”) and combining it with another Art from the second list (like “Fire”).

When building a tradition, if a Powers list is used, then every Power on the list is a separate spell that must be advanced individually like an existing spell (1 or 2 times Current Rank Number times M with cresting costs of 25 times M or 50 times M). If the character doesn't take at least Fe(1) in a spell on their list, they may purchase the new spell at a cost of 50 times M or 100 times M (for a double-slot spell) and they start at Fe(1).

When building a tradition if a School list is used, then each School is treated like a Meta-Power with individual spells subsumed under the broader school. Each School is advanced like a Power. Spells falling under a School can be learned at whatever their rank is for a cost of 50 times M (or 100 times M) but cannot exceed the character's rank number in the School that spell falls under. For example, if a School is "Fire" and the magic-user wants to learn a Gd(10) Fire Blast spell, then the magic-user must have a rank number of 10 in the Fire School or they cannot learn that spell.

When building a tradition if an Arts matrix is used, then each Art is treated like a Meta-Power. However, it takes two Arts (on different lists) to define the Meta-Power that spells fall under. For example, if the first Arts list contains verbs (Create, Destroy, Change, Control, Perceive) and the second Arts list contains nouns (Animal, Plant, Fire, Water, etc.) then you must combine one verb with one noun to define a Meta-Power (such as Create Fire). Each Art is advanced like a Power. When determining the rank number of each combination, simply add the rank numbers of the two Arts used. So if a character had Ty(5) in Create and Ty(5) in Fire, then he would have Gd(10) in Create Fire. As before, spells can only be learned (or created) that have a rank number equal to or less than the rank number of the combination.

Being able to create a magical tradition will allow the Judge to draw from any inspiration: table top games, novels, computer games, comics, etc. The Ultimate Powers Book is such a comprehensive reference of powers, in general, that pretty much any magical system should be able to be simulated. You can add additional flourishes to the system, like describing how spells must be cast, usual magical trappings (like a wand), terminology from the source material, and many other things.

The most wide-open magical tradition would be one that consists of the list of all powers contained in the Ultimate Powers Book (and any other supplements and Dragon magazine articles you may run across). In this case, there are no Schools or Arts at all, just a very long Power (spell) list.

Step Two: Define the Magical Tradition by making a Power (spell) list, a School list, or an Arts matrix that will define what Powers are available to magic-users of this tradition.

Standard Campaign Tradition: A Power list consisting of every Power in the Ultimate Powers Book. When purchased with Karma, new spells start at Fe(1) and are advanced as "Existing Spell" thereafter (see **Character Advancement**).

The Cost of Magic

Unlike Powers, which can be used all day every day, casting a spell has a cost associated with it. This is due, partly, to the fact that the established conventions of the RPG genre demands this. More practically, there needs to be a cost associated with spell use to justify the lower advancement costs of spells when compared to actual Powers. For example, the Fire Generation Power costs 300 X M to acquire, 2 X Current Rank Number X M to advance with cresting costs equal to 50 X M. A Fire Generation spell, on the other hand, only costs 50 X M to acquire (one-sixth the price), 1 X Current Rank Number X M to advance (one-half the cost of advancing a power) with cresting costs equal to 25 X M (one-half the cresting costs of a Power). The difference is that the character with the Fire Generation Power can generate fire all day without limit, once per combat round if you need a defined frequency. The magic-user with a Fire Generation spell casts the spell using some finite amount of resources which replenish at some rate (so they definitely cannot generate fire all day without limit).

Each magical tradition will have a magical resource that is drawn upon to cast, or otherwise power, spells and some sort of defined replenishment rate for that resource. Examples in other games are: spell slots that replenish daily, fatigue that replenishes with rest, magic points that slowly return at a fixed rate regardless of the character's activity, sanity that, once lost, is very difficult to restore, etc. Spellcasting "checks" also serve to put a limit on magic-use, but I prefer not to use the spellcasting check method because I think giving the player control over character resources is better than randomizing a character's abilities (and why would wizards rely on such fickle magic in life-or-death situations?).

It would be best to tie the magical resource to a game trait specifically invented for this purpose. This prevents Powers and other game rules from affecting the magical resource in unintended ways. For example, if we tie

spellcasting to Health points, then any Powers and other effects that restore Health points will inadvertently restore spellcasting ability as well.

As a good default, using a character's starting Karma (i.e. $R + I + P$) is a good basis for a pool of points from which the player can "pay" for casting spells. Furthermore, a spell's rank number is a natural indication of the power level of the spell and the rank number could serve as the point cost of casting the spell. All that is left is determining how large the pool of points should be and what the replenishment rate is.

Making the initial pool of magic points equal to $R + I + P$ makes sense, but there should be a way to increase this pool without having to raise the individual primary abilities. Another Power, like Combat Endurance (but for magic points) can be created.

MG16/Mana: This Power should be made available in campaigns that feature magical traditions that use a pool of magic points to power spells. This Power allows the maximum number of points to increase by the Power rank number of the Mana Power. For example, if a magical tradition uses a pool of magic points equal to the sum of the rank numbers for the hero's Reason, Intuition, and Psyche, then the rank number of the Mana Power is added to this number.

These magic points can be called anything appropriate to the overall campaign or the various magical traditions. For simplicity, magic points return similarly to Health. There is an initial Magical Recovery which occurs ten turns after spending points to cast spells. This occurs once per day and is based on Psyche and the character's Mana rank number. After this, magical points return at the rate found in the table on page 11 of the Judge's Book. Use Psyche instead of Endurance to determine the rate of replenishment. For the purposes of recovering magic points, add the rank number of the Mana Power to the character's Psyche rank number and use this value for the replenishment. For example, a character has a magical point pool of 100 (Excellent in Reason, Intuition, Psyche, and Mana). The character's initial Magical Recovery would equal 50 points (Psyche of Excellent plus Mana of Excellent). Thereafter, points return at a rate of 50 per hour.

Other pools can be devised for the various magical traditions if desired. The primary ability used for recovery and replenishment can be changed from Psyche if needed.

Other types of cost could be employed as well, depending on the particular magical tradition. If you're drawing from an established fictional system (like from a novel), you may have a different idea of how much spells would "cost" to cast. Using a pool of magic points is just a simple way that follows gaming conventions.

Step Three: Determine the magical resource used to cast spells and the replenishment method and rate.

Standard Campaign Method: Use magic points equal to $R + I + P$ and the Mana Power rank number. Psyche + Mana determines Magical Recovery and the rate of Replenishment (consult the Recovery/Healing table in the Judge's Book for rates).

Summary

The simplest method to creating a magical system for this game is to follow these three steps.

Step One: Determine the Gatekeeper Trait for being a magic-user.

Step Two: Define the Magical Tradition by making a Power (spell) list, a School list, or an Arts matrix that will define what Powers are available to magic-users of this tradition.

Step Three: Determine the magical resource used to cast spells and the replenishment method and rate.

Enterprising Judges can add additional steps to further define exactly how magic can work in this game.