

## Playing Carson Vole

You're a moderately competent postgraduate student wizard, with various useful features that reflect this. Your *Eidetic Memory* means that you always remember the general nature of things in your past, and can remember very specific details with an IQ roll, while *Magery* is the gift that lets you work magic. You can roll IQ+Magery level to recognise something as magical on sight or physical contact.

On the other hand, you also have some disadvantages. Among these, *Easy to Read* gives *others* +4 on all rolls to discern your intentions or the truth of your words, and on rolls in any Quick Contest when you try to lie or bluff, *Skinny* makes you stand out in a crowd, and gives you -2 to your ST when you resist knockback, and *Squeamish* is a phobia about "yucky stuff"; you have to make a self-control roll not to move away from bugs, dead bodies, slime, etc., and operate at -2 to rolls in their vicinity even if you succeed.

### Skills

Most of these should be fairly self-explanatory. *Innate Attack (Projectile)* is the combat skill you use when throwing fireballs and the like, while *Magic* and your *Magical Forms* are the basic training that let you work magic. *Occultism* is the study of the folklore of the mysterious and supernatural, while *Thaumatology* is the "science of magic" – theoretical knowledge of forces and systems.

### Magic

You have the ability to work magic using the rules developed for the new edition of the *Discworld RPG*. This system lets you attempt anything that the GM agrees is vaguely plausible given training in wizardry, but you're a *lot* more likely to succeed with some things than others. Your particular specialities are *Divination* (the magic of information), *Elementalism* (magic pertaining to mundane forces and inert matter), and *Magianism* (manipulation of magic itself and purely magical forces).

### Magic Points (MP)

You spend these to work any magic. You start with 4 internal to yourself; you also have another 14 in your staff, accessible so long as it's within 2 yards of your person and not being held by anybody else. Also, a spell that requires you to *touch* an opponent or object works just as well if you touch it with your staff. (Oh, and you can bash people with it, if you insist.)

You can track Magic Points spent here:

Personal Reserve: <b>4</b>	Staff Reserve: <b>14</b>
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You get spent personal points back at the rate of 1 per 10 minutes of game time (so it isn't going to happen during fight scenes, but you'll always be back to your maximum within an hour). Points spent from your staff recover independently, at the same rate.

### Casting

Every spell you might cast has an effective skill level; some which you're good at or which suit your style are listed on your character sheet (under **Techniques**), and are discussed in detail below. (If you try anything else, ask the GM and he'll work out the appropriate skill level.) In many cases,

you get a further penalty of -1 to skill per yard of range if you try to affect people or things at a distance. To get a spell to work, you take at least one round – sometimes longer, occasionally much longer – and try to make this number or less on 3d. Casting always involves a bit of chanting and/or hand-waving from your character; if your effective skill level is 9 or less, it involves a *lot* of that and always takes at least 2 rounds.

Then, when you roll the dice:

- If you roll a critical success (usually a 3 or 4), the spell doesn't cost you any Magic Points – it just works, and the victim can't resist it if that was otherwise an option.
- On a normal success, you spend the required number of Magic Points and the spell takes effect (if you don't have enough Magic Points available, nothing happens).
- If you roll an ordinary failure by 5 or less, nothing happens; you don't lose any Magic Points, and you can always try the casting again.
- If you roll an ordinary failure by 6 or more, nothing happens, and you lose Magic Points equal to a roll of 1d or however many the spell would have cost you, whichever is less.
- If you roll a critical failure (usually a 17 or 18), you spend the Magic Points the spell would have cost you (or all the Magic Points you've got, if that wasn't actually enough), the spell fails, and you get to roll on the *Magical Fumble Table* which the GM should have to hand.

In some cases, a spell may be *resisted* by an unwilling target (who will hope to roll better against Will or HT than you rolled to cast the spell).

### **Spell Duration**

Some spells run continuously for a set duration. You're aware of the spells you've got running, but you can move, fight, talk, etc., while they're active, and can even cast further spells – but the rolls to do so are at -1 for every previous spell currently running. You can turn such a spell off at any time by taking a round of concentration.

If a spell has a stated duration, it can (usually) be maintained by taking a round of concentration at the end of that period and putting more Magic Points into the spell to keep it going for the same time again. The number of Points required for this is equal to *half* the number you required to cast it, ignoring the benefits of any critical success on the casting roll for this purpose; round halves up. No further skill roll is required – just a small mental effort.

### **Power for Skill**

If you're desperate, you can get an extra +1 to modified spell skill for every extra 2 Magic Points you assign, up to a maximum of +5 (for 10 Magic Points). This does *not* work for ritual castings (below).

### **Ritual Casting**

Alternatively, you can work magic ritually. This always needs at least three people, who you may have to coordinate using various social skills, and takes multiples of 5 minutes to work. However, it lets you generate large numbers of Magic Points without spending any from your reserve. Ask the GM if you want to try this.

### **Spells (“Techniques”)**

You can attempt a wide range of effects with magic, but your listed techniques are fairly common spells that you've got a reasonable chance of making work:

*Analyse Magic*: This takes 30 minutes and 4 MP to cast; it's an extended process of testing which identifies what spells are on an object or person. If there are multiple spells on the subject, it identifies the one that used the fewest MP, and says that there are more; another casting can find the

one with the next lowest cost, and so on up. If there are spell-like effects on something (say, elven mind control), the GM assigns them an MP-equivalent value.

*Balanced Levitation:* To cast this spell, spend 1 MP and then, within 10 seconds, arrange for something to fall. If it's about your weight, you rise as far as it falls; if it's half your weight, you rise half as far, and so on.

*Check Thaumic Flux:* Determines the nature and level of local ambient magical energies; the procedures involved are simple enough that they don't *usually* cause trouble even in high and unstable magical flux levels (only if a critical failure is actually rolled). The caster can only get a numerical value if he uses a certain amount of fiddly instrumentation in the casting. The spell costs 1 MP. If the local energies aren't doing anything too weird, and the skill roll is made by 2 or more, the caster gets a sense of the direction of the magical field, which suggests which direction is hubwards.

*Detect Magic:* This spell can tell whether an object or phenomenon is magical or not; if it's successful, a second casting can tell whether the magic is permanent or temporary. A critical success gives full details of the magic, insofar as the caster can understand them. Cost 1 MP.

*Dispel Magic:* This spell suppresses or disrupts transient magical energies within its area of effect. It does nothing to magical devices, but each spell or spell-like effect *may* be switched off. Each resists separately with the Base Spell Skill used when it was cast. The caster can say that any or all of his own effects caught in the area resist or turn off automatically, as he chooses. Costs 3 MP per yard of radius; takes a second to cast for every MP put into it.

*Fireball:* The classic missile spell; you create the fireball in the palm of your hand, avoiding range penalties, then throw it physically on a later round. You can put up to your Magery in MP into the fireball per turn that you spend brewing it, and it does 1 die of burning damage per MP.

*Gindle's Effortless Elevator:* You can spend 1 MP to move a weight of up to 20 lbs. around at 2 yards/second; the spell has a duration of 5 seconds, and can be maintained.

*Herpetty's Seismic Reorganizer:* This area spell takes 30 seconds to cast, with a cost of 1 MP/yard radius to create a *small* earthquake (-1 to all DX-based skills used in the area of effect), or 3 MP/yard for a *moderate* quake (people have to make DX rolls every turn to avoid being shaken off their feet, and suffer -2 to all DX-based skills used in the area). Duration 1 minute, cannot be maintained.

*Magic Lightning:* Hurls electrical damage directly rather than as a missile spell, taking -1 to Modified Spell Skill per yard of range; 1 MP per die of damage.

*Nul Magic Zone:* Creates an area in which spells simply don't work unless they successfully resist the casting with their own Base Spell Skill. (The Nul Zone can be dispelled, but the Dispel Magic spell must resist it first.) If the caster or his staff are outside the defined area when it is cast, he isn't affected by it; otherwise, he has to overcome his own magic to cast any further spells within the area. If any spells do defeat the Nul Zone, the caster knows immediately, and must make a Will Roll, or the Nul Zone spell collapses entirely. The Nul Zone only effects spells (and some spell-like effects); magical creatures can walk right through it without noticing, although they can't be magically summoned into it. Costs 1/10 MP per yard of radius, takes 5 seconds to cast, duration 1 hour.

*Octagram:* This spell creates a magical containment zone. It requires a certain amount of preparation and hassle to get it working, though – check with the GM.

*Rock Soften:* Making a cubic foot of rock or similar matter semi-liquid and highly fragile; costs 1 MP; the effect has a duration of 10 seconds, and can be maintained.

*Scry Shield:* Protects a person, object, or location from being magically spied on; draw some kind of protective circle, scribe some runes on the wall, or make up a protective charm – details vary with

exact application. Costs 4 MP to cast on an individual, or 1 MP per yard of radius to protect an area with a minimum of 4 MP. Note the amount by which the casting roll is made by; any divination magic cast into or on the individual or into the area must succeed by at least as much, or it gets nothing. Duration 1 day; can be maintained.

*Scrying:* Use your crystal ball for reasonably accurate and reliable viewing of remote scenes in the present or the recent past. Specify an exact location relative to your current position (“three hundred and seven miles in a direction eleven degrees spinwards of hubward from here”) and if desired a time (“three days, four hours, and nineteen minutes ago”), although the GM can be moderately flexible about this if the intent is clear. Alternatively, the spell can link to another crystal ball or mirror at the target location. The casting takes *long-distance modifiers*, and also a penalty of -1 per day or part thereof passed since the event when looking into the past. All castings cost 3 MP, +1 per day or part thereof passed for events in the past; the spell has a duration of 1 minute, and can be maintained. Multiple attempts to observe the same scene in the past create thaumic interference; -1 to Modified Spell Skill for each *unsuccessful* attempt to view the same scene, and -3 per *successful* attempt. Only the caster can see the vision.

*Snap:* Causing a small quantity of unliving matter (no more than a few ounces) that is either inherently fragile (e.g. delicate china) or being pushed toward its limits (e.g. a bowstring under tension) to give way. costs 1 MP. Snapping or shattering something heavier, up to 5 lbs. is also possible, but harder, and costs 3 MP.

*Visual Illusion:* Creating a “hologram” costs 1/3 MP per yard of radius; it has a duration of 1 minute. However, to make it *convincing*, roll a Quick Contest between the IQs of the caster and each person who has to be fooled by it, with modifiers for complexity and plausibility of the image, limited or extended times to examine the illusion, and so on. Alternatively, a visual illusion created to cover the caster’s position or movements can give bonuses to Camouflage or Stealth skill rolls, or create effective Camouflage without any physical materials. In the former case, add the amount by which the casting rolls was made as a bonus to the skill. Visual illusions can’t do any physical damage, although a really convincing and horrible image might cause a Fright Check.

*Wind:* This area spell costs 1/25 MP per yard of radius for each change of one “step”; a single step can either change wind direction by 45° or shift the wind one step up or down a scale that runs Dead Calm – Light Breeze – Moderate Breeze – Wind – Gale – Storm – Hurricane. For example, turning a light breeze into a gale (3 steps) and reversing its direction (180° shift, 4 steps) over a radius of 50 yards costs 14 MP. The spell has a duration of 10 minutes, and can be maintained.

## Playing Bruce Podrington

You're a little bit tougher than the average person, thanks to all that walking, not unused to minor bar-room brawls (you can use improvised brawling weapons without penalty), and especially resistant to fear (your Fearlessness advantage raises your Fright Check score to better than your Will, and also helps resist Intimidation skill; you *also* subtract your Fearlessness level from all Intimidation rolls made against you). However, you also suffer from *Overconfidence* (make a self-control roll not to rush in where angels fear to tread), low Status and lack of money (people may treat you as lower class), and *Truthfulness* (make a self-control roll not to blurt out the truth when you're trying to deceive, at -5 if you actually have to tell a flat falsehood).

Your skills should be fairly self-explanatory.

## Playing Brother PobPob

You're a pretty competent clown, in your way, and *Pitiable* means that something about you makes people want to take care of you; you get +3 on reaction rolls from those who consider you to be in a position of weakness or need. You can also switch to talking in an ear-jarring high-pitched gabble at will, if that helps. However, you're also a *Hunchback*, which causes problems with other people's responses to you, makes you stand out in a crowd, and means you need clothes made specially, and you have a deeply annoying way of talking and acting ("Prithee nuncle, i'faith does not this custard pie please you?"); all this tends to cancel out the bonus from Pitiable. Also, you're not used to combat, so you get -4 to hit a person (not a monster, machine, etc.) with a deadly attack, and you can't Aim (this becomes -2 if you can't see the target's face, and you *can* Aim), and if you kill someone, you're traumatised for 3d days; also, after any serious fight is over, you have to roll a 12- Fright Check.

Your skills should mostly be fairly self-explanatory. *Fool's Lore* is the stuff drilled into you by the Guild – a large repertoire of very old, tired jokes.

## Playing Barrington Fonk

You're smart but physically average, but *determined*, in good and bad ways. *Indomitable* means that people can't influence you directly using various social skills unless they have the Empathy advantage, while *Single-Minded* means that you get +3 to success rolls for any lengthy mental task you concentrate on to the exclusion of everything else, *if* the GM feels total concentration would help. (You do tend to ignore everything else, though – roll vs. Will to avoid this – and you have -5 to all rolls to notice interruptions.) However, *Callous* means that you are *merciless*, giving you -3 to skill rolls to help people in various ways and possibly worrying other people, while *Stubbornness* means that your friends and allies have to make a lot of effort to get you not to insist on doing things your way. Your *Code of Honour* is typical "ethical reporter" stuff – tell the truth in print, protect your sources, give credit to colleagues where it's due, etc.

Your skills should mostly be fairly self-explanatory. *Shouting at Foreigners* allows you to communicate with people with whom you don't share a language by speaking loudly and clearly in your own – taking about 20 seconds and a skill roll per simple sentence. (Failures may cause bad reactions from the target.)

## Playing Throb the Exterminator

Note that you are a *gnome*, not a *pictsie*; while you're impressively tough for your size, and good at not being hit, you shouldn't get into serious fights with human-sized opponents if you can help it. Your paranoia may only be at the quirk level, but don't be ashamed to act on it. Note also that you are extremely good at being sneaky. Still, you're very perceptive, and *Combat Reflexes* mean that you don't freeze up for more than a moment when trouble starts, as well as giving you various bonuses already included on your character sheet.

On the flip side, *Bad Temper* means that you in must make a self-control roll in any stressful situation, and failure means you must insult, attack, or otherwise act against the cause of the stress. Also, *Compulsive Carousing* means that you need to make a similar roll to resist the opportunity to party. Your *Code of Honour* is a matter of professional pride; get the job done, *properly*, or return all moneys paid.

Your skills should be fairly self-explanatory.