BEYOND REMARKABLE

A UNIVERSAL ROLEPLAYING SYSTEM



GUIDE TO MAGIC

LISTENING POST STUDIO



GUIDE TO MAGIC

Powerful. Flexible. Dangerous. Never automatic.

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About This Book

The Guide to Magic expands Beyond Remarkable with complete rules for creating Wizards, learning and casting spells, ritual magic, countermagic, magical items, improvisation, and a ready-to-use Grimoire. It assumes access to the Beyond Remarkable Player's Guide for the Universal Table, rank values, combat, movement, operating scales, advancement, and general Power procedures.

Magic in this book is deliberately built on the same engine as every other Beyond Remarkable capability. A spell may be supernatural in source, but its damage, range, resistance, targeting, duration, and interaction with the world remain part of the same game.

> **CORE PRINCIPLE**
> Magic is not a second game system. Magic is a source and method. The effect still obeys Beyond Remarkable.

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Design goal: powerful, flexible magic that rewards knowledge and planning without requiring a separate mana economy, a second combat engine, or a mandatory spell-slot schedule.

Contents

CHAPTER	TITLE	PAGE
1	Foundations of Magic	1
2	Creating a Magic User	3
3	Casting Magic	7
4	Sources, Traditions & Styles	10
5	Requirements, Limits & Consequences	12
6	Countermagic & Magical Combat	14
7	Rituals & Advanced Magic	16
8	Magical Items & Enchantment	19
9	The Grimoire: 69 Spells	21
10	Judge Tools, Quick Rules & Index	37

> **THE WIZARD'S GAME**
> A Wizard should become more dangerous in the hands of a player who understands the situation. The strongest move is not always the highest-ranked spell. Timing, positioning, Wards, Counterspells, unusual resistance channels, and knowing when not to spend an action are part of the class fantasy without becoming a separate class system.

CHAPTER 1

FOUNDATIONS OF MAGIC

Magic is supernatural. The rules used to resolve it are not.

◆ Magic in Beyond Remarkable

A spell is a ranked capability. It uses the same Universal Table, action economy, damage rules, resistance procedures, operating scales, environmental consequences, advancement structure, and Scale Gates used by other Beyond Remarkable Powers. A magical attack is still an attack. A magical barrier is still protection. A magical gateway is still transit. A magical creature is still a creature once it arrives.

What makes magic distinct is how it is learned, where its power comes from, what it requires, how it may be opposed, and what happens when a magician tries to push beyond a known spell. The game does not need a second combat chapter merely because the source is mystical.

> ◆ **THE RULE TO REMEMBER**
> Magic is a source and method. The effect still obeys Beyond Remarkable.

◆ Spell Rank

Every spell has its own Spell Rank. There is no universal Magic rank that makes every spell equally powerful. A Wizard might possess Eldritch Bolt at Remarkable 26, Teleportation at Good 8, Detect Magic at Incredible 36, and Binding at Excellent 16. Those are four separate capabilities with four separate advancement tracks.

Spell Rank answers the question: how strongly can this spell perform the effect it actually has? Depending on the spell, Rank may control damage, protection, range, duration, area, mass, target count, resistance, information, or the intensity that another effect must overcome.

Rank never adds functions the spell does not possess. A Class 1000 Binding spell has extraordinary authority to bind. It does not also become Class 1000 Healing, Teleportation, Weather Control, Resurrection, and mind reading merely because those things can also be magical.

◆ Psyche

Psyche represents the magician's will, discipline, identity, concentration, and ability to withstand mental or supernatural pressure. It is not a second Spell Rank and does not increase damage or range merely because the Wizard is strong-willed.

> ◆ **TWO QUESTIONS**
> Spell Rank: Can the magic do this?
> Psyche: Can the magician handle this?

Use Spell Rank when the uncertainty belongs to the spell: pushing a limitation, improvising an extension, countering another spell, overcoming equal magical opposition, or performing a spell-specific precision task. Use Psyche when the uncertainty belongs to the caster: holding concentration through serious disruption, resisting possession or mental attack, or surviving a spell-specific demand on will.

◆ Magic and Defenses

Magic does not automatically bypass defenses. A magical fire blast still encounters protection against fire. A magical blade still encounters appropriate physical protection. A magical lightning attack still encounters electrical resistance. Calling something magical is not permission to ignore the rest of the character sheet.

Magic is dangerous because it can attack channels that overwhelming physical power does not automatically provide. A character may have incredible Body Armor and still possess only ordinary protection against a curse, a transformation, a spiritual assault, mental influence, dimensional displacement, or Binding.

> ◆ **ASYMMETRY, NOT SUPERIORITY**
> Magic does not automatically bypass defenses. It can attack defenses that overwhelming physical power does not automatically provide.

◆ Four Forms of Magical Use

Known Spells

A Known Spell belongs to the character. It has a personal Spell Rank, may be cast normally, may be advanced, and may support bounded magical stunts. Known magic is dependable magic.

Formula Magic

A Formula is a complete set of instructions for one specific magical operation. A character may perform a Formula without permanently knowing the spell if the Formula is complete, comprehensible, and its requirements can be met. Formula magic is always ritual magic and uses the Formula Rank written into the instructions.

Improvised Magic

Improvisation is a logical extension of a Known Spell. It lets a Wizard solve problems the Grimoire did not anticipate without turning every spell into unlimited reality control. Improvisation uses the underlying Spell Rank, gains Improvisation Strain, and cannot create an unrelated Power or exceed the spell's actual authority.

Overreach

When accumulated Strain would push an improvisation beyond Red, the Wizard may stop or force the attempt as Overreach. Overreach is dangerous because the magic is still possible but the magician has pushed beyond safe control. It never makes an impossible idea valid.

> ◆ **MAGIC IDENTITY**
> Known Spell = dependable. Formula = instructions. Improvisation = flexible. Overreach = dangerous.

CHAPTER 2

CREATING A MAGIC USER

Mystical power does not automatically make a Wizard. The choice matters.

◆ The Mystical Power Source

A character whose straight Power Source result is Mystical has supernatural force at the root of their abilities. That character might be cursed, transformed, empowered by an artifact, born from an occult lineage, marked by a spirit, or otherwise magical without ever learning to cast a spell. Mystical is a Power Source. Wizard is a character-generation path.

> ◆ **WIZARD OPTION**
> If Power Source is Mystical, ask: "Do you wish to be a Wizard?" If yes, all subsequent starting Power generation uses the Magic and Spellcasting rules in this book. If no, continue normal character generation.

Only a straight Mystical Power Source triggers this option. Hybrid/Multiple containing a Mystical element does not create a Wizard-generation back door. A Divine, Cosmic, Technological, or Artifact character does not become a starting Wizard merely because the fiction looks occult.

◆ Mystical Acquisition

D100	ACQUISITION	FINAL SCOPE IF STARTING FROM MYSTICAL EXPANDED
01–20	Formal magical training / apprenticeship	Exceptional
21–30	Self-taught occult study	Expanded
31–40	Inherited mystical lineage / tradition	Expanded
41–48	Awakened innate magical potential	Expanded
49–58	Chosen or gifted by entity, order, or tradition	Expanded
59–68	Pact, bargain, or supernatural contract	Expanded
69–78	Curse or imposed magical transformation	Expanded
79–86	Bond with enchanted artifact	Standard
87–93	Ritual transformation, initiation, or investiture	Expanded
94–96	Stolen or usurped magical knowledge / power	Expanded
97–98	Resurrected or recreated through magic	Expanded
99–00	Unknown origin or synthesis of traditions	Exceptional

Mystical normally supplies Expanded Power Scope. Acquisition H reduces it to Standard because the character's starting supernatural capability is concentrated through the artifact. Formal training and a broad synthesis of traditions raise it to Exceptional. All other Mystical acquisitions remain Expanded.

◆ Power Scope and Spell Slots

D100	FOCUSED	STANDARD	EXPANDED	EXCEPTIONAL	TRANSCENDENT
01–10	1	2	3	4	6
11–15	1	2	4	5	6
16–20	1	3	4	5	6

D100	FOCUSED	STANDARD	EXPANDED	EXCEPTIONAL	TRANSCENDENT
21–30	2	3	4	5	6
31–35	2	4	4	6	7
36–45	2	4	5	6	7
46–55	2	4	5	6	7
56–60	2	4	5	6	7
61–65	2	4	5	7	7
66–70	3	4	5	7	8
71–80	3	4	6	7	8
81–85	3	5	6	7	8
86–90	3	5	6	8	8
91–95	3	5	7	8	8
96–100	3	5	7	8	8

For a Wizard, Power Slots become the starting spell budget. Random Standard spells cost 1 slot. Random Major spells cost 2 slots. If only one slot remains and a Major spell is rolled, follow the normal insufficient-slot procedure: either release a previous random Standard spell to pay the cost or reroll the individual result within the same category until a Standard result appears. If a category contains no Standard result, reroll the category.

If the campaign permits choosing rather than accepting a random result, a chosen spell follows the normal Beyond Remarkable chosen-Power cost: 3 total slots. A chosen Standard spell begins no lower than Good; a chosen Major spell begins no lower than Excellent.

◆ Starting Spell Rank

D100	RANK	SCORE
01	Feeble	1
02–05	Poor	3
06–15	Typical	5
16–35	Good	8
36–60	Excellent	16
61–80	Remarkable	26
81–90	Incredible	36
91–96	Amazing	46
97–98	Monstrous	63
99	Unearthly	88
100	Shift X	126

Random Major spells cost 2 slots and begin no lower than Excellent 16. If a Major spell's Rank roll is lower, raise it to Excellent; do not reroll. Major describes breadth, not force, so a Standard spell can begin at a higher Rank than a Major spell.

◆ Random Spell Generation

D100	SPELL CATEGORY
01–15	Attack & Harm
16–28	Defense & Wards
29–38	Movement & Travel
39–50	Detection & Revelation
51–60	Influence & Mental Magic

D100	SPELL CATEGORY
61–70	Healing & Restoration
71–79	Transformation
80–87	Binding & Control
88–94	Summoning & Conjuration
95–00	Greater & Unusual Magic

For each spell, roll the category, then roll on that category's table in Chapter 9. Roll the Spell Rank and pay the slot cost. A random Wizard is not guaranteed an attack, a defense, a movement spell, or a tidy package. The result is intentional: roll it, keep it, and make the character make sense afterward.

◆ Duplicate Spell Mastery

If random starting spell generation produces a spell the Wizard already knows, choose one of two results. Reroll the individual spell within the same category, or keep the duplicate as Spell Mastery. Spell Mastery does not create a second copy. It permanently raises the existing spell by +1CS. Each later duplicate may do the same, cumulatively, and the duplicate uses the spell's normal slot cost.

> ◆ **ONE-SENTENCE SAFEGUARD**
> Duplicate Spell Mastery applies only during random Wizard character generation.

After play begins, finding another copy, teacher, Formula, grimoire, or tradition containing a spell already known may provide access, study, or Story evidence for normal advancement, but it never grants a free +1CS. If starting Mastery raises a spell above Shift X, that higher Rank is legal. Shift X is the normal starting random Rank ceiling, not a magical ceiling.

When Spell Mastery crosses from Shift Z into a Class rank, the spell gains no new function. Record its Class domain, scope, conditions, manifestation, counters, and defeat state using the normal cosmic-scale rules. Rank becomes authority inside the spell's existing function, not authority over "magic" as a whole.

◆ Finish the Wizard

1. Choose the Wizard's Primary Source: Personal, Ambient, or External. If a spell lists Source: Any, that spell normally adopts the Primary Source when learned unless the player records a different legal Source.
2. Choose one primary Magical Tradition. Tradition explains training and style; it does not grant bonuses, restrict the Grimoire, or replace the spell's Source.
3. Record any Requirements, Restrictions, Costs, Consequences, or Obligations that actually matter. Do not add decorative limitations merely to earn benefits; there is no starting discount system for magical inconvenience.
4. Record Improvisation Strain: ◯ 0 ◯ +1 ◯ +2 ◯ OVERREACH.
5. Convert each spell's Range, Area, Duration, Mass, and Target Track into the actual values supplied by its Rank when preparing the final character sheet.

◆ Example Wizard: Mira Calder

Mira rolls Mystical and chooses the Wizard path. Her Acquisition is Formal Magical Training, raising Mystical's Expanded Scope to Exceptional. Her Scope roll produces 7 slots. Random generation yields True Sight (Poor), Elemental Blast (Good), Locate (Incredible), Binding (Poor), Restoration (Remarkable), and Mystic Absorption (Excellent, Major). The Major spell costs 2 slots; the other five cost 1 each, spending all 7.

Mira chooses Ambient as her Primary Source and Arcane — Ritual Geometry as her Tradition. Her staff is a Focus Requirement for several spells but is not itself a free Power. She is a Wizard with excellent information and recovery tools, weak direct restraint, a modest attack, and one serious defensive Major spell. Nothing in the rules needs to "fix" the spread. The character is interesting because she must learn how to use what she has.

◆ Generation Example: Duplicate Mastery

A second Wizard has 6 spell slots. The first four results are Eldritch Bolt at Amazing 46, Ward at Good 8, Teleportation at Excellent 16, and Detect Magic at Typical 5. The fifth random result is another Eldritch Bolt. Instead of rerolling, the player spends that duplicate Standard slot on Spell Mastery and raises Eldritch Bolt from Amazing to Monstrous 63. The sixth slot then produces Healing at Good 8.

The character begins with only five different spells, but one of them is far stronger than the normal random Rank roll produced. That is the deliberate trade: breadth was exchanged for specialization. If a third Eldritch Bolt had appeared, the player could have raised it again to Unearthly 88. Once character generation ends, however, future copies of Eldritch Bolt never grant another free +1CS.

Wizard Does Not Mean “Only Magic Forever”

The Wizard choice controls starting Power generation. It does not dictate everything that can ever happen afterward. During play a Wizard may bond with an artifact, survive a transformation, gain wings, receive cybernetics, acquire alien technology, awaken a nonmagical Power, or otherwise change through story and advancement. Those later capabilities use the normal Beyond Remarkable procedures.

The reverse is also true. A non-Wizard Mystical character, a technological operative, an offworld explorer, or another hero may later learn one or more spells if the campaign provides access, study, and advancement. Learning a spell does not retroactively rebuild the character as a Wizard. Wizard is a starting path; magic remains part of the shared universe afterward.

CHAPTER 3

CASTING MAGIC

One action. One roll. No ceremonial bureaucracy unless the spell actually calls for it.

When a Spell Requires a Roll

A spell does not require a roll merely because it is magic. If a Known Spell is being used normally, within its limits, with no meaningful uncertainty or opposition, it works. Routine magical use should be as routine as ordinary use of any other Power.

Roll only when the outcome is uncertain and consequential. Typical reasons include attacking a resisting subject, overcoming an equal magical effect, pushing a limitation, improvising, maintaining concentration through serious disruption, performing difficult precision, or doing something a spell specifically says requires a FEAT.

One Action, One Roll

Do not roll once to cast and again to see whether the same spell hits. The action that resolves the uncertainty supplies the roll. A projectile spell uses the attack roll. A direct supernatural attack uses the Spell Rank attack roll. A hostile mental spell uses its direct Spell Rank attack followed by the target's resistance because the resistance belongs to the target, not because the caster is paying a second activation tax.

> **CASTING ECONOMY**
> If one action already resolves whether the spell succeeds, do not add a second caster-side roll simply because the effect is magical.

Attack Delivery

DELIVERY	ATTACK RATING	EXAMPLES
Projectile or aimed emission	Agility	Eldritch Bolt, Elemental Blast, Mystic Barrage
Close or weapon delivery	Fighting	Mystic Weapon, touch attack when contact must be established
Direct supernatural effect	Spell Rank	Command, Withering, Banishment, hostile Polymorph
Area Attack	Spell Rank	Arcane Burst and other Area spell attacks

Delivery and effect are different questions. Agility may determine whether an Eldritch Bolt strikes while Spell Rank determines its damage. Fighting may deliver a Life Drain through contact while the spell's Rank determines the drain. A direct curse does not become more accurate because the caster owns a pistol; the magic itself is the delivery.

Resistance

There is no universal "save versus magic." Every spell states what resists it. Psyche commonly resists mental, spiritual, identity, command, fear, and soul effects. Endurance commonly resists hostile bodily transformation, disease, weakness, paralysis, and biological effects. Specialized magical, dimensional, temporal, or other explicit resistance may substitute when the character actually has it.

Use the normal ranked-intensity ladder. An opposing intensity two or more ranks lower may be automatic when routine and safe; one rank lower or equal normally requires Green; one rank higher requires Yellow; two ranks higher requires Red; three or more ranks higher is impossible without an Enabler. Specific spell procedures override this only when they say so.

◆ Range, Area, Mass, and Targets

Spells use the same operating scales as other Powers. Range letters are scale keys, not adjectives. Range A is focused projection, Range B is extended scene-scale reach, Range C is regional, Range D is remote influence, and Range E is transit. The character sheet should record the actual range supplied by the spell's Rank, not merely the letter.

If a spell affects separate subjects and does not state a Target Track, use Targets A. One attack against multiple independent Targets A normally requires one FEAT per target. Targets B, D, and E apply a linked, crowd, or broadcast effect with one caster roll when appropriate, while unwilling subjects still resist separately. Area effects use geometry rather than target count.

◆ Duration

DURATION	MEANING
Instant	The magical act resolves immediately. Consequences may remain.
Timed	The effect lasts for the Spell Rank's Timed Duration unless ended earlier.
Concentration	The spell continues while the caster actively maintains it under the concentration rules.
Permanent	The magical effect has no normal expiration. Permanent does not mean immune to Dispel.

If a spell does not say Concentration, the caster does not need to keep thinking about it. A non-Concentration spell continues while its Duration remains even if the caster casts another spell, moves, defends, becomes distracted, or later becomes unconscious, unless the spell says otherwise.

◆ Concentration

A caster may normally maintain one Concentration spell at a time. Starting a second ends the first. The caster may still move, speak, defend normally, and cast non-Concentration spells. Ordinary movement, ordinary defense, casting a non-Concentration spell, and taking ordinary Health damage do not automatically threaten Concentration.

Stunned or Unconscious ends Concentration. If the caster becomes Staggered, is violently displaced, suffers extraordinary distraction, or is otherwise meaningfully disrupted, make a Psyche FEAT. Success maintains the spell; failure ends it. The Judge should call for this FEAT because the disruption matters, not because "combat is distracting."

> ◆ **CONCENTRATION**
> Duration answers how long the spell can last. Concentration answers whether the caster must actively control it.

◆ Voluntary Rank

A caster may voluntarily use a spell at a lower named Rank when the fiction permits finer or safer output. Lowering Rank reduces every parameter tied to that Rank for that use unless the spell explicitly separates them. Voluntary reduction cannot make an impossible effect legal, erase a Requirement, remove a target's resistance, or create a benefit from being weaker.

◆ Magic, Damage, and Consequences

A spell that deals physical, thermal, electrical, sonic, kinetic, or other recognizable damage interacts with protection against that channel. A spell that attacks mind, soul, identity, time, space, or another nonphysical channel interacts with defenses that actually apply to that channel. Strong physical protection does not silently become strong magical resistance.

Dispel and Anti-Magic affect continuing magic, not history. If a spell ignites ordinary fuel, Dispelling the spell does not unburn the room. If a Portal drops someone from a roof and then closes, the fall remains real. If a spell breaks a mundane wall, removing the spell does not rebuild the wall.

◆ Action Economy

A Wizard receives ordinary movement, one Primary Action, and incidental actions like everyone else. Magic does not create a generic reaction, bonus-action, quick-cast, or multiple-spell economy. Extra actions exist only when a specific established feature grants them. Counterspell uses the same committed or Held Primary Action structure as other defenses, described in Chapter 6.

◆ Worked Casting Examples

Aimed Spell

Mira fires Elemental Blast at a moving armored target. The spell is an aimed emission, so she attacks with Agility. If she hits, the blast inflicts the Spell Rank damage and the target applies protection appropriate to that element. Mira does not make a separate Spell Rank "casting roll" first.

Direct Supernatural Effect

A Wizard casts Withering on a physically powerful opponent. Withering is a direct supernatural effect, so the attack uses Spell Rank rather than Agility. If the attack lands, the target resists with Endurance. The target's Body Armor matters only if it actually protects against this magical bodily weakening; ordinary plate, dense skin, or ballistic armor does not silently become resistance to the curse.

Area Spell

Arcane Burst is centered inside a crowded loading bay. The caster makes one Spell Rank Area Attack FEAT. Every exposed subject resolves defense and resistance separately. The Wizard's allies are not immune just because the Wizard likes them. A mastered selective-area stunt could change that; clever description cannot.

Several Targets

Mystic Barrage is aimed at three guards. If the spell's Rank supplies at least three Targets A, the caster may attack all three as one Primary Action, but rolls Agility once for each guard because they are independent full-effect targets. The player cannot redirect all three projectiles into the same guard for triple damage.

◆ What Happens When the Caster Is Incapacitated

Instant effects are already resolved. Timed and Permanent effects continue unless their description says otherwise. Concentration ends when the caster is Stunned or Unconscious. Maintained effects that explicitly require consciousness, such as Mystic Shield, also end or collapse according to their own procedure. The spell's Duration field matters more than a vague assumption that "magic stops when the Wizard falls."

CHAPTER 4

SOURCES, TRADITIONS & STYLES

Where the power comes from is not the same question as how the magician learned to use it.

The Three Sources

Personal

Personal magic comes from the caster: spirit, will, bloodline, innate supernatural nature, life force, internal awakening, or another power that is genuinely part of the magician. It is reliable because the source travels with the caster and usually cannot be cut off by closing a ley line or dismissing a patron. When Personal magic goes wrong, consequences naturally fall on the caster: exhaustion, pain, instability, loss of control, or temporary unavailability.

Ambient

Ambient magic draws from the world: nature, symbols, elements, occult geometry, places of power, collective patterns, ley lines, the fabric of reality, or similar surrounding forces. It normally works unless the environment is specifically strong, weak, hostile, absent, or altered in a way that matters. Ambient consequences often disturb surroundings: turbulence, warped terrain, awakened symbols, unintended manifestations, or attention drawn through the local magical field.

External

External magic comes through something beyond the caster: a spirit, deity, patron, artifact, dimension, realm, order, ancestral host, or supernatural intelligence. It works while the connection exists. Severing, warding, bargaining, distance, broken obligation, or source-specific conditions may interfere. External consequences often involve the source noticing, demanding, changing terms, withholding access, sending an emissary, or imposing a condition.

Any

A spell listed as Source: Any may be learned through Personal, Ambient, or External magic. Choose the Source when the spell is learned and record it. The choice stays attached to that spell until a legitimate source reconfiguration occurs through advancement or story. "Any" means the spell is teachable through several magical theories; it does not mean the caster changes Source freely from scene to scene.

Source Does Not Rewrite the Spell

Source does not automatically change damage, range, action cost, resistance, or target count. A Personal Eldritch Bolt, an Ambient Eldritch Bolt, and an External Eldritch Bolt can all use the same operating profile. Their difference becomes important when something severs a patron, corrupts a ley line, attacks the soul, alters a required focus, or causes Overreach consequences.

Traditions

Tradition answers two questions: How did the character learn magic, and what does the magic look like when used? Tradition is not a class, does not determine morality, does not set Spell Rank, does not create a list of allowed spells, and does not award automatic bonuses. Two Wizards in the same tradition may know completely different magic.

TRADITION	TYPICAL EXPRESSION
Arcane	Formal theory, occult mathematics, sigils, diagrams, named principles
Folk / Hedge	Local rites, inherited practices, charms, practical magic, oral teaching
Nature	Seasons, living systems, land, weather, beasts, stones, waters
Divine / Invocational	Prayer, liturgy, sacred names, ordained rites, intercession
Spirit	Ancestors, ghosts, local entities, bargains, mediumship
Runic / Symbolic	Written signs, carved formulae, geometric or linguistic authority
Alchemy	Prepared transformations, essences, reagents, correspondences

TRADITION	TYPICAL EXPRESSION
Technomancy	Occult processes expressed through instruments, computation, signal, engineered ritual
Pact	A structured relationship with an External source
Innate	Magic expressed instinctively from an internal supernatural nature
Eclectic	Deliberate synthesis of several methods without one dominant school
Custom	Any coherent training model agreed with the Judge

A character normally records one primary Tradition at creation. Additional traditions may be learned later as story permits. Learning a tradition does not grant spells by itself, and knowing the same spell through a different tradition does not create a duplicate Rank increase.

◆ Tradition and Improvisation

Tradition matters most when deciding whether an improvised use is a logical extension. A Runic Wizard sealing a threshold with Binding is immediately legible. A Nature Wizard using Water Control to redirect blood inside a body is not automatically acceptable merely because blood contains water. The spell's actual function, target class, and limits still matter. Tradition can explain the method; it cannot smuggle in a new Power.

◆ Style

Style is descriptive until it changes a mechanical fact. Green flame, whispered Latin, floating geometric rings, ghostly ravens, hand-drawn circuitry, black candles, harmonic singing, and a silver staff can all describe the same Spell Rank without needing separate rules. The moment style changes access, concealment, time, targeting, vulnerability, or another mechanical fact, record it as a Requirement, Restriction, Cost, Consequence, or item.

◆ Changing a Source

A spell's Source can change in play, but the change must be real. If a Wizard's External patron dies and the character reconstructs the same spell through Personal discipline, the campaign may treat that as equivalent reconfiguration when the new access, vulnerabilities, detectability, and restrictions remain substantially comparable. If the new version is materially better because the spell can no longer be severed by the patron relationship, use the normal Limitation Breakthrough or Power Addition rules.

Keeping both Sources is greater breadth than replacing one with another. A Wizard who can cast the same Ward personally when cut off from an External source has gained a mechanical advantage and should pay for that advantage through the normal advancement structure rather than treating it as descriptive flavor.

◆ Source Stress Tests

Personal in an Anti-Magic Field

Personal does not mean immune to Anti-Magic. The source is internal, but the resulting effect is still magic. A sufficiently strong Anti-Magic Field can suppress it without erasing the Wizard's nature or deleting the spell from the character sheet.

Ambient in a Dead Zone

Ambient magic normally works everywhere unless the campaign establishes a place where the relevant magical environment is absent, damaged, hostile, or sealed. Such a dead zone is a real setting fact, not a surprise penalty invented because the Judge wants the Wizard weak for one scene.

External Across Dimensions

External magic can reach across dimensions when the source relationship says it can. Distance alone does not automatically sever it, but a realm boundary, hostile Ward, broken covenant, cosmological law, or source-specific restriction might. Record those facts before they become convenient plot switches.

CHAPTER 5

REQUIREMENTS, LIMITS & CONSEQUENCES

Limitations should create situations, not prevent play.

◆ Five Kinds of Magical Constraint

Requirement

A Requirement is something the caster must possess or do for the spell to function: Voice, Gestures, a Focus, a Component, a Symbol, a prepared circle, an unobstructed gaze, or another defined necessity. If the Requirement is genuinely unavailable, the spell is unavailable unless another rule specifically allows the caster to work around it.

Restriction

A Restriction defines where, when, or against what the spell works: only under open sky, only on willing subjects, only through a marked doorway, only against spirits, only while touching the ground, or another knowable boundary. Restrictions should be concrete enough that both player and Judge can predict when they matter.

Cost

A Cost is something actually spent: Health, Karma when an explicit rule permits it, a rare component, a consumed charge, a permanent sacrifice, or another resource that does not immediately return. Costs should be uncommon and identity-defining. Beyond Remarkable magic does not assume a universal mana pool.

Consequence

A Consequence is what may happen because the magic is stressed or dangerous. Consequences are especially important for Overreach, unstable rituals, cursed items, and hazardous Sources. A consequence should arise from what the magic is, not from a generic comedy table of random magical accidents.

Obligation

An Obligation comes from relationship: serve the Pale Court, maintain the ancestral shrine, deliver a promised secret, preserve a sacred prohibition, or answer a patron's summons. An Obligation creates story pressure. It is not permission for the Judge to arbitrarily switch off the character whenever convenient.

> ◆ NO UNIVERSAL FUEL POOL
> Magic has no universal fuel pool. If a particular spell, tradition, item, or character concept spends something, record that specific cost. Otherwise a Wizard casts through the normal action and consequence rules.

◆ Requirements on the Character Sheet

Record only the requirements that actually matter in play. "The caster waves a hand because it looks cool" is style. "Both hands must be free to trace the sigil" is a Requirement. "The spell is spoken in an ancient language" is style if silence does not matter; it is Voice if the spell fails when the caster cannot speak.

> ◆ COMPACT SHEET EXAMPLE
> MAGIC REQUIREMENTS / LIMITS
> Voice • Focus: Silver Staff • External: The Pale Court

◆ Voice, Gestures, and Silence

A Voice Requirement needs audible speech or another defined vocalization. Ordinary background noise does not prevent it. A Silence spell, suffocation, a gag, vacuum, injury, or other condition that genuinely prevents the required sound can. Gestures require enough freedom to perform the established motion. Being in melee does not automatically prevent gestures; restraints, paralysis, loss of a limb, or a specifically obstructed hand may.

◆ Foci and Components

A Focus is reusable unless its description says otherwise. A wand, staff, ring, book, blade, mask, tattoo, tuning fork, phone, or machine can be a Focus. Losing it makes the related spell unavailable because the requirement is missing; it does not erase the spell from the character sheet. Replacing an ordinary focus requires appropriate access and fiction, not repurchasing the spell.

A Component is consumed only when the rule says it is. Components should matter because they are rare, dangerous, expensive, symbolic, illegal, difficult to transport, or hard to replace—not because the game wants the player counting handfuls of dust after every scene.

◆ Removing Limitations

A Wizard may eventually learn to cast without a particular focus, break a restrictive activation condition, change the Source of a spell, or otherwise improve access. That is permanent advancement, not a free narrative edit when the limitation becomes inconvenient. Use the core Power Reconfiguration and Limitation Breakthrough rules when the mechanical access improves.

◆ Consequences by Source

SOURCE	GOOD CONSEQUENCE TERRITORY
Personal	Exhaustion, pain, loss of control, temporary spell lockout, reduced effect, injury or identity strain
Ambient	Magical turbulence, warped surroundings, disturbed ley lines, unintended local effects, attracted entities or occult attention
External	The source notices, withholds, demands, changes terms, sends an emissary, marks the caster, or imposes a condition

Consequences should be proportional and relevant. Overreach with a Good spell should not casually destroy a city. Class-rank ritual failure should not be reduced to "you feel tired." The Rank, purpose, preparation, Source, and stakes tell the Judge what scale is appropriate.

◆ Good Limitations Create Decisions

A good limitation changes what the player plans. A staff Focus means disarmament matters. A Voice Requirement means Silence matters. A pact obligation means accepting help may have a price later. A requirement to cast certain rituals under open sky makes location matter. These create scenes. "The Wizard cannot cast on Tuesdays because magic is weird" usually creates bookkeeping instead.

Do not hide ordinary counterplay inside a limitation. Fire can be smothered, minds can resist influence, objects can be broken, concentration can be disrupted, and equipment can be stolen under the normal rules. Those facts do not become special magical restrictions that earn compensation.

◆ Costs Without Mana

Specific costs can make a signature spell memorable without forcing every Wizard into resource accounting. A resurrection rite might consume a unique relic. A blood oath might require actual Health. A divination might burn a one-use seal. An External pact might exact service rather than points. The absence of a universal mana pool means each cost can say something about the magic instead of every character tracking the same battery.

If a cost becomes routine enough that it no longer creates meaningful decisions, simplify it. The game gains little from recording forty-seven identical candles in inventory. It gains a great deal from knowing that the last candle made from the Saint of Roads burns tonight, and the next one cannot be replaced casually.

CHAPTER 6

COUNTERMAGIC & MAGICAL COMBAT

A Wizard who spends every action attacking is leaving half the board unused.

◆ Counterspell

Counterspell stops a spell while it is being cast. There is no generic reaction subsystem. Counterspell uses the caster's Primary Action.

6. If an enemy begins casting before your turn, you may commit your upcoming Primary Action to Counterspell, just like a committed defense.
7. On your turn, you may instead Hold your Primary Action to Counterspell a perceived spell later in the Round.
8. If you already spent your Primary Action and did not Hold it, you cannot Counterspell until your next available action.
9. You must perceive the casting and possess an appropriate magical method of interference. Exact knowledge of the enemy spell is not required.
10. Compare the Rank of the countering spell or effect with the hostile spell. Higher Rank stops it. Lower Rank fails. Equal Rank requires a Green Spell Rank FEAT; success stops the spell.

> ◆ **COUNTERMAGIC QUICK RULE**
> Higher Rank wins. Equal Rank rolls Green. Lower Rank fails. Counterspell stops casting. Dispel ends an existing effect.

◆ Dispel Magic

Dispel attacks magic that already exists. It is a Primary Action. Compare Dispel Rank to the target magical effect: higher ends it, lower fails, and equal requires a Green Spell Rank FEAT. Generic Dispel targets magical effects regardless of Personal, Ambient, or External Source unless a specific effect says otherwise.

Dispel ends magic; it does not undo consequences already produced. Ending magical fire does not extinguish mundane fuel the fire already ignited. Ending a transformation does not restore Health lost while transformed. Closing a gateway does not retrieve someone who already completed transit.

◆ Permanent Magic

Permanent means the effect has no normal expiration. It does not mean irreversible, invulnerable, or immune to interaction. A permanent enchantment may still be Dispelled if it remains an active magical effect. Major enchantments may require a Ritual, an anchor, a true name, a key, an artifact, a specific condition, or another Enabler before ordinary Dispel can engage them.

◆ Wards

A Ward prevents, resists, detects, contains, or punishes a defined magical crossing or act. A Ward is only as broad as its description. "Ward against possession" is not a general force field. "Ward against passage through this door" does not prevent Telepathy across the wall unless the Ward says so.

When a Ward directly opposes a spell, use normal ranked opposition. Higher Rank wins, lower Rank fails, equal Rank requires a Green FEAT by the active effect when a roll is needed. A passive Ward normally does not consume a new action every time it functions.

◆ Suppression and Anti-Magic

Suppression temporarily prevents a magical effect from functioning. It is not Dispel. If suppression ends while the original effect's Duration remains, the magic returns. Compare the suppression Rank to the effect Rank: higher suppression wins; lower suppression fails; equal resolves as normal equal ranked opposition.

An Anti-Magic Field is broad magical suppression. It suppresses continuing magical functions inside its Area but does not erase nonmagical consequences already created. A magical Flight spell stops functioning inside stronger Anti-Magic; gravity then behaves normally. A magical Polymorph may revert while suppressed and return when the subject leaves if its Duration remains. A creature genuinely summoned from elsewhere does not cease to exist merely because the magic that called it is suppressed.

> ◆ **SUPPRESSION**
> A suppression effect affects only the Sources, spell types, or effects named in its description. Anti-Magic is unusual because it names magic broadly.

◆ Portal and Ward

A Ward or hostile spatial effect can oppose the opening of a Portal or Dimensional Gate. Once a Portal exists, a later stronger Ward can suppress passage across the protected boundary without retroactively Dispelling the Portal. If the Ward ends while the Portal still has Duration remaining, passage can resume.

> ◆ **NO PORTAL GUILLOTINES**
> Portal transit is indivisible. A traveler or object that has begun valid passage either completes the crossing or is expelled to the nearest valid side if the Portal ends. Closing a Portal cannot cut a subject in half.

◆ Concentration Under Attack

Countermagic is not the only way to stop a Concentration spell. Stunning or rendering the caster unconscious ends Concentration. Staggering, violently displacing, or exceptionally disrupting the caster calls for a Psyche FEAT. Ordinary Health damage alone does not. This creates tactical pressure without turning every hit into a mandatory concentration tax.

◆ Class-Rank Magic

Ordinary Rank cannot oppose Class-rank magical authority merely because the player rolled Red. A valid Enabler is required to cross a Scale Gate: a cosmic artifact, a dimensional ritual, a known weakness, a severed source, a broken anchor, an equal cosmic force, or another established route. Class-rank Counterspell, Dispel, Ward, or Anti-Magic remains confined to its recorded domain and conditions.

◆ Countermagic in Play

Committed Counterspell

An enemy Wizard wins initiative and begins Command before Mira has acted. Mira may commit her upcoming Primary Action to Counterspell. She identifies Dispel Magic as an appropriate counter. If her Dispel Rank is higher, Command is stopped. If lower, it is not. If equal, Mira makes one Green Spell Rank FEAT. When her normal turn arrives, the committed Primary Action has already been spent.

Held Counterspell

Mira acts first but suspects the cult leader is waiting to open a gate. She Holds her Primary Action. Later in the Round the gate spell begins and Mira spends the Held action to Counterspell. She did not gain a reaction or extra turn; she chose not to spend the action earlier so it would still be available at the critical moment.

Improvised Counterspell

A Water Control spell could logically counter a magical wall of fire even if the Wizard does not know Dispel Magic. If the counter is a substantial improvisation, it may require Yellow. If the fire is equal Rank, countermagic by itself would require Green. Collapse those caster-side demands into one Yellow Spell Rank FEAT, then advance Improvisation Strain whether it succeeds or fails.

◆ Edge Cases Worth Remembering

Sanctuary cares about intended victim, not grammar. “I collapse the ceiling on him instead of attacking him” is still a hostile action aimed at the protected subject. Polymorph changes bodies, not ownership of every Power on the target’s sheet. Anti-Magic suppresses a continuing magical Flight effect, but it does not pause gravity or erase the fall that follows. Dispel can end Permanent magic, but it cannot unburn a building. These rulings are all applications of existing principles rather than special exceptions.

CHAPTER 7

RITUALS & ADVANCED MAGIC

Rituals buy capability with circumstances, not free power.

◆ What Makes a Ritual

Any spell may normally be performed as a Ritual unless its description says otherwise. A Ritual does not change the spell's Source. It changes the circumstances under which the magic is performed and may justify capability that ordinary casting cannot safely provide.

A Ritual may provide greater Power, Reach, Duration, control, a permanent version of an otherwise temporary effect, shared casting, or access through a Formula. The price is meaningful circumstance: time, location, preparation, components, assistants, vulnerability, specialized knowledge, an anchor, or another condition that matters in play.

> ◆ **RITUAL PRINCIPLE**
> Rituals buy capability with circumstances, not free power.

◆ Ritual Time

Use minutes for a focused extension beyond ordinary casting, hours for major preparation or broad changes, and days for extraordinary workings whose scale should reshape the adventure. Do not choose a ritual time merely to inconvenience the player. Choose it because the preparation changes what can happen around the ritual: enemies can interrupt it, allies can protect it, components can be sought, celestial timing can matter, and consequences can accumulate.

◆ Components and Anchors

A ritual component should have a reason to exist. A sympathetic object can establish identity. A true name can establish authority. A circle can establish geometry. A relic can cross a Scale Gate. A place of power can provide Ambient access. An anchor can hold a Permanent or dimensional effect in the world. If the component is interchangeable and trivial, do not waste table time cataloging it.

◆ Group Casting

A group ritual has one Lead caster. The Lead supplies the base Spell Rank and makes the final caster-side resolution. Assistants do not sum Rank numbers. Appropriate assistants may provide access to a Source, maintain components, cover additional ritual functions, satisfy prerequisites, create an Enabler, or justify operating beyond the Lead's ordinary capacity. Resolve one final magical outcome rather than rolling separately for every participant.

If the ritual fails, it normally produces no effect. Dangerous rituals may produce a consequence logically connected to what was attempted. The consequence should come from Source, scale, broken containment, exposed participants, a hostile entity, damaged anchors, or another established danger—not a universal random wild-magic table.

◆ Formula Magic

A Formula is a complete ritual recipe for a specific magical effect. It may appear in a grimoire, carved seal, encoded file, liturgy, recording, device, mural, alien notation, spirit instruction, or another medium. A character does not need to be a Wizard to perform a Formula unless the Formula specifically requires a quality that character lacks.

Every complete Formula has a Formula Rank. A performer who does not know the spell uses the Formula Rank wherever a Known caster would use Spell Rank. Formula casting is always a Ritual and must be performed as written, including its Source, time, components, symbols, location, and other Requirements. Formula magic cannot be Improvised. If the character later learns the spell normally, the new personal Spell Rank is established through normal advancement; the Formula Rank does not set it.

> ◆ **FORMULA**
> A Formula is instructions, not ownership. Finding a spell is not the same as knowing it.

◆ Improvised Magic

Improvisation is a reasonable extension of a Known Spell. The underlying spell supplies the Rank. The player states what the spell is being asked to do differently; the Judge decides whether that change is obvious, substantial, extreme-but-logical, or unrelated.

REQUIRED RESULT	IMPROVISATION
Green	Obvious extension of the existing function
Yellow	Substantial modification that still clearly belongs to the spell
Red	Extreme but logical one-off use that stays inside the spell's authority
Impossible	Unrelated effect, full scope of another Major Power, removed fundamental limitation, exceeded Spell Rank, or another prohibited leap

Improvisation cannot casually increase damage, Range, Area, Duration, or target count beyond the spell's normal operating profile. Extraordinary expansion belongs to ritual territory. It cannot turn utility into a full-rank unrelated attack, force Teleportation onto unwilling targets, turn Healing into Resurrection, make Detect Magic read memories, make Dispel shut down technology, or turn Anti-Magic into universal Power Nullification.

◆ Improvisation Strain

> ◆ CHARACTER SHEET
> IMPROVISATION STRAIN ○ 0 ○ +1 ○ +2 ○ OVERREACH

Advance one Strain step after every improvised spell, whether the attempt succeeds or fails. Strain is character-wide, not tied to the individual spell. Switching spells does not reset it. The first improvisation has no added penalty. The second increases the required result by one color. The third increases it by two colors. If the required result would move beyond Red, the Wizard has reached Overreach.

Known spells do not add Strain. Strain clears only after the scene or sustained danger has genuinely ended and the Wizard receives five uninterrupted quiet minutes to re-center. A momentary pause in combat does not clear it.

◆ Overreach

When Strain pushes beyond Red, the Wizard may stop improvising or force the magic. Overreach always requires a Red Spell Rank FEAT regardless of how simple the original improvisation would have been. Success means the spell works and a Source-appropriate consequence occurs. Failure means the spell fails and a Source-appropriate consequence occurs, potentially worse because the magic broke under stress.

> ◆ OVERREACH BOUNDARY
> Overreach permits a Wizard to force a logically valid improvisation when accumulated Strain would otherwise push its required result beyond Red. It does not permit an unrelated effect, exceed the underlying Spell Rank, remove a spell's fundamental limitations, or create an effect that was impossible before Overreach.

◆ Improvisation and Power Stunts

Improvised Magic does not earn Power Stunt mastery marks. Improvisation is spontaneous flexibility and uses Strain instead of the normal stunt-development surcharge. If the Wizard wants a particular bounded technique to become dependable, develop it separately under the normal Power Stunt rules. A curved Eldritch Bolt, specialized Binding trick, or practiced Teleport maneuver can become a stunt. A complete second spell cannot be smuggled in as one.

When an improvised use also encounters another caster-side FEAT requirement, collapse the demands into one Spell Rank FEAT at the highest required result. A separate target resistance remains separate because it belongs to the target.

◆ Improvisation Examples

KNOWN SPELL	PROPOSED USE	RULING
Binding	Seal a mundane door shut	Green; obvious extension of restraint.
Elemental Blast: Fire	Melt a conventional lock instead of attacking	Green; same energy used on an object.
Illusion	Create only a disembodied voice	Green; narrower use of the same sensory effect.

KNOWN SPELL	PROPOSED USE	RULING
Teleportation	Carry one willing touched passenger within Mass	Yellow; substantial extension of personal transit.
Eldritch Bolt	Curve around cover	Yellow; altered delivery without new effect.
Eldritch Bolt	Explode as an Area Attack	Red; extreme one-off extension. Allies remain exposed.
Mystic Shield	Angle the field to protect a nearby ally for one attack	Yellow or Red depending geometry and distance.
Mystic Shield	Reflect the attack back at the shooter	Impossible; full Reflection is a separate Major spell.
Healing	Bring the dead back	Impossible; Resurrection is a separate Major ritual.
Scrying	Attack the target through the image	Impossible; observation is not a delivery channel.
Dispel Magic	Shut down a computer	Impossible; generic Dispel targets magic, not technology.

◆ Overreach Examples

A Wizard at +2 Strain wants to use Binding to seal a door. The base improvisation is Green; +2 Strain pushes it to Red, so the attempt remains a normal Red improvisation. A second example begins at Yellow while the Wizard is already at +2 Strain. Yellow would be pushed beyond Red, so the player must either stop or Overreach. The Overreach attempt is Red and produces a Source consequence even if successful.

Overreach never improves the idea itself. A Wizard at Overreach cannot use Healing to resurrect someone, Teleportation to forcibly exile an enemy, or Detect Magic to read memories. Those were impossible before the Strain track became dangerous and remain impossible afterward.

◆ Ritual Example: Sealing the Breach

A city block is being consumed by a Class 1000 dimensional breach. The team's best Wizard has Unearthly 88 Seal and cannot directly overpower the Class effect. Research reveals an anchor stone, a true name, and a three-part geometric rite. Destroying the anchor and completing the rite is an Enabler that reduces the breach to Shift Z for one closing attempt. The ritual did not add numbers until the Wizard won; it created a legal way to engage the problem at all.

This is how high-end ritual magic should feel. The adventure creates the circumstances that make the impossible contest possible, and then the existing Rank system resolves the final act.

CHAPTER 8

MAGICAL ITEMS & ENCHANTMENT

An item can carry magic without becoming a second character sheet.

Focus, Formula, and Power

Magical objects fall into three broad mechanical roles. A Focus is a Requirement for magic the character already owns. A Formula repository carries instructions that can be performed as ritual magic. A powered item possesses one or more actual ranked capabilities of its own. Do not make a staff into three different subsystems merely because it is dramatic.

Foci

A Focus may be a staff, wand, ring, blade, amulet, mask, book, device, instrument, tattoo, relic, or other reusable object. If it is only a Focus Requirement, it grants no independent Power. Losing it prevents the related casting until it is recovered, replaced, or the Requirement is permanently overcome through advancement.

Grimoires

A grimoire may contain Formulae, research notes, names, correspondences, ritual diagrams, magical history, and access to spells a character could later learn. Possessing a grimoire does not automatically add every listed spell to the character sheet. A Formula inside the book can be performed at its Formula Rank; learning the spell permanently still requires access, study, Story evidence, and normal Power Addition.

Talismans, Wands, and Artifacts

An item that grants a repeatable ranked magical effect is signature equipment. Record each established Power, Rank, Source, operating mode, Requirements, and limitations using the normal Beyond Remarkable item and Power rules. A wand that fires an Amazing 46 Eldritch Bolt does not mean the wielder personally knows Eldritch Bolt at Amazing. If the wand is lost, the item-granted effect is unavailable; the character's other magic remains.

A unique artifact can possess several Powers, unusual counters, story-based ownership, recall authority, sentience, a patron, or even Class-rank authority. Class rank still requires a defined domain and Scale Gates. "Artifact" is not permission to write unlimited magic on an equipment line.

Enchanted Weapons and Armor

An enchanted weapon uses its ordinary weapon procedure plus the specific magical properties recorded for it. A magical blade does not automatically ignore Body Armor, cut every material, damage spirits, return when thrown, or count as a cosmic artifact. Those are separate capabilities if the item actually has them. Magical armor likewise protects only the channels its profile covers.

Consumables

Potions, scrolls, charms, single-use seals, prepared ammunition, and similar consumables may carry a one-use Formula or effect. Ordinary expendable magical goods can use Resources and Availability when the campaign establishes a market or organization capable of supplying them. A recurring signature consumable that functions as a character Power belongs on the character sheet and follows normal advancement rather than being hidden as shopping.

Creating and Improving Magical Items

Permanent enchantment requires a credible process: magical knowledge, materials, access, time, Resources, a laboratory or workshop when appropriate, and ritual work. If the item grants a new repeatable Power to a character, use normal Power Addition. Improving an existing signature item uses Power Advancement. Rebuilding the same established item after destruction restores its recorded capability without paying for the Power a second time; the fiction still determines whether repair is possible.

Rituals may temporarily enchant mundane objects without turning them into permanent character assets. The moment a temporary trick becomes a permanent, portable, repeatable capability, it should be represented honestly as advancement or a campaign-granted transformation.

◆ Attunement

Beyond Remarkable has no universal attunement-slot system. If an artifact requires attunement, oath, bloodline, naming, bonding, synchronization, daily rite, moral condition, or another relationship, record that as the item's Requirement or Restriction. One item can demand a life-changing bond; another can work for anyone who knows which button to press.

◆ Dispel, Suppression, and Item Damage

A magical item can be physically damaged under the ordinary object rules and magically suppressed under the appropriate countermagic rules. Suppressing an item's enchantment does not normally destroy the object. Dispelling a temporary item effect ends the effect. Permanently enchanted artifacts may require an anchor, specific ritual, weakness, or Scale Enabler before their core enchantment can be permanently dismantled.

◆ Item Examples

Silver Staff — Focus

The staff is required for Mira's Ward, Portal, and Dispel Magic. It grants no Power by itself. If stolen, those spells are unavailable until the staff is recovered or replaced. Destroying the staff is tactically meaningful without deleting purchased advancement.

Mirror Charm — Signature Item

A charm provides Reflection at Incredible 36 while worn. Reflection belongs to the item, not the wearer. If the charm is suppressed by Anti-Magic, stolen, or broken, the wearer loses access until it returns. Improving Reflection uses normal Major Power advancement for the item.

The Black Atlas — Grimoire

The Atlas contains Formulae for Locate, Dimensional Gate, and Soul Transfer at recorded Formula Ranks. Anyone capable of deciphering the notation and satisfying the rituals could attempt those Formulae. Permanently learning one of the spells still requires normal access, study, Story evidence, and advancement.

Gate Key — Artifact

A unique key can open one sealed cosmological boundary that ordinary Dimensional Gate cannot cross. The artifact is not "+5 to portals." Its important function is the Enabler it supplies against one specific Scale Gate. That makes it powerful, comprehensible, and adventure-worthy without rewriting every dimensional rule.

◆ Enchantment Example

A Wizard wants to turn a mundane cavalry saber into a permanent weapon that can strike incorporeal spirits. The physical saber already exists; the new supernatural ability is the actual addition. The player establishes access to an occult forge and spirit-metal, performs the ritual work, provides the required Story evidence, and purchases the new item Power. The sword does not gain unrelated damage, returning, armor penetration, or spirit detection unless those capabilities are separately established.

CHAPTER 9

THE GRIMOIRE

Sixty-nine spells. Yes. Sixty-nine.

The Grimoire is a ready-to-use spell library and the default random-generation table for Wizards. Unless a spell says otherwise, Source: Any means choose Personal, Ambient, or External when the spell is learned. The chosen Source remains attached to that spell. Replace Range and operating-track letters with actual values from the spell's Rank when recording the final character sheet.

> ◆ **SPELL ANATOMY**
> SPELL NAME — type • Source • Action • Range • Duration • Resistance • Effect • Special only when needed.

◆ Attack & Harm

D100	SPELL
01–17	Eldritch Bolt
18–32	Elemental Blast
33–46	Arcane Burst
47–59	Mystic Weapon
60–68	Life Drain
69–79	Curse of Pain
80–90	Withering
91–00	Mystic Barrage

Eldritch Bolt • Standard Attack

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Instant • **Resistance:** Applicable defense/protection

Project a focused bolt of magical force. Make an Agility attack. On a hit, inflict Spell Rank Energy damage. The visual form may be light, darkness, runes, spectral force, raw sorcery, or another magical expression, but the delivery remains an aimed emission.

Special The magical descriptor does not bypass ordinary protection against the actual damage channel. A stunt may alter delivery or shape, but not turn the spell into a full Area Attack without the normal stunt boundaries.

Elemental Blast • Standard Attack

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Instant • **Resistance:** Applicable elemental defense/protection

Choose one elemental family when the spell is learned: fire, cold, electricity, stone, wind, water, acid, or another approved element. Make an Agility attack. On a hit, inflict Spell Rank damage of that family.

Special Ordinary secondary consequences follow the element and scene, not a free catalog of added conditions. A fire blast may ignite credible fuel; an electrical blast does not automatically stun unless the applicable core procedure says it does.

Arcane Burst • Standard Area Attack

Source: Any • **Action:** Primary Action • **Range:** A placement • **Duration:** Instant • **Resistance:** Applicable defense/protection

Place a Spell Rank Area within range and make one Spell Rank Area Attack FEAT. Every exposed subject resolves defense and resistance separately. On a hit, the burst inflicts Spell Rank magical Energy damage.

Special Allies are exposed by default. Selective exclusion requires a mastered stunt or another explicit effect.

Mystic Weapon • Standard Conjuration / Attack

Source: Any • **Action:** Primary Action to conjure; Fighting to attack • **Range:** Personal / melee • **Duration:** Timed • **Resistance:** Applicable melee defense/protection

Conjure a magical melee weapon with Material Strength equal to Spell Rank and maximum damage equal to Spell Rank. Choose its ordinary damage form when learned or when the spell permits a stable appearance. Attacks use Fighting.

Special The weapon does not automatically gain reach, returning, armor-piercing, spirit damage, ranged attacks, or another weapon Power. Those functions require stunts or separate magic.

Life Drain • Major Attack

Source: Any • **Action:** Primary Action • **Range:** Contact • **Duration:** Instant • **Resistance:** Endurance; Psyche if the recorded manifestation is spiritual/psychic

Establish Contact with a Fighting attack unless the target is willing or helpless. On failed resistance, inflict Spell Rank damage through the recorded vitality channel and recover Health equal to the actual Health lost by the target, up to the caster's missing Health. Physical armor does not apply unless it actually blocks the drain channel.

Special A Yellow result also leaves the target Staggered. A Red result suppresses the target's natural recovery until rest or appropriate treatment. The spell never creates more recovery than the target actually lost.

Curse of Pain • Standard Affliction

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed • **Resistance:** Psyche

Make a direct Spell Rank attack. On failed resistance, the target suffers a recurring pain affliction that deals one-quarter Spell Rank damage at the end of each of its turns. The target repeats Psyche resistance after each instance; success ends the curse.

Special Ordinary physical armor does not reduce a pain or spiritual curse. Magical or mental protection applies when it genuinely covers the channel.

Withering • Standard Weakening

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed • **Resistance:** Endurance

Choose one physical Ability or one narrow bodily function when casting. Make a direct Spell Rank attack. On failed resistance, Green reduces it by -1CS, Yellow by -2CS, and Red by -3CS, never below Feeble. The target repeats Endurance resistance at the end of each turn; success ends the effect.

Special Repeated uses do not stack. Use the strongest active reduction.

Mystic Barrage • Standard Multi-Target Attack

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Instant • **Resistance:** Applicable defense/protection

Launch separate magical projectiles at up to Targets A independent subjects. Make one Agility attack FEAT per target. Each successful hit inflicts Spell Rank Energy damage.

Special The projectiles cannot be stacked onto one target to multiply damage. They are separate full-effect attacks distributed among separate subjects.

◆ Defense & Wards

D100	SPELL
01–13	Mystic Shield
14–25	Ward
26–38	Spell Resistance
39–50	Reflection
51–63	Sanctuary
64–75	Protective Aura
76–88	Dispel Magic
89–00	Mystic Absorption

Mystic Shield • Standard Defense

Source: Any • **Action:** Primary Action to raise or reform; incidental to lower • **Range:** Personal • **Duration:** Maintained while conscious and functional • **Resistance:** None

Create a personal magical shell that provides Spell Rank protection against physical and energy damage. Subtract the protection once from each applicable hit. If the raw damage is at least twice the Shield's protection, resolve the damage and then the Shield collapses. Reform it on a later turn with a Green Spell Rank FEAT.

Special Mystic Shield does not improve Agility, Dodge, breathing, senses, or mental resistance, and it is not a distant Barrier without a stunt.

Ward • Standard Ward

Source: Any • **Action:** Primary Action; Ritual for Permanent • **Range:** Contact or A placement • **Duration:** Timed; Permanent only by Ritual • **Resistance:** Ranked opposition when challenged

Create a magical boundary against one clearly defined trigger, Source, creature family, crossing, possession, spell family, or action. A qualifying effect must overcome the Ward by normal ranked opposition before it can cross or function through the protected boundary.

Special A Ward is only as broad as its wording. It does not become general armor, universal Anti-Magic, or an automatic prison unless those functions are separately established.

Spell Resistance • Standard Resistance

Source: Any • **Action:** Primary Action to invoke • **Range:** Personal; Contact for a willing recipient • **Duration:** Timed • **Resistance:** None

The protected subject gains Specialized Resistance to magic at Spell Rank. Use Spell Rank instead of the ordinary resisting Ability when higher against magical effects; when the magical effect deals damage in the same protected family, subtract the resistance score as protection.

Special Resistance prevents or reduces effects. It does not detect, absorb, reflect, dispel, or control magic.

Reflection • Major Defense

Source: Any • **Action:** Committed defense • **Range:** Personal; A for return • **Duration:** One committed defense • **Resistance:** Incoming attack intensity

When a directed magical or energy attack can logically be reflected, roll Spell Rank against the incoming intensity. Success negates up to Spell Rank intensity and sends a new attack toward the source. Returned damage is the lower of the original damage and Spell Rank. Green returns at -2CS, Yellow at -1CS, Red without penalty.

Special The source defends normally. A given attack may be returned only once. Area, touch, mental, disease, poison, and nondirectional effects are not reflectable unless the recorded version expressly includes them.

Sanctuary • Standard Ward / Influence

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed • **Resistance:** Psyche by would-be attacker

Place a protective peace upon one willing subject. A creature that knowingly attempts a hostile action whose intended victim includes the protected subject must resist Sanctuary with Psyche. Failure prevents completion against that subject; the attacker may redirect to another legal target if the declared action still permits it. Success permits the action normally.

Special The protection applies to direct, Area, and deliberately indirect attacks. It does not prevent independently existing hazards. Sanctuary ends immediately if the protected subject deliberately makes a hostile attack or knowingly causes direct harm.

Protective Aura • Standard Defense

Source: Any • **Action:** Primary Action • **Range:** Contact or A on a willing subject • **Duration:** Timed • **Resistance:** None

Wrap a willing subject in a body-hugging magical aura that provides Spell Rank protection against physical and energy damage. Use the normal highest-applicable-protection rule; the Aura does not stack numerically with armor, force fields, or another protection score.

Special Protective Aura does not block mental, spiritual, curse, disease, poison, suffocation, or other nonphysical channels unless a mastered variant specifically covers one.

Dispel Magic • Standard Countermagic

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Instant • **Resistance:** Target magical effect Rank

Target one existing magical effect. If Dispel Rank is higher, the magic ends. If lower, Dispel fails. If equal, make a Green Spell Rank FEAT; success ends the effect. Dispel may target Personal, Ambient, or External magic unless the effect has a specific protection or Scale Gate.

Special Dispel ends magic; it does not undo consequences already produced. Permanent or Class-scale effects may require Ritual, an anchor, a condition, or another Enabler before Dispel can engage them.

Mystic Absorption • Major Defense

Source: Any • **Action:** Primary Action to activate • **Range:** Personal • **Duration:** Timed • **Resistance:** None

Choose one defined magical or energy family when learned. Subtract Spell Rank protection from qualifying incoming damage and add the amount actually prevented to a stored pool capped at the Spell Rank score. Choose one discharge when learned: heal the caster point-for-point; add stored points to one appropriate damage/effect roll up to Spell Rank; power one defined magical device; or gain +1CS to one related spell while at least half the pool remains.

Special Spending stored points is incidental once per turn. Unused points fade when the spell ends. Absorption never stores more than was actually prevented and supplies only the chosen discharge without stunts.

◆ Movement & Travel

D100	SPELL
01–14	Flight
15–29	Teleportation
30–43	Portal
44–57	Astral Projection
58–71	Ethereal Passage
72–86	Shadow Step
87–00	Waymark Recall

Flight • Standard Movement

Source: Any • **Action:** Primary Action to activate; movement thereafter • **Range:** Personal • **Duration:** Maintained • **Resistance:** None

Fly at the Air speed for Spell Rank. Routine flight is automatic. Precision hovering under stress, violent weather, tight hazards, or aerial pursuit uses Agility or Spell Rank as appropriate.

Special Flight supplies safe lift and landing but not vacuum survival, interplanetary travel, extra actions, collision immunity, or every imaginable maneuver.

Teleportation • Standard Transit

Source: Any • **Action:** Primary Action • **Range:** E • **Duration:** Instant • **Resistance:** None for self

Teleport the caster and worn gear to a valid destination within Range E. A familiar, perceived, or firmly known destination is routine. Uncertain destinations use the normal Teleportation destination colors and may fail, drift, or reach a nearby valid location as the procedure allows.

Special Base Teleportation is personal. Carrying a willing touched passenger is a substantial improvisation within Mass. Forcibly teleporting an unwilling target is not an improvisation of this spell.

Portal • Major Transit

Source: Any • **Action:** Primary Action to open • **Range:** E connection • **Duration:** Maintained or Timed • **Resistance:** Ward or hostile spatial effect when opposed

Open a visible gateway connecting two points in the same dimension within Range E. Opening size uses Spell Rank Area and travelers/material per Round cannot exceed Spell Rank Mass. Familiar, perceived, or anchored connections are routine; uncertain destinations use Teleportation destination colors.

Special The Portal is traversable in both directions unless a one-way stunt is mastered. It does not perceive the far side. Transit is indivisible: closing a Portal cannot cut a subject in half.

Astral Projection • Major Movement / Mental

Source: Any • **Action:** Primary Action • **Range:** Personal; astral travel uses D / Reach as established • **Duration:** Concentration • **Resistance:** None for self

Project consciousness into an astral form while the physical body remains behind and vulnerable. The astral form can move through the appropriate astral or spiritual environment, perceive compatible beings and phenomena, and communicate where the plane permits.

Special The spell does not make the physical body invulnerable, duplicate equipment, or automatically grant attacks against material targets. If the astral form is forcibly severed, trapped, or banished, resolve that effect under its own rules.

Ethereal Passage • Major Phasing

Source: Any • **Action:** Primary Action to enter or leave the state • **Range:** Personal • **Duration:** Maintained • **Resistance:** Material Strength / opposing effect when relevant

Reduce interaction with ordinary matter, becoming intangible up to Spell Rank intensity. Move through material whose effective resistance can be overcome. The caster remains subject to gravity, breathing, dimensional hazards, and any limitation recorded for the spell unless separately protected.

Special Ethereal Passage does not automatically let the caster attack material targets while intangible, ignore every force field, enter sealed cosmological spaces, or survive inside hazardous matter.

Shadow Step • Standard Transit

Source: Any • **Action:** Primary Action • **Range:** B • **Duration:** Instant • **Resistance:** None

Step from one area of genuine shadow or darkness to another valid area within Range B. The origin and destination must each be large enough to contain the caster and must be perceived, familiar, or otherwise securely identified.

Special The spell fails where no qualifying shadow exists. It does not cross dimensions, carry unwilling targets, or turn darkness itself into concealment or damage.

Waymark Recall • Standard Transit

Source: Any • **Action:** Primary Action; Extended Action to set a mark • **Range:** E • **Duration:** Instant recall; mark persists until replaced • **Resistance:** None

Establish one personal magical waymark at a location the caster physically occupies. Later, teleport the caster and worn gear back to that mark from within Range E. Setting a new mark replaces the old one unless a mastered stunt expands the number.

Special A waymark supplies a destination, not permission to cross dimensions, sealed spatial boundaries, or stronger Wards. Hostile spatial effects oppose the recall normally.

◆ Detection & Revelation

D100	SPELL
01–14	Detect Magic
15–29	Aura Sight
30–43	Clairvoyance
44–57	Scrying
58–71	Locate
72–86	True Sight
87–00	Psychometry

Detect Magic • Standard Sense

Source: Any • **Action:** Passive at close range; Primary Action to examine • **Range:** B • **Duration:** Instant reading or maintained attention • **Resistance:** Concealment / opposing magic when present

Sense active magic, enchantment, magical residue, and supernatural alterations within range. A routine presence is obvious. Better results identify relative strength, Source, broad function, layered effects, or whether the magic is active, dormant, or residual according to Information Resolution.

Special Detect Magic does not automatically name the exact spell, reveal motives, read memories, identify every component, or see through physical barriers beyond what the sense can logically perceive.

Aura Sight • Standard Sense

Source: Any • **Action:** Primary Action to examine; maintained thereafter • **Range:** B • **Duration:** Maintained • **Resistance:** Psyche or concealment if the aura is deliberately hidden

Perceive the aura of living, spiritual, and magical subjects. Green identifies conspicuous vitality or magical state; Yellow distinguishes Source, emotional or spiritual disturbance, and major attached effects; Red can isolate subtle layered influences or a familiar aura signature.

Special Aura Sight does not read propositions, memories, exact Alignment, or moral truth. Interpretation remains limited to what an aura can actually express.

Clairvoyance • Standard Remote Sense

Source: Any • **Action:** Primary Action • **Range:** D • **Duration:** Concentration • **Resistance:** Ward, concealment, or remote-sensing defense

Place a remote sensory viewpoint at a known, perceived, or securely described location within Range D. Choose one ordinary sense family when learned or when the spell's version permits. The viewpoint receives information as though present there, subject to local obstruction and compatible perception.

Special Clairvoyance does not move the caster, create physical interaction, automatically find an unknown location, or bypass a Ward that specifically blocks remote perception.

Scrying • Standard Remote Sense

Source: Any • **Action:** Ritual or Extended Primary Action • **Range:** D • **Duration:** Concentration • **Resistance:** Psyche for an unwilling subject; Ward or concealment as applicable

Observe a named person, object, or place through a magical link such as a true name, signature, sympathetic object, established relationship, or other valid connection. Stronger links may make routine scrying possible; weak or contested links require Spell Rank resolution.

Special Scrying sees; it does not create a channel for attacks, teleportation, mind control, or other effects unless another Power explicitly uses the link.

Locate • Standard Sense

Source: Any • **Action:** Primary Action • **Range:** D • **Duration:** Instant or Concentration to track movement • **Resistance:** Concealment / Ward / opposing effect

Identify the direction and approximate distance to a named person, object, place, or magical signature within Range D when the caster possesses a valid identifying connection. Better information may narrow position or distinguish among close matches.

Special Locate does not provide a safe route, line of effect, legal access, exact floor plan, or automatic knowledge of a target protected by stronger concealment.

True Sight • Standard Sense

Source: Any • **Action:** Primary Action to invoke • **Range:** Personal sight; B for examined effects • **Duration:** Timed • **Resistance:** Illusion, disguise, concealment, or transformation Rank

See through magical illusion, false appearance, disguise, glamor, and perception distortion up to the spell's ability to overcome the opposing effect. Mundane disguise remains subject to ordinary perception unless magic is involved.

Special True Sight does not see through solid walls, reveal every secret, identify a person never known to the caster, or automatically defeat a higher-rank concealment.

Psychometry • Standard Information

Source: Any • **Action:** Primary Action • **Range:** Contact • **Duration:** Instant reading • **Resistance:** Concealment or Ward protecting the history

Read significant past impressions from an object or place. Green reveals a strong recent event or emotion; Yellow identifies a meaningful sequence, participant, or use; Red can reveal an older or deliberately obscured impression with greater context.

Special Psychometry is not perfect historical playback. It reveals impressions the object or place could plausibly retain and does not prove a remembered impression objectively true.

◆ Influence & Mental Magic

D100	SPELL
01–14	Charm
15–29	Command
30–43	Fear
44–57	Suggestion
58–71	Illusion
72–86	Memory Alteration
87–00	Dreamwalking

Charm • Standard Mental Influence

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed • **Resistance:** Psyche
Make a direct Spell Rank attack. On failed resistance, the target develops a favorable emotional disposition toward the caster or one defined subject. The effect can create warmth, trust, admiration, or willingness to listen, but the target retains judgment and chooses actions.

Special Charm is not Mind Control. It cannot force self-harm, erase knowledge, manufacture loyalty to an obvious enemy, or make an impossible request reasonable.

Command • Major Mind Control

Source: Any • **Action:** Primary Action to establish and to issue a materially new command • **Range:** A • **Duration:** Maintained or Timed • **Resistance:** Psyche
Make a direct Spell Rank attack. On failed resistance, Green permits one simple immediate instruction, Yellow a short sequence or maintained behavior, and Red a complex plan consistent with the subject's capabilities. The subject repeats resistance at the end of each turn.

Special An identity-defining, suicidal, or profoundly opposed command grants an immediate Red resistance attempt as an Enabler even when ordinary rank comparison would otherwise forbid one. Command does not grant memories, skills, or impossible capability.

Fear • Standard Emotion Control

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed • **Resistance:** Psyche
Make a direct Spell Rank attack and impose supernatural fear on failed resistance. Green establishes strong unease; Yellow imposes -1CS on actions that directly approach or confront the feared source; Red imposes -2CS and requires a Psyche FEAT to voluntarily move closer or perform an immediately confrontational act.

Special Fear does not choose the target's exact behavior, create precise commands, or erase loyalty. The subject repeats resistance at the end of each turn.

Suggestion • Standard Mental Influence

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed • **Resistance:** Psyche
Make a direct Spell Rank attack and place one plausible proposition or course of action in the target's mind. On failed resistance, the target treats the suggestion as a reasonable idea and acts on it when a natural opportunity arises.

Special A suggestion that becomes obviously self-destructive, identity-defining, or violently contrary to established priorities grants immediate renewed resistance. Suggestion cannot supply knowledge the target lacks or compel impossible actions.

Illusion • Standard Perception

Source: Any • **Action:** Primary Action • **Range:** B • **Duration:** Timed • **Resistance:** Intuition or relevant sense when interaction creates doubt
Create a false sensory phenomenon within Spell Rank Area. The illusion can include a coherent image, sound, smell, tactile impression, or another recorded sensory package. Observers accept an unchallenged illusion normally; meaningful contradiction permits resistance against Spell Rank.

Special Illusion cannot directly inflict Health damage, create real matter, hold weight, provide actual light or heat beyond harmless sensory imitation, or grant information the caster does not know how to depict.

Memory Alteration • Major Mental Control

Source: Any • **Action:** Primary Action; Ritual for Permanent • **Range:** A • **Duration:** Timed; Permanent only by Ritual • **Resistance:** Psyche
Make a direct Spell Rank attack. On failed resistance, Green suppresses, restores, or emphasizes one recent detail; Yellow alters a specific accessible memory; Red rewrites a bounded episode while remaining consistent with what the target could plausibly remember.

Special The spell cannot create Talents, languages, Powers, factual knowledge never possessed, or a complete new personality. Restoration, Dispel, therapy, contradictory evidence, or later magic may expose or repair the alteration as appropriate.

Dreamwalking • Standard Mental / Remote

Source: Any • **Action:** Primary Action or Ritual • **Range:** D • **Duration:** Concentration • **Resistance:** Psyche if the dreamer is unwilling

Enter the dream of a sleeping subject within Range D when the caster has a valid identifying link. Within the dream the caster may communicate, observe symbols, and reshape the dream environment up to Spell Rank.

Special Dreamwalking does not automatically control waking behavior, extract objectively true memories, harm the physical body, or remain connected after the subject wakes unless another effect says so.

◆ Healing & Restoration

D100	SPELL
01–17	Healing
18–34	Restoration
35–51	Purge
52–68	Remove Curse
69–84	Regeneration
85–00	Vitality Transfer

Healing • Standard Healing

Source: Any • **Action:** Primary Action • **Range:** Contact • **Duration:** Instant • **Resistance:** None for willing subject

Make a Healing FEAT. White restores 0 Health; Green restores Spell Rank Health; Yellow restores Spell Rank × 1.5; Red restores Spell Rank × 2, rounded down. The same magical Source may restore Health to the same target once per scene. The spell may also attempt one Injury repair using the normal Healing procedure.

Special Healing does not resurrect the dead, remove unrelated curses, regenerate missing organs instantly, or exceed the target's normal maximum Health.

Restoration • Standard Recovery

Source: Any • **Action:** Primary Action • **Range:** Contact • **Duration:** Instant • **Resistance:** Condition intensity / opposing effect Rank

Restore lost bodily or functional capability that is being actively suppressed, reduced, paralyzed, exhausted, or magically impaired. Compare Spell Rank to the condition or effect. Success removes or reduces one qualifying condition according to the ordinary ranked-intensity procedure.

Special Restoration does not restore Health, resurrect the dead, end every curse, or recreate permanently lost traits. Use Healing, Remove Curse, Resurrection, or normal recovery where appropriate.

Purge • Standard Cleansing

Source: Any • **Action:** Primary Action • **Range:** Contact • **Duration:** Instant • **Resistance:** Disease, toxin, contamination, or infestation intensity

Detect and neutralize one disease, poison, toxin, invasive contamination, parasite, or comparable harmful substance up to Spell Rank intensity. A successful Purge stops new harm from the removed cause.

Special Damage, Health loss, and established Injury already caused remain until healed normally. Possession, curse, and mind control are not toxins unless a specific effect says otherwise.

Remove Curse • Standard Countermagic / Recovery

Source: Any • **Action:** Primary Action; Ritual for major or Permanent curses • **Range:** Contact or A • **Duration:** Instant • **Resistance:** Curse Rank / anchor when applicable

Target a curse, geas, magical affliction, supernatural mark, or embedded hostile enchantment affecting a creature or object. Higher Rank removes it, lower Rank fails, and equal Rank requires a Green Spell Rank FEAT.

Special A curse bound to an anchor, true name, patron, artifact, Class authority, or campaign condition may require that Enabler before Rank comparison can occur. Removing the curse does not automatically heal consequences already suffered.

Regeneration • Standard Recovery

Source: Any • **Action:** Primary Action • **Range:** Contact or Personal • **Duration:** Timed • **Resistance:** None for willing subject

Grant the target Regeneration at Spell Rank for the Duration. After ten turns without new damage, the target recovers Health equal to the Rank every ten turns and uses the normal accelerated Injury recovery procedure.

Special The spell does not automatically restore life. Organ or limb regrowth follows the ordinary Regeneration procedure and still requires the necessary FEAT and recovery time.

Vitality Transfer • Standard Healing / Cost

Source: Any • **Action:** Primary Action • **Range:** Contact • **Duration:** Instant • **Resistance:** None for willing subject

Transfer up to Spell Rank points of the caster's current Health to a touched willing target, one point gained for each point actually lost by the caster. The target cannot exceed normal maximum Health.

Special Vitality Transfer does not create Health or repair Injury. The caster may voluntarily transfer enough Health to reach 0 and suffer the normal consequences, but cannot transfer points the caster does not actually possess.

Transformation

D100	SPELL
01–14	Alter Appearance
15–29	Shapeshifting
30–43	Polymorph
44–57	Growth
58–71	Shrinking
72–86	Elemental Form
87–00	Transmutation

Alter Appearance • Standard Transformation

Source: Any • **Action:** Primary Action • **Range:** Personal; Contact for a willing subject • **Duration:** Timed • **Resistance:** None for willing subject

Change visible cosmetic features within the subject's existing body plan: face, hair, apparent age, coloration, voice quality, scent, minor proportions, and similar identity markers. The disguise can imitate a known appearance to the degree the caster understands it.

Special Alter Appearance does not change Abilities, Health, mass category, species-level anatomy, Powers, fingerprints or biometrics beyond what the spell can plausibly alter, or supply another person's memories.

Shapeshifting • Major Transformation

Source: Any • **Action:** Primary Action • **Range:** Personal • **Duration:** Timed or Maintained • **Resistance:** None

Adopt other physical appearances and body plans within Spell Rank complexity. The spell supplies the anatomy required by the chosen form but does not silently copy unrelated Powers. A true alternate physical profile carries actual damage between forms; changing form never heals damage.

Special Natural-looking wings do not automatically grant ranked Flight, gills do not automatically grant every environmental protection, and claws do not become a separate high-rank attack unless the Shapeshifting scope or a mastered stunt explicitly includes that function.

Polymorph • Major Hostile Transformation

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed • **Resistance:** Endurance; specialized transformation resistance may substitute

Make a direct Spell Rank attack against an unwilling target; willing targets require no attack or resistance. On failed resistance, transform the target into a defined valid body form within Spell Rank limits. The target repeats Endurance resistance at the end of each turn; success ends the hostile transformation.

Special Reason, Intuition, Psyche, identity, memory, Talents, Karma, and soul remain the subject's. Physical capability follows the transformed body. Powers follow their actual Source: body-derived capabilities may be unavailable, while soul-, mind-, artifact-, pact-, or externally sourced capabilities remain if the form can use them. Damage carries across forms.

Growth • Standard Transformation

Source: Any • **Action:** Primary Action • **Range:** Personal; Contact for a willing subject • **Duration:** Timed • **Resistance:** None for willing subject

Increase the subject's size and mass up to the normal Growth profile for Spell Rank. Use the resulting physical profile and environmental consequences supplied by the core Growth procedure.

Special Growth does not automatically increase unrelated Powers, create extra actions, ignore confined spaces, or erase carried damage.

Shrinking • Standard Transformation

Source: Any • **Action:** Primary Action • **Range:** Personal; Contact for a willing subject • **Duration:** Timed • **Resistance:** None for willing subject

Reduce the subject's size to the normal Shrinking limits for Spell Rank while retaining functional control. Use the established mass, Strength, movement, and interaction behavior for the recorded manifestation.

Special Shrinking does not automatically grant microscopic senses, subatomic travel, density alteration, invisibility, or immunity to ordinary hazards.

Elemental Form • Major Transformation

Source: Any • **Action:** Primary Action • **Range:** Personal • **Duration:** Timed or Maintained • **Resistance:** None

Choose one element or energy family when learned. Transform into that state with its logical movement and interaction rules, gaining Spell Rank protection or resistance appropriate to the form as established with the Judge.

Special Elemental Form does not automatically create separate ranged attacks, area damage, unrestricted control of the same element, environmental immunity outside the form's logic, or unrelated Powers. Those require spells or stunts.

Transmutation • Major Matter Conversion

Source: Any • **Action:** Primary Action; Ritual for Permanent • **Range:** A • **Duration:** Timed; Permanent only by Ritual • **Resistance:** Material Strength / opposing matter effect

Convert nonliving matter within Spell Rank Mass from one substance into another plausible substance the caster understands. The spell must overcome the source material's effective resistance and cannot create complexity beyond the resulting material itself.

Special Living creatures are not valid targets; use Polymorph for hostile bodily transformation. Transmutation does not create working machines, unique artifacts, nuclear devices, valid documents, or priceless complexity merely because the mass is available.

◆ Binding & Control

D100	SPELL
01–14	Binding
15–29	Hold
30–43	Seal
44–57	Silence
58–71	Elemental Control
72–86	Gravity Control
87–00	Banishment

Binding • Standard Restraint

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed • **Resistance:** Attack defense; Strength or relevant escape Power afterward
Make a direct Spell Rank restraint attack and create magical bonds with Material Strength equal to Spell Rank. A bound subject is restrained according to the normal restraint rules and may attempt to break or escape with Strength or another appropriate capability against the Binding.

Special Binding restrains; it does not automatically silence, paralyze, damage, nullify Powers, or prevent abilities that do not require the bound movement.

Hold • Standard Paralysis

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed • **Resistance:** Endurance or Psyche, chosen when learned to match the manifestation
Make a direct Spell Rank attack. On failed resistance, suppress voluntary movement. The target remains aware and may use capabilities that do not require the immobilized movement. The target repeats resistance at the end of each turn; success ends the Hold.

Special Hold is paralysis, not unconsciousness, silence, Power Nullification, or a physical cage.

Seal • Standard Ward / Barrier

Source: Any • **Action:** Primary Action; Ritual for Permanent • **Range:** Contact or A placement • **Duration:** Timed; Permanent only by Ritual • **Resistance:** Spell Rank / Material interaction as appropriate
Seal one doorway, container, portal aperture, window, hatch, book, tomb, or similarly bounded access point. Opening, bypassing, or magically crossing the sealed boundary requires overcoming Spell Rank unless the caster defines a valid key, password, person, condition, or route when casting.

Special Seal protects the access point; it does not automatically increase the Material Strength of the entire surrounding structure or prevent attacks that never use the sealed route.

Silence • Standard Area Control

Source: Any • **Action:** Primary Action • **Range:** A placement • **Duration:** Timed • **Resistance:** Sonic or magical effect Rank when contested
Create a Spell Rank Area in which ordinary sound is suppressed. Spoken communication cannot cross the field and Voice-required spellcasting cannot be completed inside it unless the caster has another legitimate method. Sonic effects must overcome Silence by ranked opposition to function through the field.

Special Silence does not stop telepathy, vibration through a medium unless the effect is actually sonic, visual communication, or non-Voice magic.

Elemental Control • Standard Control

Source: Any • **Action:** Primary Action • **Range:** B • **Duration:** Maintained or Timed • **Resistance:** Opposing control / relevant target resistance
Choose one element or broad natural substance family when learned. Move, shape, separate, compact, disperse, or redirect existing material within Spell Rank Mass and Range. Fine or hostile manipulation uses the normal Power Attack and resistance procedures when required.

Special Elemental Control manipulates what exists. It does not create the element, grant a full-rank emission attack, produce unrelated weather, or bypass the material's actual hazards and limits.

Gravity Control • Major Environmental Control

Source: Any • **Action:** Primary Action • **Range:** B • **Duration:** Maintained or Timed • **Resistance:** Endurance, movement, or gravity resistance when directly imposed
Alter the direction or effective intensity of gravity within Spell Rank Area. Increase, reduce, reverse, or redirect gravitational pull within the limits of Spell Rank. Movement, falling, lifting, and environmental consequences follow the altered field.

Special Gravity Control does not grant extra actions, automatically crush every target for full Rank damage, create black holes by description, or ignore structures and objects that are themselves affected by the field.

Banishment • Major Spatial Control

Source: Any • **Action:** Primary Action • **Range:** A target; E destination with Reach Gate • **Duration:** Timed • **Resistance:** Psyche or Spatial/Dimensional Resistance

Choose an attuned, known, or open valid destination and make a direct Spell Rank attack. On failed resistance, Green sends the subject to a nearby remote valid place, Yellow to a known hostile or extradimensional holding place, and Red across an available dimensional boundary.

Special The subject repeats resistance at the end of each turn; success permits return to the departure point or nearest valid equivalent. Banishment cannot permanently erase a target, kill by choosing a lethal destination without separately overcoming that hazard, or breach a forbidden realm without an Enabler.

◆ Summoning & Conjuration

D100	SPELL
01–17	Summon Creature
18–34	Summon Spirit
35–51	Familiar
52–68	Conjure Object
69–84	Mystic Servitor
85–00	Animate Object

Summon Creature • Major Summoning

Source: Any • **Action:** Primary Action • **Range:** A arrival • **Duration:** Timed • **Resistance:** None; availability and reach may require FEAT

Define a broad natural or supernatural creature class. Green calls one ordinary available member, Yellow calls the permitted number or an exceptional member, and Red calls through serious interference or from the edge of dimensional reach. Use Targets C and the normal multi-being reductions.

Special Summoned creatures are real story participants with natural capabilities and ordinary motives. Obedience requires communication, training, bargain, bond, or separate control. Recasting cannot exceed the active target limit; new summons replace or dismiss enough existing summons to remain legal.

Summon Spirit • Standard Spirit Summoning

Source: Any • **Action:** Extended Primary Action; Ritual when reach is difficult • **Range:** D communication; A manifestation • **Duration:** Timed • **Resistance:** Psyche or Ward when the spirit refuses or is protected

Call the attention of a known, named, local, ancestral, or otherwise valid spirit. Green gains attention or a brief answer, Yellow produces a clear manifestation or sustained communication, and Red can bring a stronger manifestation or presence when the spirit can and chooses to come.

Special Summoning grants contact, not command, binding, safety, payment, secrecy, truthfulness, or power over a spirit stronger than the spell. Hostile control requires a separate effect.

Familiar • Standard Companion Bond

Source: Any • **Action:** Ritual to establish; calling/communication as required • **Range:** D empathic link • **Duration:** Persistent relationship • **Resistance:** None for willing bond

Form a magical bond with one defined creature, spirit, or minor construct whose highest exceptional Rank does not exceed the Familiar spell Rank. The familiar is a normal story participant with its own turn, motives, and vulnerability. The bond permits recognition, basic communication, and a Spell Rank FEAT to locate or calm it through interference.

Special The familiar is not recreated for free when dead, does not automatically obey suicidal orders, share all senses, duplicate the Wizard's spells, or multiply advancement. One familiar is bonded at a time unless a separate development expands the relationship.

Conjure Object • Standard Creation

Source: Any • **Action:** Primary Action • **Range:** A placement • **Duration:** Timed • **Resistance:** Material interaction when relevant

Create a simple nonliving object or quantity of ordinary matter within Spell Rank Mass. Material Strength cannot exceed Spell Rank. The caster must understand the object well enough to define its form and ordinary function.

Special Mass does not grant complexity. The spell does not create a functioning computer, legal identity, unique artifact, living being, nuclear device, or perfect copy of a complex machine merely because the material would fit.

Mystic Servitor • Major Creation

Source: Any • **Action:** Primary Action • **Range:** A placement • **Duration:** Timed • **Resistance:** None

Create one temporary magical servitor. Fighting, Agility, and Strength are one named Rank below the spell; Endurance and Material Strength equal Spell Rank; Reason and Psyche are Feeble; Intuition is Poor. It has one simple movement mode and obeys plain commands.

Special The servitor has no Talents, independent Powers, creativity, speech, healing, self-repair, or autonomous turn economy unless developed. It shares the caster's subordinate action under the normal construct/minion rules.

Animate Object • Standard Animation

Source: Any • **Action:** Primary Action • **Range:** B • **Duration:** Timed • **Resistance:** Object control / opposing effect

Animate one existing nonliving object within Spell Rank Mass. The object moves and performs simple physical actions with force and control capped by Spell Rank and its actual structure. The caster may give one plain standing instruction.

Special Animation does not create intelligence, senses the object cannot plausibly support, new Talents, independent Powers, impossible articulation, or a second full turn. The object uses the subordinate-action structure unless another established feature says otherwise.

◆ Greater & Unusual Magic

D100	SPELL
01–17	Resurrection
18–34	Dimensional Gate
35–51	Anti-Magic Field
52–68	Weather Dominion
69–84	Chronal Manipulation
85–00	Soul Transfer

Resurrection • Major Ritual

Source: Any • **Action:** Ritual • **Range:** Contact • **Duration:** Permanent • **Resistance:** Soul must exist, be reachable, and be willing

Restore life to a dead being whose remaining body, elapsed death, soul state, and cause of death fall within the ritual's Spell Rank and established conditions. A successful Resurrection returns the subject alive at 1 Health and ends death/Dying. Appropriate Injuries remain and are treated normally.

Special Resurrection does not automatically reverse natural completion of lifespan, metaphysical erasure, a soul imprisoned beyond the ritual's reach, or campaign-scale death conditions without the necessary Enabler. It returns life; it does not also perform Healing, Restoration, Purge, and Remove Curse for free.

Dimensional Gate • Major Dimensional Transit

Source: Any • **Action:** Primary Action for an open familiar route; Ritual for difficult boundaries • **Range:** E plus Reach Gate • **Duration:** Maintained or Timed • **Resistance:** Ward, dimensional seal, or hostile spatial effect

Open a gateway between the current dimension and a valid known, attuned, or discoverable destination in another dimension. Opening size uses Spell Rank Area; travelers and material per Round use Spell Rank Mass. Unknown or difficult destinations require the appropriate destination FEAT and Reach Gate.

Special The Gate does not grant environmental survival, knowledge of local laws, authority to breach a sealed cosmological boundary, or perception of the far side. Transit is indivisible.

Anti-Magic Field • Major Suppression

Source: Any • **Action:** Primary Action • **Range:** A placement • **Duration:** Maintained • **Resistance:** Spell Rank comparison

Create a Spell Rank Area that suppresses magic. A magical effect with Rank lower than the field is suppressed while inside; a higher-Rank effect functions; an equal-Rank effect resolves by normal equal opposition. Existing suppressed effects return when they leave or the field ends if their Duration remains.

Special Anti-Magic suppresses continuing magical functions. It does not erase nonmagical consequences, remove origins, delete learned spells, or suppress nonmagical Powers merely because the result looks supernatural.

Weather Dominion • Major Environmental Control

Source: Any • **Action:** Primary Action to begin; sustained control thereafter • **Range:** C • **Duration:** Timed or Maintained • **Resistance:** Opposing weather/control effect when contested

Control regional weather within the Range and Area permitted by Spell Rank. Shift wind, cloud, precipitation, pressure, temperature, storm intensity, and related natural conditions within plausible atmospheric relationships. Major changes develop over time appropriate to their scale rather than appearing without transition.

Special Weather Dominion does not automatically create planetary storms, precision lightning attacks against individual targets, vacuum, geological disasters, or unrelated elemental control. Class-rank use remains confined to its recorded domain.

Chronal Manipulation • Major Temporal Control

Source: Any • **Action:** Primary Action • **Range:** A • **Duration:** Timed or Maintained by mode • **Resistance:** Endurance or Temporal Resistance for hostile use

Choose one mode when casting. Slow reduces movement and time-dependent physical processes within Spell Rank limits; Hasten increases movement or process rate within the same limits but grants no extra Primary Actions; Stasis makes a direct Spell Rank attack and, on failed resistance, suspends the target from voluntary action while the effect remains.

Special Chronal Manipulation does not grant extra turns, retroactively undo actions, travel to another time, duplicate people, or erase consequences. True Time Travel requires a separate campaign-scale capability.

Soul Transfer • Major Soul / Identity Magic

Source: Any • **Action:** Primary Action; Ritual for Permanent • **Range:** A • **Duration:** Timed; Permanent only as campaign transformation • **Resistance:** Psyche

Make a direct Spell Rank attack against an unwilling living target. On failed resistance, the caster's consciousness enters the target body and the target's consciousness enters the caster's vacated body. A genuinely empty prepared receptacle may receive a consciousness without displacement. The unwilling subject repeats Psyche resistance at the end of each turn; success reverses the transfer.

Special Each consciousness retains Reason, Intuition, Psyche, identity, memory, Karma, learned knowledge, and Talents. Each body retains its physical profile, current bodily damage and Injury, biology, and body-derived capabilities. Powers follow their actual Source. Permanent exchange requires Ritual, story-scale transformation, and any necessary Scale Enablers; it cannot casually steal Class authority.

CHAPTER 10

JUDGE TOOLS, QUICK RULES & INDEX

The system should survive the player who reads every sentence and asks the worst possible question.

Running Magic Without Slowing the Game

When magic enters a scene, begin with the ordinary Beyond Remarkable question: what is the character trying to accomplish, and which established capability actually does it? Do not invent an extra mystical procedure unless the magic-specific rules in this book create one. Most "weird magic" becomes easy once the effect is translated into attack, defense, movement, control, information, transformation, creation, or resistance.

11. Name the actual effect. "Magic" is not an effect category by itself.
12. Identify the governing Rank and delivery method.
13. Apply the normal action economy and operating scales.
14. Use the resistance named by the spell.
15. Only then apply magic-specific interaction: Source, Ward, Dispel, Anti-Magic, Ritual, Improvisation, or Overreach.

Quick Countermagic Reference

SITUATION	RESOLUTION
Counterspell	Committed upcoming Primary Action or Held Primary Action. Higher counter Rank wins; lower fails; equal requires Green Spell Rank FEAT.
Dispel	Primary Action against existing magic. Higher wins; lower fails; equal requires Green Spell Rank FEAT.
Ward	Passive unless stated. Opposes only the crossing, Source, spell family, or act named by the Ward.
Suppression	Effect stops functioning while suppressed and returns if Duration remains when suppression ends.
Anti-Magic	Broad suppression of magic; does not erase nonmagical consequences or unrelated Powers.
Class Rank	Ordinary Rank needs an Enabler before it can oppose Class authority.

Quick Improvisation Reference

STEP	RULE
1	Confirm the proposed use is a logical extension of a Known Spell.
2	Set Green / Yellow / Red based on how far the use departs from the spell's normal function.
3	Apply current Improvisation Strain: none, +1 color, +2 colors, or Overreach.
4	Make one Spell Rank FEAT at the highest caster-side required result.
5	Advance Strain whether success or failure.
6	Clear Strain only after sustained danger ends and five uninterrupted quiet minutes pass.

Quick Wizard Advancement

A spell advances exactly like the specific Standard or Major Power it represents. Standard Powers cost twice each destination score; Major Powers cost three times each destination score. Crossing named Rank boundaries requires Power-specific Story evidence. New spells are Power Additions: access and study provide the fiction; Karma and Story Points provide the advancement.

A new Standard spell requires the normal 3 Story Points and Power Addition cost. A new Major spell requires 5 Story Points and begins no lower than Excellent 16. A teacher, grimoire, pact, Formula, school, archive, spirit, or research breakthrough can provide access but does not automatically erase the cost.

> ◆ **DUPLICATE RULE**
> Duplicate Spell Mastery is character generation only. After play begins, a second copy of a spell may provide access or Story evidence, never a free +1CS.

Shift X is the maximum Rank reachable through ordinary point-by-point advancement. Shift Y, Shift Z, and Class ranks require campaign-tier transformation, a change of operating scale, and the normal cosmic requirements. A starting spell that reached those ranks through duplicate Spell Mastery remains legal; improving it farther is no longer ordinary advancement.

◆ Spell Advancement Costs

Spell advancement uses the exact Standard or Major Power multiplier already established in Beyond Remarkable. Increasing a Standard spell by one numerical point costs twice the destination score. Increasing a Major spell by one numerical point costs three times the destination score. Several points may be purchased together, but the character may normally cross no more than one named-Rank boundary for the same spell between Issues.

ADVANCE FROM	TO	STANDARD SPELL	MAJOR SPELL
Feeble 1	Poor 3	10	15
Poor 3	Typical 5	18	27
Typical 5	Good 8	42	63
Good 8	Excellent 16	200	300
Excellent 16	Remarkable 26	430	645
Remarkable 26	Incredible 36	630	945
Incredible 36	Amazing 46	830	1,245
Amazing 46	Monstrous 63	1,870	2,805
Monstrous 63	Unearthly 88	3,800	5,700
Unearthly 88	Shift X 126	8,170	12,255

Rank breakthroughs also require the normal Power-specific Story Points: 2 to reach Excellent, 2 to reach Remarkable, 3 to reach Incredible, 5 to reach Amazing, 8 to reach Monstrous, 13 to reach Unearthly, and 21 to reach Shift X. The Story evidence must concern the spell and the Source that makes the stronger Rank possible. Generic heroism is not proof that Teleportation became stronger.

◆ Worked Advancement Examples

Learning a New Standard Spell

Mira finds a complete Formula for Detect Magic in a confiscated occult archive. She can perform the Formula as a Ritual immediately if she can satisfy its instructions, but she does not yet know Detect Magic. To learn it permanently at Good 8, she establishes access and study, earns the required 3 Story Points for a new Standard Power, and pays 380 Karma. The new Known Spell is then recorded at Good 8 and can advance normally from there.

Improving a Known Major Spell

A Wizard has Portal at Excellent 16 and wants to raise it to Remarkable 26. Portal is Major, so the numerical increase costs 645 Karma. Crossing into Remarkable also requires the normal 2 Power-specific Story Points. A month spent drawing portals in an empty room is not automatically Story evidence; surviving a dimensional collapse, rebuilding a damaged anchor, and learning why the old portal geometry failed might be.

Beyond Shift X

A starting Wizard generated Elemental Blast at Shift X and gained a duplicate, raising it to Shift Y during character creation. That Shift Y Rank is legal because Duplicate Spell Mastery is an explicit starting exception. During play the Wizard cannot buy ordinary point-by-point advancement to Shift Z. A permanent transition beyond Shift X now requires a campaign-tier transformation that changes the operating scale of the spell and satisfies the normal cosmic rules.

◆ Magic Mysteries

A magical investigation is more interesting when the answer is not “roll Detect Magic until the plot appears.” Give magical evidence structure. Source can reveal where power comes from. Tradition can reveal how someone was trained. Requirements can

identify what the caster needed. Wards and anchors can reveal what was protected. Consequences can show what went wrong. A Formula can identify what someone intended to do without proving whether they succeeded.

Information spells reveal what their procedures actually support. Detect Magic can distinguish Source and broad function; Psychometry can recover impressions; Scrying can observe; Locate can point; True Sight can pierce deception. None of them automatically explains motive, solves every code, proves memory true, or grants context the magic could not know.

◆ Building Magical Opposition

A good enemy Wizard does not need more spells than a player Wizard. Give the opposition a clear magical identity and a few meaningful lines of play. A Ward specialist who controls thresholds can be more memorable than a twenty-spell encyclopedia. An External caster with dangerous Overreach consequences creates a different encounter from an Ambient geomancer who becomes terrifying near a ley intersection.

When an NPC operates at Class scale, define domain, scope, conditions, manifestation, counters, and defeat state. Do not turn Class 1000 into "one thousand damage on every attack." Cosmic authority is strongest when it is precise.

◆ Magic Across Beyond Remarkable

Magic is deliberately compatible with superhero, espionage, expeditionary, technological, cosmic, and other Beyond Remarkable play. A Classified operative can perform a Formula without becoming a Wizard. An Offworld team can encounter an alien ritual engine whose "technology" is actually Ambient magic. A superhero can be physically indestructible and still have reason to fear a soul effect. A Wizard can enter a firefight and discover that the best magical move is not another attack.

> ◆ **UNIVERSAL MEANS UNIVERSAL**
> A character does not need to be converted when genres meet. The same Rank, action, resistance, damage, advancement, and operating-scale rules keep everyone in the same game.

◆ Fast NPC Wizards

An NPC Wizard does not need a full random-generation audit unless that history matters. Start with the role the character must play in the adventure, then give the NPC a small legal spell package and Ranks appropriate to the opposition. Keep the same spell procedures players use; simplicity should come from fewer entries, not secret NPC-only magic.

NPC ROLE	SUGGESTED SPELL PACKAGE	PLAY PATTERN
Occult Investigator	Detect Magic, Psychometry, Locate, Ward	Finds the truth, secures scenes, calls stronger allies when danger appears.
Battle Mage	Eldritch Bolt or Elemental Blast, Mystic Shield, Binding, Dispel Magic	Controls lanes, protects an action for Counterspell, uses damage only when control is not better.
Summoner	Summon Creature, Summon Spirit, Seal, Sanctuary	Brings problems into the scene, bargains, blocks pursuit, rarely stands in front.
Court Enchanter	Charm, Suggestion, Illusion, Memory Alteration	Wins before combat if possible; relies on social access and layered influence.
Gatekeeper	Portal, Waymark Recall, Ward, Banishment, Dimensional Gate	Owns position and escape routes; dangerous because the battlefield never stays fixed.
Restorer	Healing, Restoration, Remove Curse, Regeneration	Turns attrition into time pressure; must be reached, isolated, or countered.
Archmage	Choose a coherent 8–12 spell library, including several noncombat answers	Threat comes from preparation, information, and scale rather than simply higher damage.

◆ Adjudicating "Can Magic Do This?"

16. Look for an existing Known Spell whose actual function already answers the request. If it exists, use it.
17. If no spell directly answers it, ask whether the request is a bounded extension of a Known Spell. If yes, use Improvisation.
18. If the request mainly needs more Range, Duration, scale, permanence, participants, or preparation, consider a Ritual rather than inventing a new effect.
19. If the request has a different target class, resistance, independent ongoing function, or effect category, it is probably a new spell or Power Addition.
20. If the request exceeds the current operating scale, identify what Enabler would make the contest legal instead of hiding the problem behind a high die roll.

This sequence prevents both extremes: a spell list so rigid that Wizards stop feeling magical, and improvisation so broad that one spell becomes every spell.

◆ Campaign Tones

The same mechanics can support very different magical worlds. In street occult play, Formulae, obligations, dangerous spirits, and limited access may dominate. In superhero play, spells coexist openly with energy beams, alien technology, and impossible durability. In Offworld play, a ritual engine may be indistinguishable from ancient technology until the team understands its Source. In Classified play, the central question may be who knows magic exists and what evidence can survive scrutiny.

Do not rewrite the casting engine for each tone. Change access, institutions, secrecy, consequences, common Traditions, available Formulae, and the scale of opposition. The characters remain mechanically compatible when campaigns cross.

◆ Magical Encounter Frames

The Warded Room

The objective is inside a room whose door is protected by Seal and whose interior is covered by a Ward against teleportation. The walls are mundane. The challenge is not "make a high magic roll"; it is to learn what each defense actually covers. The team might break through a wall, Dispel the Seal, identify the Ward's anchor, trick an authorized subject into opening the door, or enter by a route the Ward never named.

The Possessed Diplomat

A public figure is controlled by an External spirit, but attacking the host would create a political disaster. Detect Magic identifies an External influence. Aura Sight shows that the host and entity are distinct. Sanctuary may protect the victim while the team isolates them. Remove Curse or Banishment can solve the supernatural layer, while Classified-style investigation determines who arranged the possession and what evidence survives afterward.

The Broken Gate

An Offworld expedition discovers a functioning transit structure whose power source does not behave like technology. The device is actually an Ambient Formula engine. The team can operate it by following the Formula, even without a Wizard, but its Formula Rank is only Excellent and the next destination is protected by an Incredible Ward. The mission becomes research: find the missing ritual component, acquire a better anchor, or bring someone who can legally cross the Rank gap.

The Cursed Weapon

A legendary blade grants tremendous combat capability but carries an External obligation and a Permanent curse. Dispel can suppress a lesser attached effect, but the core curse is anchored to the weapon's true name and ownership rite. Destroying the blade may not be the only answer: learning the naming Formula, transferring ownership under the old law, or satisfying the broken oath may create the Enabler that lets Remove Curse engage it.

The Archmage Who Never Attacks

The opponent begins with Ward, Scrying, Waymark Recall, Sanctuary, and Counterspell rather than a damage spell. The party is observed before arrival, the battlefield is prepared, escape is guaranteed until a waymark is blocked, and every obvious opening is protected. The encounter demonstrates the central Wizard lesson: preparation and board control can be more dangerous than simply rolling the largest damage number.

◆ Judge Checklist for Dangerous Magic

- What is the exact effect, not merely the magical description?
- What Rank governs it, and what does that Rank actually control?
- What action does it consume?
- What Range, Area, Duration, Mass, and Target Track apply?
- What resists it, if anything?
- Does a defense apply because of the actual channel?
- Is there a continuing magical effect to Dispel or suppress, or only a consequence that remains?
- If it is improvised, is the use still logically inside the parent spell?
- If it is a Ritual, what circumstance is buying the added capability?
- If Class rank is involved, what is the domain and what Enabler crosses the Scale Gate?

◆ Glossary

TERM	MEANING
Ambient	Magic drawn from the world, environment, symbols, natural or reality-scale forces.
Counterspell	Stopping a spell while it is being cast by spending a committed or Held Primary Action.
Dispel	Ending an existing magical effect.

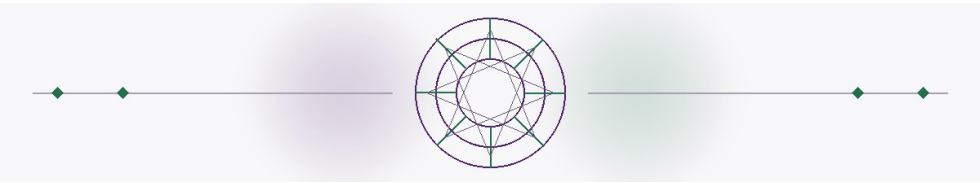
TERM	MEANING
External	Magic supplied through an outside entity, realm, patron, artifact, spirit, or relationship.
Formula	Complete ritual instructions with their own Formula Rank; instructions are not a Known Spell.
Improvisation	A logical one-off extension of a Known Spell, limited by Rank and Strain.
Known Spell	A spell permanently learned by the character and recorded with a personal Spell Rank.
Overreach	Forcing a valid improvisation after Strain would push its required result beyond Red.
Personal	Magic originating from the caster's own supernatural nature, spirit, will, or life force.
Requirement	Something the caster must possess or do for the magic to function.
Ritual	Extended magical procedure that trades time, preparation, components, vulnerability, or other circumstances for capability.
Source	Where a spell's power actually comes from.
Spell Mastery	During random Wizard generation only, spending a duplicate spell to raise that spell by +1CS.
Tradition	How the magician learned magic and what the practice looks like; not a class or spell list.
Ward	Defined magical boundary that prevents, resists, detects, contains, or punishes a specified crossing or act.
Wizard	A straight-Mystical character who chose the Wizard path during starting Power generation.

◆ Spell Index

SPELL	CATEGORY	TYPE
Alter Appearance	Transformation	Standard Transformation
Animate Object	Summoning & Conjuration	Standard Animation
Anti-Magic Field	Greater & Unusual Magic	Major Suppression
Arcane Burst	Attack & Harm	Standard Area Attack
Astral Projection	Movement & Travel	Major Movement / Mental
Aura Sight	Detection & Revelation	Standard Sense
Banishment	Binding & Control	Major Spatial Control
Binding	Binding & Control	Standard Restraint
Charm	Influence & Mental Magic	Standard Mental Influence
Chronal Manipulation	Greater & Unusual Magic	Major Temporal Control
Clairvoyance	Detection & Revelation	Standard Remote Sense
Command	Influence & Mental Magic	Major Mind Control
Conjure Object	Summoning & Conjuration	Standard Creation
Curse of Pain	Attack & Harm	Standard Affliction
Detect Magic	Detection & Revelation	Standard Sense
Dimensional Gate	Greater & Unusual Magic	Major Dimensional Transit
Dispel Magic	Defense & Wards	Standard Countermagic
Dreamwalking	Influence & Mental Magic	Standard Mental / Remote
Eldritch Bolt	Attack & Harm	Standard Attack
Elemental Blast	Attack & Harm	Standard Attack
Elemental Control	Binding & Control	Standard Control
Elemental Form	Transformation	Major Transformation
Ethereal Passage	Movement & Travel	Major Phasing
Familiar	Summoning & Conjuration	Standard Companion Bond

SPELL	CATEGORY	TYPE
Fear	Influence & Mental Magic	Standard Emotion Control
Flight	Movement & Travel	Standard Movement
Gravity Control	Binding & Control	Major Environmental Control
Growth	Transformation	Standard Transformation
Healing	Healing & Restoration	Standard Healing
Hold	Binding & Control	Standard Paralysis
Illusion	Influence & Mental Magic	Standard Perception
Life Drain	Attack & Harm	Major Attack
Locate	Detection & Revelation	Standard Sense
Memory Alteration	Influence & Mental Magic	Major Mental Control
Mystic Absorption	Defense & Wards	Major Defense
Mystic Barrage	Attack & Harm	Standard Multi-Target Attack
Mystic Servitor	Summoning & Conjuration	Major Creation
Mystic Shield	Defense & Wards	Standard Defense
Mystic Weapon	Attack & Harm	Standard Conjuration / Attack
Polymorph	Transformation	Major Hostile Transformation
Portal	Movement & Travel	Major Transit
Protective Aura	Defense & Wards	Standard Defense
Psychometry	Detection & Revelation	Standard Information
Purge	Healing & Restoration	Standard Cleansing
Reflection	Defense & Wards	Major Defense
Regeneration	Healing & Restoration	Standard Recovery
Remove Curse	Healing & Restoration	Standard Countermagic / Recovery
Restoration	Healing & Restoration	Standard Recovery
Resurrection	Greater & Unusual Magic	Major Ritual
Sanctuary	Defense & Wards	Standard Ward / Influence
Scrying	Detection & Revelation	Standard Remote Sense
Seal	Binding & Control	Standard Ward / Barrier
Shadow Step	Movement & Travel	Standard Transit
Shapeshifting	Transformation	Major Transformation
Shrinking	Transformation	Standard Transformation
Silence	Binding & Control	Standard Area Control
Soul Transfer	Greater & Unusual Magic	Major Soul / Identity Magic
Spell Resistance	Defense & Wards	Standard Resistance
Suggestion	Influence & Mental Magic	Standard Mental Influence
Summon Creature	Summoning & Conjuration	Major Summoning
Summon Spirit	Summoning & Conjuration	Standard Spirit Summoning
Teleportation	Movement & Travel	Standard Transit
Transmutation	Transformation	Major Matter Conversion
True Sight	Detection & Revelation	Standard Sense
Vitality Transfer	Healing & Restoration	Standard Healing / Cost
Ward	Defense & Wards	Standard Ward
Waymark Recall	Movement & Travel	Standard Transit
Weather Dominion	Greater & Unusual Magic	Major Environmental Control
Withering	Attack & Harm	Standard Weakening

◆ Final Play Reminder



◆ PLAYING A WIZARD

Think ahead. Know your spells. Make the opponent solve your problems. Your strongest move is not always your highest-ranked spell.

Magic in Beyond Remarkable is powerful, but not free. Flexible, but not limitless. Dangerous, but not automatic. A Wizard can be weak, strange, brilliant, terrifying, or world-shaking without leaving the same rules used by everyone else at the table. That is the point.

BEYOND REMARKABLE

GUIDE TO MAGIC



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LISTENING POST STUDIO