

Magic User Template for BTS-2

Note: Books that are useful to have as of this writing include *RIFTS: Book of Magic* (Invocation Spells), *RIFTS: Federation of Magic* (Conjurer O.C.C.), *Nightbane* (the core book and *Through the Glass Darkly*, for O.C.C.'s), *The Rifter #13 & #27*, and of course *BTS-1*.

This template is designed to allow players to have magic users as an option in BTS-2. Any GM's who decides to use this template and allows PC's to be magic users, you'll both need to do this with an understand that the rules and details can (and probably will) alter and change as new rules, clarifications and more information about the upcoming BTS sourcebook *Beyond Arcanum* becomes available. Whenever this happens, the GM's/Players should update their rules and info accordingly to closer match what the magic system will be like. The GM and players will need to work together to make this template work until the sourcebook is available. Note that once B.A. has been released, this template will be obsolete and no longer needed.

Magic users works similarly to Psychics in BTS-2: First off, the magic system will work similar to how psychics work via the "Proximity equals Power" rules (see BTS-2, page 30).

Base P.P.E.: Whatever magic class you're using, roll the starting Base P.P.E. and increase normally. Note: It's recommended that the *Sorcerer* O.C.C. from *Nightbane* (the version from *Through the Glass Darkly* on page 10 offers even better flavor text and ideas) is used in place of the *Arcanist* from BTS-1 as it's a newer version of a mage while having similar horror RPG text and flavors.

From there, the base amount available is divided by 4 (rounding down) to reflect the power boosts on page 31-32 of BTS-2. Once you have your base P.P.E., you multiply it the same method as *Using I.S.P. Multipliers* on page 32 of BTS-2

Under the Microscope – Base P.P.E. only

Works the same as *Under the Microscope* on page 31 of BTS-2.

Investigating the Supernatural -- Base P.P.E x2

Lesser Demons & Demonic Servants -- Base P.P.E x4

Greater Demons & Demonic Servants – Base P.P.E x6

Ancient Evil and Alien Intelligences -- Base P.P.E x10

Using P.P.E. Multipliers works the same as *Using I.S.P. Multipliers* on page 32 of BTS-2

P.P.E. Recovery, alternative P.P.E. sources, number of actions to cast a spell and such remain unchanged at this time. Note that any reference to Mega-Damage is ignored; use S.D.C. equivalent.

Magic spells, like psionic abilities, are supernatural oriented: Similar to how psychic abilities work, magic spells are far more potent and dangerous against supernatural beings/creatures of magic than against mortals/humans. Most low-level offensive spells only do 1 or 2 points damage to mortals at most. At this time, the damage inflicted on mortals is 10% (rounding down) of the damage they do against the supernatural.

Example: Joe the Arcanist, like many self-respecting magic users, knows the 4th level spell "Fire Bolt". When casting Fire Bolt against a supernatural being or creature of magic, the dice roll for damage is 6D6 (36 max damage potential). When this same spell is casted against a human or an animal, it only does 3 points of damage as 10% of 36 is 3 (rounded down).

The 3 points of damage is enough to inflict minor damage, 2nd or 3rd degree burns and stings like the dickens (*maybe* requiring a save vs. Pain), burns holes in clothing and the like, but the spell not nearly as effective as it is against supernatural beings, and certainly not worth the P.P.E. cost. Even standing on or near a ley line (does 4 damage) or on or near a ley line nexus (does 6 damage) offers little improvement to the damage against mortals.

Note that spells like *Telekinesis* does the same damage to mortals as the supernatural (when it gets past their natural A.R.) as it's the physical object doing the damage, not the spell itself. Illusion spells, like *Apparition* on page 136 of *Nightbane*, still works the same on mortals as they might on the Supernatural. In fact, illusion spells can work better than expected against those mortals who don't know of - or even believes - in magic, which is the vast majority of people on BTS Earth.

Magic spells will offer more personal flavor in BTS: Due to the low magic energy level of BTS Earth, most magic spells work as minimal, as efficient, and as personal as possible. Kevin has offered some examples of this in past discussions. One example mentioned was the "Sense Evil" spell. Instead of getting a simple "sense of the presence" note, the environment around him provides the Arcanist with noticeable differences and changes.

For example, all the dogs in the neighborhood begin barking hysterically, the birds and insects start squawking and chirping alarmingly (or suddenly go silent), a peculiar gust of wind springs up out of nowhere from a specific direction, the picture and sound from a nearby television or smartphone screen and speaker fills with static and has trouble transmitting, the picture frames in the room all tilt a little, and other unusual events happen, warning the magic user of the presence of nearby supernatural evil while being subtle about it.

In past conversations with Kevin, he's mentioned atmospheric based spells (casting fog, summoning clouds, dimming the ambient light in the area, create bone chilling cold and frost, making it festering hot and steamy, causing blackouts, etc.), spells that summon different types of animals, spells to summon temporary familiars, spells that have affect on the dead (such as reading how long they've been dead, what killed them, etc.), and spells that offer various protections, like desensitizing people to Horror Factor, various types of protections and shielding, or turning themselves into ghostly-like beings, and the like.

While I hope to add examples in future updates, at this time it's up to the GM and players to come up with personal touches a horror vibes and flavor text when using spells. I encourage experimenting with this to make your game feel more BTS-like.

Note: I ask that anytime a GM or player makes clever use of a spell with flavor text or a more personal touch or method of using them to send an email to me at hostofthehouseofbts@gmail.com (or via Facebook or Discord) and let me know what you did and/or how you did it. Your example might get added to an updated template and possibly even to the upcoming sourcebook!

Additional Notes

Spells and references to non-BTS specific games are ignored. For example, the spell *Nightland Portal* on page 141 of *Nightbane RPG* is not an applicable spell in BTS, nor any other *Nightbane* specific spell.

The Nega-Psychic's *Magic Disruption* ability (BTS-2, page 60) works as intended against magic users.

Invocation spells can be found in multiple sources, including BTS-1, *Nightbane* and *RIFTS Book of Magic*. If other good sources are found, you're encouraged to send me a message.

The following magic classes can be considered *BTS friendly* at this time:

- The Arcanist from BTS-1, but the *Sorcerer* from *Nightbane* is recommended as it's a newer class.
 - The Mystic, The Acolyte, the Channeller, the Cybermage (with a seasoned GM who understands its eccentricities) and Fleshsculpters from *Nightbane* & the *Through the Glass Darkly* sourcebook
 - The Arcane Detective on page 125 of *Nightbane: Between the Shadows*. Note that the GM will have to decide if they want to have/use the agency mentioned in their book, or make it a part of the Lazlo Agency/Society, or use their own version.
 - The Conjuror from *RIFTS: Federation of Magic* -The Arcane Archaeologist from the *Rifter #13*
- Note: If you come across what you believe is a good candidate for a magic OCC in BTS, let me know.

Employment: Note that those mages who are not employed or funded by a magic guild or brotherhood, a wealthy patron, or paranormal research group/company can find employment as a detective, entertainer, profession magician, reality television or YouTube host, librarian or researching related possession, writer or novelist, or a similar profession that plays on the strengths of the mage's magical aptitudes.

The Pros and Cons of Studying Magic: Starting on page 57 in the *Rifter 27*, this article was written as a sort of add on to the *Through the Glass Darkly* sourcebook for *Nightbane*, giving the magic user an option of gaining a variety of magic proficiencies as well as limitations to make their magic user more unique as well as providing role-playing opportunities. However, due to its proven abuse noted by a few sources, the ability "Cast by Thought Alone" should NOT be an available option if the player is selecting as opposed to rolling for their proficiencies.

More to come in future revisions and updates...

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From the writing desk of the Host of the House of BTS (houseofbts.net)