

MAGIC NOTES FOR CONSTABLE SHUTTER

You're a one-term Unseen University dropout who's gone into the Watch as a fallback job. Commander Vimes has persuaded the Archchancellor to rule that you can use the very little, passive magic you learned in that one term in the course of your duties, to save the Watch from having to pester the faculty every time they want to run a basic check for magic; provided that you don't make too much of a prat of yourself, the University will turn a blind eye.

The new edition of the *Discworld RPG* includes a whole new magic system, which is designed to be highly flexible with lots of options. However, realistically, you can only attempt a very few, very minor effects. Here's how you do this stuff.

1. Your Available Spells

Your magical abilities are basically about passive sensing of magical energies. You can use three different spells with some meaningful chance of success. Each spell has a Magic Point (MP) cost and a Base Skill level for yourself:

Analyse Magic

Identifies the exact spells on an object or a person. If the subject bears multiple spells, the first casting identifies the one that used the fewest MP and reveals that there are more, the next casting discloses the spell with the next-lowest cost, and so on.

Each casting costs 4 MP, and the extended testing process involved takes you at least an hour of chanting, mumbling, hand-waving (with both hands), and fancy footwork. Your Base Skill with this is 6.

Check Thaumic Flux

This spell determines the nature and level of local ambient magical energies. The procedures involved are simple enough that they don't usually cause trouble, even in high and/or unstable magical flux levels, except on a critical failure. Provided that the local energies aren't doing anything too weird, a margin of success of 2+ also provides a sense of the orientation of the ambient magical field, suggesting which direction is hubwards.

Casting the spell costs you 1 MP and takes you 2 seconds of chanting, mumbling, hand-waving (with both hands), and possibly fancy footwork. Your Base Skill with this is 8.

Detect Magic

Although your innate Magery advantage gives you some ability to sense magical forces, this simple spell can make things far more certain and reliable. It can tell whether an object or a phenomenon is magical. If it's successful, a second casting can determine whether the magic is permanent or temporary. Critical success gives full details of the magic, insofar as you can understand them.

Casting this spell costs you 1 MP and takes you 1 second; you must say a few audible words and make some gestures with one hand, while standing still. Your Base Skill with it is 12.

2. Modifiers

Time to Cast: by taking **twice as long** to cast any of these spells, you can get a **+1 bonus to base skill**. You'll probably want to do this most times.

Range: Because these are informational spells, you can cast them at ranges of up to 200 yards at no penalty. If you really want to try longer ranges, up to ½ mile gives you -1 to skill, and beyond that up to 1 mile gives -2. However, you still need line of sight on the subject.

Trying Too Hard: If you're really desperate, you can get **+1 to skill by burning 2 Magic Points** (MP – see below).

3. Casting the Spell

Take the listed time; if, during that time, you use an active defence or are injured, stunned, grappled, or knocked back or down, you must make a Will-3 roll or the spell fails automatically. Otherwise, if you complete the casting okay, roll against base skill with modifiers and see what you get.

Critical Success – The spell goes off *and* you get to keep all your MP.

Normal Success – If you have the required MP, you spend them and the spell goes off. If you don't have enough MP, you lose all the MP you do have but nothing happens.

Normal Failure by 1-5 – Nothing happens, but you don't lose any MP.

Normal Failure by 6+ – Nothing happens, *and* you lose MP equal to a roll of 1d or however many the spell would have cost you, whichever is less.

Critical Failure – You spend the MP that the spell would have cost you (or all the MP you have, if that wasn't actually enough), the spell fails, and you roll on the **Magical Fumble Table**.

4. Recovering MP

If you currently have fewer than your normal maximum number of MP, you regain them at a rate of 1 MP per 10 minutes.