

# Magus

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We strongly recommend that characters who become a Magus take a Magical Theory Skill to begin play with.

## Focused Studies [Class Feature]

The Magus studies the words of a Spell, and in doing so can take advantage of sympathetic movements in how the Spells move mystical energies. The Magus counts the occurrences of each Tag on Spell-pages in their Tome. Their Preferred Study is the Tag with the most occurrences. Their Neglected Studies are any Tags with 3 or fewer occurrences. If a Spell-page has Tags of both a Preferred Study and a Neglected Study, then it counts as a Preferred Study. When Activating Spell-pages of Preferred and Neglected Studies, gain the following:

Preferred Study: Target Self Grant 1 Barrier

Neglected Study: Costs +1 Mana to Activate

## Path of Study [Class Feature]

The Magus may select one group of Words of Power to begin studying at level 1. When they make this selection, they may also learn one Word from this group. Once a Magus has learned a Word, they may use either of the Effects listed for that Word. At levels 3, 6, 9, 12 and 15 the Magus may learn an additional Word from any group they have begun to study. Words of Power and groups are listed at the end of the section.

### Level 1

#### **Replicate Enhancement**

For Spells that have Touch Delivery, the Magus may twin the Effect, by adding “Target Self” to the second instance.

#### **Synergetic Casting**

Casting a Spell-page from the character’s Preferred Study that expends at least 1 Mana gives the character 1 Word Point that can be used in place of a Life Point for the purposes of casting Words of Power.

### Level 3

#### **Branching Study**

The Magus may select one additional group of Words to begin studying.

#### **Sentence of Power**

The Magus can chain Words of Power together more effectively. When casting a Word of Power, the Magus can spend twice the time incanting as normal to cast a second Word of Power at no additional Mana cost. Note: The Life Point Cost of both Words of Power must still be paid as normal.

### Level 7

#### **Branching Study**

The Magus may select one additional group of Words to begin studying.

## **Etir Burn**

While most people can Blood-burn Blood-writ Spell-pages, the Magus can tap into the fabric of creation spelled out in even a Scribed Spell-page. The Magus can Blood-burn a Scribed Spell-page once per Twilight as if it were a Blood-writ Spell-page.

## **Level 11**

### **Branching Study**

The Magus may select one additional group of Words to begin studying.

### **Bookworm**

The Magus may have 2 Preferred Studies simultaneously.

## **Words of Power**

Words of Power are arranged into groups of similar Words that are easier to learn once the basics of the group have been learned. The Effects listed below for each Word are Delivered via a Spell-ball. An appropriate chant or incantation should be performed for approximately 10-20 seconds to Activate the Word and charge the Spell-ball. Characters are given the latitude to select any language or word they wish to use to accomplish this.

For each Target, the Magus must Sacrifice 1 Mana. For Damage and Damaging Effects, the Magus must Sacrifice 1 Life Point per point of Damage (per Effect, not total). For Effects, the Magus must Sacrifice 2 Life Points per Target.

## **Elemental Words Group**

### **Acid**

- X by Acid
- Shatter by Acid

### **Cold**

- X by Cold
- Imprison by Cold

### **Flame**

- X by Flame
- Cure by Flame

### **Lightning**

- X by Lightning
- Stabilize by Lightning

## **Primal Words Group**

### **Force**

- X by Force

- Shatter by Force

#### **Fear**

- Obey by Fear: Do not engage me.
- Repel by Fear

#### **Animal**

- Obey to Animal: Ignore me.
- Obey to Animal: Flee.

### **Necromantic Words Group**

#### **Death**

- X by Darkness
- Time 30 Target Self Grant Piercing

#### **Life**

- Heal 2 by Radiance
- Cure [Effect] by Radiance

#### **Spirit**

- Phase-shift; Phase-shift (to return)
- Target Spirit Respite Instruction: You may converse freely with me.

### **Physical Words Group**

#### **Pain**

- Encounter Disable by Blood-loss
- Encounter Weakness by Blood-loss

#### **Body**

- Encounter Grant +1 Life Points
- Encounter Slow by Blood-loss

#### **Armor**

- Encounter Grant 3 Summoned Armor
- Dispel Summoned Armor

### **Mind Words Group**

#### **Conceal**

- Obfuscate vs Scry
- Obfuscate vs Expose

#### **Madness**

- Berserk by Madness
- Encounter Repel by Madness

#### **Command**

- Encounter Charm by Will
- Target Living Encounter Obey: Ignore me.

## **Summons Words Group**

### **Summon**

- Contact Plot regarding a summoning, must be set up in advance, prior to the Event is recommended

### **Bind**

- Encounter Root by Force
- Encounter Bind by Will

### **Dispel**

- Dispel [Summoned Armor] by Force
- Dispel [Effect] by Will

## **Knowing Words Group**

### **Detection**

- By My Voice: Target [Demon, Angel, Fae] Expose
- Target Living Scry: Have you knowingly told an untruth in the past five minutes?

### **Divination**

- Target Marshal Spirit Instruction: if you know where [Item] is, point in its general direction.
- Scry: What do you most believe in?

### **Language**

- Target Self Respite Grant [Language]
- Decipher 1 page of text