

magic

For use with the Hero 8 RPG/Dice Game.

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Making the Magic Hero

The magic hero in Hero 8 can be referred to as a warlock, mage, wizard, sorcerer, or whatever. The character receives the same amount of points to be created as the regular hero, even gains in level as the regular hero, only instead of powers, he uses magic. When using magic, the effects of a power usually lasts one round per level of the character. Any aspects selected from these pages are marked as **M** under the type for **Magic**. The hero may select any talents or gear he desires. Any magic that costs three points or more may only be used once per confrontation.

Acidball (3) This spell creates a ball of acid that the caster may hurl at any target. Upon impact, the ball explodes hitting one six-sided die of enemy targets. The targets have two points scored against them. Any points left over are redistributed among the enemy again.

Animate Object (4) This spell allows the caster to “bring to life” any inanimate object. The object is under complete control of the caster, and will obey any commands he gives it. The caster may pile several small objects together to create a “junk monster”. Any “creature” created by this spell will have one turn per round and have 6 points per level of the caster.

Animate Phantasm (5) This spell works identical to the Phantasm spell. However, in this case, the phantasm created becomes a reality, fully capable of causing real damage to any individual. The phantasm is still under the caster’s control, and will produce the effects the caster desires. There are limitations however; the caster can not outright kill any victim of the spell, any disease or condition ends when the spell expires, any point scoring effect, including an attack from a creature will cause only score normal points. If a creature is created, it will have only one turn per round, and any creature produced will be no more than forth level. Only one creature may be produced.

Armor: (2) This magic creates a suit of armor composed of energy that is placed on any one target of the user’s choosing. The armor absorbs 2 points from an opponent’s score.

Aura of Silence: (2) This magic creates a sphere of silence. Within the aura of silence, no sound can be made. Any within the confrontation can not give or receive any commands outside of sign language.

Avoid: (2) When this magic is used, any one individual the user touches will be completely ignored by any person within the area. Those who may see the recipient merely disregard his presence and can not focus on the area of the individual, unless he attacks.

Banish (4) This spell allows the caster to send any one individual within the radius of the spell to any place that the caster has physically visited.

Beast (3) This spell summons a monster, taking on any form the caster desires, that will protect the caster, until it is killed or the spell’s duration ends. The beast is second level and will have whatever talents, gear, magic, or powers the mage desires. However, these aspects cost points, deduced from the beast’s points.

Blend: (2) This magic allows the user to alter the coloration of his skin so to blend in with his surroundings. As long as the user remains motionless, those looking in his direction may only detect him with a successful roll scoring 2 or more points.

Bolt: (2) This magic creates a bolt of electricity that surges from just beyond the hand of the user striking any single target scoring 2 points. Requires no roll.

Chain Lightning (4) This magic summons a lightning bolt from the sky that strikes one target scoring one six-sided die of points per level of the user. The bolt will then leap from the person it struck to the nearest individual, regardless of whether he is friend or foe. The bolt strikes this person at one level less. It then moves on to the next individual, striking him at two levels lower, and so on until the spell runs out of energy. If the bolt has hit all potential targets, the bolt strikes the user with its remaining power.

Chaos (3) This spell creates anger, frustration, and confusion amongst all within its within the confrontation. Any person within the spell’s radius will instantly attack, sparing no quarter, the nearest person regardless of whether that person is friend or foe. If that person is killed or knocked unconscious, the next nearest is attacked, and so on until the spell expires.

Charm (3) This power allows the hero to control one other opponent for a number of rounds equal to one roll of the six-sided die. The hero may have the controlled opponent do whatever he desires.

Clairaudience (2) This spell allows the user to hear through the ears of another person or creature within one mile. While this spell does not allow the user to see anything, he will be able to hear equal to that of the person on which the spell was cast.

Clairvoyance (2) This spell allows the user to see through the eyes of another person or creature within one mile. While this spell does not allow the user to hear anything, he will be able to see equal to that of the person on which the spell was cast.

Confuse (1) This spell may be cast on one target causing confusion for the duration of the spell. Due to indecisiveness, confused targets have -2 to initiative (rolls to see who goes first).

Corona (3) This spell creates a sphere of bright, yellow energy when used. The sphere may be hurled at any chosen target. Upon impact, the sphere explodes engulfing all within a 20ft radius in searing energy. The referee has discretion on how many opponents are hit by the explosion. This spell scores one six-sided die in points on each opponent. Requires a successful roll.

Darkness: (1) Character can leave confrontation at any time, or if he desires to stay in the confrontation, everyone in the confrontation scores -1 point with a successful roll.

Death (5) This spell will instantly defeat any individual, up to forth level, if he fails to make a successful roll. May only be used once per confrontation.

Deceit (2) This spell allows the caster to alter his appearance. Only the caster is effected by the spell and may alter his height by up to 30%, his weight by up to 30%, change the structure of his face (impersonations are 75% successful), place scars on himself, grow hair, as well as change his gender. The caster may not change his voice.

Detect Evil: (1) When cast, this magic can detect whether or not any individual within sight is evil.

Detect Good: (1) When cast, this magic can detect whether or not any individual within sight is good.

Detect Magic: (1) Alerts the character to the use of magic in the area.

Dig (2) This spell burrows a tunnel in the ground that has a 1ft radius per level of the caster. The tunnel extends, in any direction of the caster's choosing, for 50ft per level of the caster.

Disintegrate (4) This spell creates a sphere of magical energy that may be hurled at any one target. Upon impact, the sphere explodes enveloping the target. The decaying energy quickly consumes its victim scoring +5 points.

Dispel (4) While any magic user may terminate any spell he has cast at any time, this spell allows a caster to terminate the effects of any magic within the confrontation. This requires a successful roll and terminates the targeted effect for the duration of the confrontation.

Etherealness (3) This spell allows the recipient to become completely intangible, taking on a translucent appearance. While in this form, the recipient may pass through any solid object and is completely impervious to any attack. However, the recipient can not make any attacks while in this state.

Extended Breath (1) For the duration of this spell, the caster or any one target touched by the caster has no need to breathe. Any character not breathing is not subject to the effects of gaseous toxins.

Fabricate (3) This spell allows the caster to create any gear that costs one or two points. The gear lasts for only one hour per level.

Fear (2) Once per confrontation, the hero can incite fear in his opponents. He must make a successful roll against each opponent. Those rolls that are successful result in the opponent's running away for a number of rounds equal to one roll of a six-sided die.

Fire Bolt: (1) When the fire bolt magic is used, a jet of flames leap from the caster's hand striking any selected target scoring one point. Requires no roll.

Fireball (2) This spell creates a sphere of searing flames that the caster may hurl at any chosen target. Upon impact, the sphere explodes engulfing all enemies. Those within the flames have 1d6 points scored against them.

Flare: (1) When this spell is used, a small 1ft-radius sphere is created in a color of the user's choosing. The sphere, often used to warn others, sheds light in a 15ft radius, and can be seen several hundred feet away. The user may move the sphere in any direction or to any altitude he chooses up to its maximum range.

Fly (3) Hero can leave a confrontation anytime he desires, if he stays away more than three rounds, he reenters with full points, however, so does his opponent. The hero may choose not to leave the confrontation, and may just hover in the air, meaning he may only be hit by ranged attacks.

Force Field: (3) Once per confrontation, the character can negate one roll that scores points against him. He also temporarily gains 5 points.

Gaze (3) This spell allows the caster to turn any one individual to stone. The potential target may resist this effect by making a successful roll. If successful, the target is merely stunned for the next round, his joints stiffened. If he fails, however, he turns to stone. This effect is permanent. It may only be reversed if the caster terminates the spell or the Dispel spell is cast on the target.

Hail of Fire (5) This spell causes a hail of fireballs to fall within the spell's radius. 1d6 golf ball sized spheres of fire will hit each individual, except the caster. These spheres cause 1d6 points of damage.

Hallucinate (3) This spell is similar to the Phantasm spell, in that it creates an illusion within one's mind. This spell, however, creates an actual physical illusion, that all within the spell's radius

will witness. Any damage caused by the phantasm is still considered "fake". The hallucination may consist of anything the user desires, from a disease or object, to a monster. An individual who is convinced the hallucination is real, may be harmed by it. If it is something that he is convinced would kill him, such as being smashed by a large object, then he falls unconscious for the duration of the spell. If it is a creature that he must fight, treat it as though he is in combat with that creature. The individual will be convinced that any damage done by the creature is real, and will feel pain as though the creature's attacks were real. If he is "killed" by the creature, he merely falls unconscious for the duration of the spell. Any damage taken during combat with the imaginary creature is considered real, until the spell expires and the individual realizes it was all in his mind.

Haste: (2) This magic greatly enhances the speed and reactions of the recipient granting him one additional turn per round.

Ignite Fire (1) This spell may be used to ignite any non-magical, flammable material. The caster may choose to ignite one item. The chance of ignition and duration of the fire depends on what is being ignited. Any creature caught in the flames of a burning item has one point scored against them. The flesh of living creatures can not be targeted by this magic, however, its clothes can.

Infraision (1) When this spell is cast, the caster is granted the ability to see in heat patterns.

Invisibility: (2) This magic allows any one individual, and all his equipment, touched by the caster to turn completely invisible for the duration of the spell. The person can not be detected by any normal means, including infraision. The person may only be detected by physical means, in case circumstances, such as, throwing a sheet over the person. Any attempting to attack a non-detected invisible person suffers the same penalties as though they were blind.

Lend Life (3) This spell allows the caster to temporarily give points to any one individual. The caster may give up to 10 points to the recipient. This exchange lasts for the rest of the story.

Light: (1) When used, this magic creates a small sphere (about the size of a baseball) that sheds light upon a 30ft radius from the location of the sphere. The user may control the sphere moving it around.

Lightning Bolt (3) This spell summons a bolt of lightning from the sky that will strike any one target chosen by the user. The lightning bolt scores one six-sided die +2 points. Requires a successful roll.

Lightning Storm (5) This spell summons a lightning storm that hits every individual in the confrontation, with all of them having one six-sided die per level of the user worth of points scored against them. May only be used once per confrontation.

Locate (1) This spell allows the caster to locate any object within sight, so long as the caster knows what the item looks like. The object will appear to glow, surrounded by a pale aura, for the duration of the spell.

Lock: (1) This magic, which may be ran on any chest, door, drawer, or some other portal, allows the user to permanently lock or seal the object. It may only be opened if the user removes the enchantment. Note that this magic does not protect the locked object from being broken, it merely stops a portal from being opened by normal methods.

Luck (3) This spell makes fate smile on any one individual allowing him to use any of the **Lucky** talents listed in the main rules. Only one may be used per confrontation.

Magic Net (2) This spell creates a net of energy that the user may throw on any individual. When tangled within the net, opponents are -1 turn per round.

Magical Mount (2) When the magical mount spell is cast, an ethereal mount of the caster's choice will appear. While this

mount can take on any form (horse, motorcycle, disc, dragon), the object has no use, other than riding purposes and lasts for one hour per level of the caster. The mount can only carry the caster and his gear.

Manipulate Matter: (1) The manipulate matter magic allows the user to create weak effects or change the state of an object. These effects are meant to be used as parlor tricks and are never powerful enough to score points. This magic is very versatile and allows for a great deal of playability. To limit it, however, nothing over three pounds may be lifted and nothing may move more than ten feet from the user. The user may only create one effect per level each time the magic is used. Effects only last for a maximum of rounds equal to the user's level, and all effects must be produced by the time the first effect would normally dissipate. Some good examples are entertaining people by creating balls of flashing light that dance around peoples' heads, refuse whirling around, simple locks unlocking, etc.

Manipulate Size (3) This spell allows the caster to manipulate the size of any individual within the spell's radius. The target's size may be increased by up to one foot per level, or decreased by six inches per level.

Mass Charm (5) Any within the radius of this spell are subjected to the effects of the spell, Charm.

Mass Confusion (3) Any within the radius of this spell are subjected to the effects of the spell, Confuse.

Mass Invisibility (4) Any ally within the radius of this spell are subjected to the effects of the spell, Invisibility.

Massmorph (5) Any within the radius of this spell are subjected to the effects of the spell, Morph Other.

Message: (1) This magic allows the user to record a message at one place of no more than thirty words. After using, the user recites his message and sets a trigger; someone walking into the area, a door opening, etc. If the trigger is activated, the message is played in the user's voice. The message can only be played once.

Minor Invulnerability (4) This spell makes the caster totally invulnerable to any form of attack for the first three rounds of the confrontation.

Morph Others (4) This spell works just as the Morph Self spell, but may be cast on one other individual instead of the caster.

Morph Self (4) This spell allows the caster to change his physical form into anything he desires, up to 25% larger or smaller than his normal form per level. The caster must transform himself into a wild animal or known creature (a bird, snail, or small dragon for example). The caster retains his normal statistics, but gains any natural abilities the creature may possess, such as flight or keen hearing. The caster does not gain any magical or special abilities that the creature may possess, such as breath weapons or psychic powers. This magic lasts for one hour per level of the caster.

Open: (1) This magic allows the user to open any single locked ("magical" or not) or jammed door, chest, or portal that he touches.

Paralysis (3) This spell allows the user to paralyze any one individual he touches. For the duration of the spell, the target is rendered completely helpless. Requires a successful roll to use.

Phantasm (3) This spell allows the user to create a hallucination, within the mind of any one individual in the spell's radius. This person will be convinced that the hallucination is real.

Protection from Evil (2) This spell protects any one individual that the caster chooses from evil. Any evil creature that attacks the recipient scores -1 point.

Protection from Good (2) This spell protects any one individual that the caster chooses from good. Any good creature that attacks the recipient scores -1 point.

Read Aura: (1) This magic allows the user to read the aura of any individual within 15ft of him. Reading an aura indicates:

- ◆ Level of the individual.
- ◆ Main alignment: Good, Neutral, or Evil.
- ◆ Whether or not the individual uses magic (note that this does not indicate what the magic is, it only detects whether or not it exists).

Read Magic (1) This spell allows the caster to understand any written magical language. There is a chance that the caster may not be able to speak the language or even fully comprehend what he has read.

Scorch (1) This spell summons forth from the caster's hand a long tongue of flames that score +1 point on a successful roll.

Send Message (2) This spell allows the mage to send an audible message up to 30 words in length to any person, so long as the user knows the person or the place that he would like the message sent. The message can not be intercepted by any means.

Shield: (1) This magic creates a protective shield of energy in front of the user temporarily gaining 3 points.

Sleep (2) When this spell is cast, the caster may put to sleep any number of creatures with levels equaling the total number of levels he has achieved.

Slow: (2) This SPL greatly hinders the speed and reactions of the recipient penalizing him one turn per round.

Sojourn (4) This spell allows the caster to present any one individual with the task of a quest. This quest may have only one goal, however, that goal is up to the mage who casts the spell. The individual that receives the quest will attempt, by any means necessary, to accomplish the task presented to it, so long as it does not conflict with the individual's alignment.

Spectral Hands (2) This spell creates a pair of hands to aid the caster with whatever he may need. If the hands are used for moving objects, they have a strength equal to that of the caster. The hands may be used as an extension of the caster's hands, casting spells from the spectral hands instead of the caster's. This includes spells requiring touch. However, the caster must still use his turn to cast a spell. If the hands are used for attacking, this still uses the caster's turn.

Steal Life (3) This spell allows the caster to steal the points of another creature. The caster may steal one roll of a six-sided die from the creature. This exchange heals the caster, and harms the victim. The caster can not gain more than his maximum amount of points.

Stop Time (5) This spell places every object within the realm that it is cast, in suspended animation for the duration of the spell, except the caster. During this time the caster is free to roam about doing as he desires, unhindered. Anything the caster does during this time, takes effect when time resumes. For example, the caster stabbing someone with a dagger during a time stop will injure the person once time resumes. The caster may not cast any spells during a time stop. May only be used once per story.

Strike (2) This spell summons an invisible sphere of force that can be hurled, striking a single target scoring +2 points.

Suggestion (3) This magic allows the user to implant a suggestion into a sleeping person's subconscious. This suggestion is limited to ten words +2 words per level. During the course of the next day, the person's subconscious will release the suggestion, and the person will react to it in some manner. Note that suggestions of physical harm towards oneself or another will not work. However, one may suggest to the person that they strongly dislike another, which may eventually lead to an episode of violence against another.

Summon Servant (4) This spell summons one creature per level of the caster, to protect the caster for the duration of the spell. All creatures are first level. These creatures may have whatever talents, gear, and powers the caster desires. These aspects, however, cost points deduced from the creatures'. The creatures are under complete control of the caster, however, when the spell's duration ends, the creature will revert back to its natural demeanor. This may sometimes prove harmful to the caster.

Summon Servant II (4) This spell summons one creature of equal level of the caster, to protect the caster for the duration of the spell. It may have whatever talents, gear, and powers the caster desires. These aspects, however, cost points deduced from the creature's. The creature is under complete control of the caster, however, when the spell's duration ends, the creature will revert back to its natural demeanor. This may sometimes prove harmful to the caster.

Telekinesis: (2) This program allows the user to move objects with thought. Any object, up to the size of a person.

Teleport (4) This spell allows the caster to transport himself and all of his equipment instantaneously to any point within one mile per level.

Temporal Distortion (5) This spell allows the caster to unravel space-time and restring it to his desires. This effect is limited. The caster may only change one event that has already happened, which must have taken place within the past week. The degree to which he may change the event is up to the referee. Casting this spell may alter past reality, therefore it consumes one point permanently. May only be used once per story.

Toxic Cloud (4) This spell creates a thick, billowing cloud of green poisonous gas that starts at a 10ft radius away from the caster. The gas looms heavily in the air, and slowly creeps toward the outer edge of the spell's radius, the confrontation area. The gas moves at a rate of 20ft per round covering every square inch of the spell's radius until it reaches the outer edge. There it slowly dissipates, losing potency at the end of the spell's duration. All those trapped within the gas, have 2 points scored against them per round, -1 turn per round, and must make a successful roll each round or instantly lose consciousness. Those who are overcome by the gas will regain consciousness in 1d6 rounds of the spell's expiration.

Ventriloquism (1) This spell allows the caster to "throw his voice" in any direction so to make it appear as though some other person or object is speaking.

Vision (3) This spell allows the caster to see visions of the future. The duration, magnitude, and importance of the vision is up to the referee, however, all information in the vision must eventually come to pass.

Weightlessness: (1) This magic allows anyone or anything, weighing up to as much as a person, touched by the user to become nearly weightless.

Wizard Sight (2) When this spell is cast on an object, the wizard may at anytime see, with his normal range of vision as if he were in the object's place. He will not hear anything.