

# Spirit Magic – Favourite Spells

## Background

A character's chance of casting a Spirit Magic spell is their (POW X 5%) + their Magic Skill category modifier. The character suffers a 1% penalty for each point of Enc carried.

However, it seems reasonable that characters would have favourite spells that they may use or practice frequently, and perhaps spells that they don't use on a regular basis.

This House Rule is very common and not one of my creations. I am unaware who originally devised it and of course will give credit to that person if I ever find who they are.

## Mechanism

The player can nominate one or more spells as favourite spells. The base chance of casting this spells is POW X 6 instead of POW X 5. However, for each favourite spell, the character must also nominate a spell that will have a base chance of POW X 4.

Canny players often specify a useful, but non-combat spell as one of the less favoured ones, relying on Ceremony to boost the chances of casting it if required.

## Variations

- Allow only one favourite spell
- For characters belonging to a divine cult which has a limited set of cult spirit magic spells, only allow favourite spells to be one of the cult spirit spells.
- For characters belonging to a divine cult which has a limited set of cult spirit magic spells, do not allow the less favourite (Pow X 4) spells to be one of the cult spirit spells.
- Instead of a favourite spell using POW X 6, allow it (at the players discretion) to use POW X 7 or POW X 8, or even higher. However, if a spell is specified as POW X 7 then another must be POW X 3, and if one is Pow X 8, then another must be Pow X 2. Play testing indicates that this is not a good option, as players tend to abuse it.

Krethall decides to make Bladesharp and Heal favourite spells. His Pow is 13 and his Magic Skill Modifier is +10.

Ignoring any modifiers due to encumbrance, his normal chance of casting a Spirit Magic spell is 75% ((13 X 5) + 10).

His chance of casting his favourite spells, (Bladesharp and Heal) is 88% ((13 X 6) + 10).

However he must nominate two spells which his chance of casting is only 62% ((13 X 4) + 10).