

0 Level Magic

A Basic Fantasy RPG Supplement

Release 2
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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement to the Basic Fantasy Role-Playing Game rule system provides additional, very low level magic for characters. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Have you ever thought that your magic-user should be able to light a candle without a second level spell? Or that your cleric should always be able to pray for inspiration, even at first level? This supplement gives you your chance!

Description

0 level magic effects are called cantrips by Magic-Users and other users of arcane magic, and orisons by Clerics and other users of divine magic. A spell caster may invoke a 0 level magic effect at will as many times as desired, though the GM may limit this as desired or as needed. All zero level magic effects take one full round to cast and will only last for one round. (Though the results of the magic may remain after that round.)

0 level magic effects are not spells. Though they are cast like a spell, they are not technically a spell. They do not require a verbal component, but always require some kind of movement to invoke. As the effects are not spells, there is no preparation. The caster simply gestures accordingly and the desired effect takes place.

All 0 level magic is limited by the following constraints:

- It takes one round to cast.
- It lasts for one round (or is instantaneous).
- It has a maximum range of 10 feet.
- It can provide a +1 bonus.
- It can provide a -1 penalty.
- It can exert up to five pounds of force.
- It can't create anything.
- Change the temperature by 10 degrees.

Within these limits, pretty much any effect can be created.

Despite have a maximum duration of 1 round, the results of the effect can be permanent. So, if a robe is cleaned, the item stays clean as the removed dirt is now on the ground. If a rope is mended, it stays mended as the effect

was binding the frayed ends back together. Change the temperature of the air, and it goes away immediately after the 1 round, but change the temperature of a drink, and it takes longer to get back to room temperature.

At the GM's option, a non-spellcaster character might be allowed to use 0 level magic. In such a case he or she will likely have a limited number of uses.

Examples

Here are some examples of the types of effects that can be performed using 0 level magic.

Bless: Provide someone a +1 bonus on a saving throw or attack roll. (One or the other, not both at the same time.)

Chill: Cool one drink.

Clean: Clean one large (or several small) garments.

Color: This can change the color or texture of a simple non-living, non-magical object.

Flavor: Change the flavor of a substance. This actually changes the substance subtly, so the new flavor stays.

Inspire: Give yourself a +1 attack bonus on an attack made in the next round.

Mend: Fix a small object (broken rope, tear in robe, hole in sole of shoe). The act of fixing is the effect; the repair remains.

Move: Move or manipulate an object without touching it. If the object is in midair after one round of movement, it falls from where it is; it does not return to its starting spot.

Spark: Light a highly flammable object (e.g. a candle or torch).

Again, the above is simply a short list of examples. They are intended to serve as an inspiration, are not an exhaustive list of all possibilities. The intent is to inspire new ideas, not restrict to a single set of options. As always, the GM is the final arbiter of what is permissible and what is not.

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