

# Magical Rituals 2.0

The Magic Ritual skill is used to perform magical rituals. In its simplest form, a ritual is a long magical preparation used to enable a caster to cast a higher level spell than he or she usually would be able to. In its most complex form, it would enable the caster to tailor-make his or her own spells without the lengthy research period required to learn how to cast them in combat-time. These rituals contain the means to produce almost earth-shaking events in a relatively safe manner. The advantage of Ritual or High Magic is the near certainty of successes in the casting of mighty magics. Of course, some skill must be possessed in order to evoke the desired result. The disadvantage of this method is the cost, in time, that it requires to successfully complete even the simplest of spells. Ritual magic may not be performed on a moment's notice.

There are a number of different ritual classes, and skill in each class – beyond the first 5 ranks, which are common to all categories – must be developed independently.

**Alchemical** Covers the creation of items. This is frequently done in conjunction with another type of ritual, as it is easier to invest an item with a ritual spell than to find a high enough level spellcaster to help.

**Alteration** A catch-all type covering such things as transport spells, Telekinesis, magical locks, disintegrations, etc.

**Auxiliary** Covers anything that will have an effect on another spell effect. This includes such things as Extension, Spell Store, Permanence, Ranging, etc.

**Clerical** Covers direct acts of a cleric's faith such as raising the dead.

**Druidical/Natural** Covers such things as herb enhancement, Weather control, Healing, and Purification.

**Elemental** Covers manipulation of the elements through such spells as walls, balls, bolts, etc. Ranks beyond 10 in this category are specialized into specific elements.

**Influence** Covers such things as Charm, Quest, Sleep, etc.

**Informational** Covers all forms of lore, detects, etc.

**Summoning/Possession** Covers the summoning of all forms of creatures, the possession of people by summoned beings, and the control of summoned beings.

There are a number of factors that may influence the chance of success or failure for a ritual. The final roll will be compared to the chart on page 27 or RMCIII.<sup>1</sup> The use of fate points during rituals may be restricted by the GM, but all of the rules and percentages involved in any particular ritual will be clearly stated and placed in writing by the GM before the ritual begins.

**Ritualist Skill** The ritual has a base chance of success equal to the skill bonus of the ritualist for the class of ritual being performed. If a ritual falls into multiple classes, then the average of the relevant skills is used, weighted by GM fiat.

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<sup>1</sup>*Note:* a 101+ succeeds completely, a 50–100 succeeds with a backlash, and on less than a 20, the ritual is perverted.

**Effect Level** The GM determines the level of the effect being generated. For some rituals, the level of the effect is known and fixed, or is simply the level of the spell being cast through the ritual. If there is more than one effect in a ritual, the level of the ritual is the level of the highest effect plus half of the level of the other effects. The chance of ritual success is lowered by 5 percent for every level that the effect is higher than the number of ranks in the relevant ritual class possessed by the caster.

**Known List** If the spell effect is not a standard spell, or is on a list that the caster cannot learn<sup>2</sup> then the chance is modified by -20. If the effect is on a list that the caster could learn but doesn't know yet, the chance is modified by -5. If it is on a list that the caster knows but not to a high enough level, the chance is unchanged. If the spell is on a list that the caster knows to the appropriate level, but the spell is above the caster's own level, the chance is at +10. These effects are averaged according to GM fiat when multiple casters or multiple spells are involved.

**Foci** If the caster has an appropriate focus, the chance of success is increased by the caster's BAR bonus. Creating a focus in itself usually requires an Alchemical ritual.

**Time Spent** The minimum time required to perform any ritual is the difference between the effect level and the caster's ranks in the ritual class in hours. One hour is the minimum time required to cast any ritual. At the end of each eight hour block of time, the caster must make an unmodified check on his or her ritual skill or "hand off" the ritual to another ritualist. This check indicates the caster's ability to use the power contained within the ritual to remain upright, focused, and coherent for unnaturally long periods of time. If this check is failed, the ritual will fail. If multiple casters are used in a ritual, all of their relevant stats are averaged for the final ritual check. For every extra multiple of time spent, the chance of success is increased by 10. If the ritual is disturbed by outsiders, the ritualist must make his or her Ritual Class skill roll to continue. The roll is at -20 for each round in which the ritual has been disturbed. The only exception to this is Alchemy rituals. These may be left at will and restarted later as long as none of the ingredients have been disturbed. Casters may only change once every eight hours.

**Power Invested (UPDATED)** No ritual can succeed without a number of power points equal to the level of the ritual being invested into the ritual. More than one person can provide power; the points from persons that are not conducting the ritual are spent at half efficiency. All people providing power to the ritual must have at least one rank in the magical ritual skill. Spell adders provide a number of points equal to the level of their user; power point multipliers act as normal. For every extra multiple of the ritual's base power cost invested, the ritual's chance of success is increased by 5 percent. Power spent in a ritual cannot be recovered the time spent in the ritual in days has passed, rounding up to the nearest day. Casters are not required to expend all of their power in a ritual; but they are guaranteed to be down the power expended until at least two sleep cycles have passed. Power spent during a ritual can only be regained through sleep.

**Influences** The GM determines a set of components or ingredients that will be used in the ritual. Some may be required; others may add to the chance of success.

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<sup>2</sup>Lists that one could theoretically learn at astronomical costs don't count as lists that the caster could learn.