

Basic Magic – Never Home

When one joins the Wizard's Guild, one is tested for two things. One of these things is that you are sensitive and responsive to scree radiation, the very basis of magic. You are also subjected to augury to ascertain if you have any destiny or fate foretold by the stars and moon. Provided you are proficient and free of destiny, you will be taken to the Guild's College of Magic in the Sea of Larga. In this building in the skies, you will be taught how scree is formed, collected, grounded, and used to warp the skein of fate itself.

During this process, you will learn of the stars, the moon, the sun, and the subtle influences they have on the scree fields of the world. The rituals, oaths, and training of the Guild are important parts of your life even after you graduate and are released to make your fortune as a practicing Wizard. You are now part of the largest organization in the world. You are a member of the largest trade union that has ever been forged. You are privy to the secrets of the Universe, and you must be ever watchful for the risks that the Wizards were first trained to guard against.

“The Ways Between Worlds are Weak Here.” These words are the constant fear of the Guild, as the Else looms over all magic workings. Without strict regulation and control, these forces might eventually lead to an outright invasion of this world by forces From Beyond. Many a summoner has fallen to forces that seemed controllable until they breached the Ways and became far stronger. It seems to be the fate of this world to be weaker than those worlds we call The Others from. Always be on guard, for the soul you save may be your own.

Magic must be regulated, studied, and sequestered at all costs! Without the Guild, the world will burn in purple flames and madness will unleash itself upon the world. Some of the Guild's checks and balances may seem as if they limit the freedom of the Wizard to perform magic. To an outsider, this is a crushing thing, but to Wizards, a thing that is not only well understood but gladly tolerated. Freedom is for professions that do not warp the fate of the world and guard against those things from the Else. We cannot be free so that others may be.

There are some of us who turn to Rebellion or to service to the Else. These poor souls are lost to us. The Sentinels exists to chase them down, run them to ground, and destroy them before they can harm others or their own immortal souls. Do not allow yourself to feel any sympathy for them – pity is for whom they once were, now lost.

Building a Wizard in FATE:

Aspects:

A Wizard should have an aspect for each Element the Wizard wants to be able to use magic with. Only Spell Sight and Astronomy are free of an elemental alignment. Spell Sight is not aligned because it is sensing general screen radiation (as discussed below). If a wizard burns all of the aspects related to an Element, he or she cannot use that Element in magic until the aspect refreshes. This is referred to as Elemental Burnout by Wizards and represents the Wizard's temporarily draining his or her connection to that element's radiation.

The Elements, and what they control (in the broadest terms), are as follows:

- ❑ **Earth** – dirt, soil, rocks, plant forms, land animal forms, metals. Also, it has a spiritual influence on anything that is solid, anchored, or unmoving. *Its energy is called The Static.*
- ❑ **Air** – wind, storms, lightning, whispers, breath, air animal forms, gasses, intellect, thought, meditation, anything that is lofty in a spiritual way. *Its energy is called The Loft.*
- ❑ **Fire** – flames, passions, oil, future events, magma, vision, ashes, renewal, destruction, light, warmth, blood. *Its energy is called The Ember.*
- ❑ **Water** – water, ice, tides, practical concerns, instincts, reflexes, sea life forms, floating, gravity, refraction. *Its energy is called The Wash.*
- ❑ **Moon** - the spirit, dreams, art, illusions, lies, the unreal, broken rules, inspiration, life, legends, fictional stories, death, birth, fate, destiny. *Its energy is called The Else.*

Skills:

The skills used in performing magic are as follows, with a description of what they are used for:

- **Spell-Sight** – Seeing the unshielded scree radiation given off by magic. This allows the wizard to see a purple fog around magical fields that will reveal some of their makeup. Other skills are needed to figure out what the fields are doing, if part of some working. (Default Difficulty – Average Twists/Edges: Shielding [T], Lunar influence [T], Solar Radiation present [E])
- **Astronomy** – the basic science of protocol mapping is performed by stellar observation. All Wizards learn some level of this skill just to be able to perform magic at all, but researchers will have a great deal of skill in this science. All new spell development requires the use of Astronomy, as does any Ritual in the planning phase of the Ritual’s Challenge. It also allows a Wizard to understand a protocol map he or she sees. (Default Difficulty - Average Twists/Edges: equipment quality, chart quality, complexity of observation, weather, light pollution [T])
- **Augury** – telling the future, seeing distant events, learning hidden lore, revealing fate. It also represents the ability to use auguries already prepared by other Wizards for specific functions. The Creation of a permanent augury is Ritual Magic. (Default Difficulty – Good Twists/Edges: Numerological Information, true Names of Targets, Augury Focus in use, present at location, have artifacts dating from the time period, etc.)
- **Spell Casting** – the quick and dirty formation of protocols from the arrays prepared for the wizard. These are usually focused using a scree-chalk circle or a wand of scree crystal and fired at the subject. Most wands have a spell augury that allows assembly of the protocol on the fly, and most wands will have “macro-spells” that are pre-built for the Wizard. Without these functions, that Wizard must use Ritual Magic. (Default Difficulty – Good Twists/Edges: Time Pressure, Wand in use, Protocol Memorized or Displayed for Working, True Names or Numerological Info on subjects, Fresh Astronomical Findings, Range) Note; Combat spell casting is rolled vs. Enemy Combat Stat, as if a weapon. Spells using elemental weakness of creature will get a “Superior Weapons” Edge)
- **Summoning** – the ability to call forth a servant. Depending on what Element you are calling, the origin of these creatures may vary. All creatures are called forth from an Elseworld of some sort and will bargain to be let across the Ways Between Worlds. When they do so, they always get some ability conferred during the breach that they will take back when done. A summoning that is not a ritual is limited in scope to a single scene. The capabilities of the servant are equal to an aspect box for each MOS over the target difficulty. (Default Difficulty – Good Twists/Edges – True Name of Summon, well-designed Scree-chalk circle, appropriate summoning chant, offerings to summoned creature, shows of power to impress summoned creature, previous summons of creature, Lunar Influence, Scree Radiation Level)

- **Enchantment** – the ability to add embed special protocols into items, objects, and potions. These enchantments are also limited to one scene (of use, they may be prepared ahead of time) unless ritual magic is employed. Enchantment allows one aspect box or extra for each MOS over the target difficulty. (Default Difficulty – Good Twists/Edges – Scree components in design, tool quality, material quality, True name of creature, Lunar Influence, Astronomical and Numerological Data quality, time pressure, Protocol maps quality, assistance)
- **Ritual Magic** – the complex process of weaving large-scale protocols from many spell-sections. Ritual magic is massive, slow, and nearly unlimited in its capabilities. Many rituals require very special conditions, depending on their effect. They are all rolled as Challenges. It is also common for assistants to be present to aid in casting such large spells. Ritual Magic can be used to extend the capabilities of any of the other Magical Skills – making them permanent or far-reaching in power. (Default Difficulty – Great Twists/Edges: Assistance, Preparations, Astronomical Planning/Auspicious Timing, True Names of Subjects, Time Pressure, Range of Effect, Permanence of Effect)

See the Fate document on twists and Edges for more information on default difficulties and the use of twist/edges to modify them.

The Dangers of Magic – Wizard's Bane & Oaths

Wizards live in fear of an effect called Wizard's Bane. Wizard's bane is an aftereffect of pronounced spell working or study. The Wizard's connection the Runes he is proficient with can make him or her begin to slip into a sort of rune-inspired mania. This is, in game terms, a negative evocation of an aspect to force the Wizard to behave in a manner in keeping with the symbolism of the Rune evoked. This evocation burns a box of the Element and can lead to Elemental Burn-out.

Another problem with being a Wizard, from time to time, is the many oaths one swears during training. These oaths are present in many of the tasks, auguries, items, and protocols that the Wizard uses. Whenever such oaths become a problem, the GM may evoke any aspect the Wizard has related to either the Guild or the Runes to dictate that his Oaths demand a certain action or restriction. These evocations, if not counted with FPs, burn the box and can lead to Elemental Burn-out.