

CREATING A CUSTOM MAGIC TYPE

In the *Adventurer Conqueror King System*, there are only two types of magic: **divine magic** and **arcane magic**. All of the spellcasting character classes in *ACKS* and *Player's Companion* use one or both of these types of magic. The two types of characters represent the most common and popular archetypes of myth, legend, film, and literature. However, they also incorporate certain assumptions that might not be appropriate for every setting. For instance, in a setting similar to Robert E. Howard's Hyboria, the Judge might want sorcery-wielding priests who can heal and animate the dead, but learn their spells through study like mages.

The rules that follow enable Judges to create new **magic types** with different characteristics that can be used with the *Players' Companion* to create very different spellcasting classes. To create a new type of magic, follow these ten steps:

1. Develop a name and concept for the new magic type. Is it an art of illusions and dweomers, such as appears in fairy tales? Perhaps it is a sinister sorcery devoted to mind-control and summoning. The concept should drive your choices in the remaining steps.
2. Set the magic type's **source factors** for each of the 11 spell types. No source factor can be less than 1 or greater than 2.25, and the sum of all source factors must be at least 11 and no more than 15. See **Source Factors** section.
3. Use the magic type's source factors to calculate the magic type's **Base XP Cost**. See the **Source Factors** section.
4. Choose a spell progression for the magic type. Spells progressions can be standard (mage), alternative (cleric), or improved. Adjust the Base XP Cost as directed. See the **Spell Progression** section.
5. Determine how the magic type acquires its spell repertoire, through **prayer**, **study**, or **inheritance**. See the **Spell Repertoire** section.
6. Decide whether the magic type carries a **code of behavior**. See the **Codes of Behavior** section.
7. Use the Base XP Cost and spell progression to create the magic type's **class category value**. This class category value will be used when making custom classes that use the magic type. See the **Magic Type Class Category** section.
8. Choose the methods of **magic research** open to the magic type's classes. See the **Magic Research** section.
9. Determine what **saving throw progression** the magic type's class category value results in. See the **Saving Throw Progression** section.
10. Create a spell list of 10 to 20 spells of each level for your new magic type. This spell list will serve as the basis from which studious and inherited casters of the new type learn spells, or from which prayerful caster classes select their repertoire. See *Player's Companion*, Chapter 5, for rules on creating spells.

Once these ten steps are complete, the new magic type is ready for use in your custom classes.

SOURCE FACTOR PER SPELL TYPE

As explained in the *Player's Companion*, all spells are categorized into **spell types**, which are broad descriptions of what spells are supposed to do. There are 11 different **spell types**: Blast, Death, Detection, Enchantment, Healing, Illusion, Movement, Protection, Summoning, Transmogrification, and Wall. For each of the 11 types, each magic type will have a different **source factor**. The lower the source factor, the easier it is for the spellcaster to cast spells of that type. For example, arcane magic excels in Blast type spells (source factor 1) while divine magic is very poor at this type (source factor 2.25). Conversely, divine magic excels at Healing spells (source factor 1) while arcane magic is sub-par at this type (source factor 1.5).

The first step in creating a new magic type is to choose a source factor for each of the 11 spell types. Each spell type must have a source factor of at least 1 and no more than 2.25. Write down your magic type's source factors in the appropriate rows of the Type Modifier column of the Source Factor Construction table, below.

Now total all of the source factors and enter the sum in the Total row of the Type Modifier column. This is the type's **source factor total**. The source factor total must be at least 11 and no more than 15. If source factor total is not within this range, increase or decrease your source factors until the sum of their values is between 11 and 15.

The lower the source factor total, the more powerful the magic type and the more XP it will cost to advance in classes which use that type of magic. For reference, the arcane magic type has a source factor total of 12.5, while the divine magic type has a source factor total of 15.

Next, find the difference between the Base Modifier listed on the table and the Type Modifier you wrote down in each row. Enter this value in the Variance column. Then multiply each Variance by the appropriate Cost of Variance to determine the Type Cost of that spell type. Total all of the Type Costs and enter the sum in the Total row of the Type Cost column.

Finally, add the value you wrote down in the Type Cost column to 500. The resulting sum is the **Base XP Cost** of the new magic type you've created. Round this value to the closest value divisible by 25. Base XP Cost can never be lower than 500 XP; if less, increase or decrease your source factors until Base XP Cost is at least 500.

Source Factor Construction

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-		=		x	1,300	=		
Death	1.5	-		=		x	500	=		
Detection	1.25	-		=		x	500	=		
Enchantment	1.3	-		=		x	500	=		
Healing	1	-		=		x	500	=		
Illusion	1.5	-		=		x	1,000	=		
Movement	1.25	-		=		x	500	=		
Protection	1	-		=		x	500	=		
Summoning	1.2	-		=		x	500	=		
Transmogrification	1.25	-		=		x	500	=		
Wall	1.5	-		=		x	500	=		
Total	15.0				n/a		n/a		+ 500 =	Base Cost

EXAMPLE: Below are three completed Source Factor Construction tables. The first table is for the Divine magic type (used by clerics), the second table is for the Arcane magic type (used by mages) and the third table is for a new magic type called Faery. The Faery magic type excels at enchantments, illusion, transformation, and similar glamours, but is poor at blast and death spells.

Divine Magic Type

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-	2.25	=	0	x	1,300	=	0	
Death	1.5	-	1.5	=	0	x	500	=	0	
Detection	1.25	-	1.25	=	0	x	500	=	0	
Enchantment	1.3	-	1.3	=	0	x	500	=	0	
Healing	1	-	1	=	0	x	1,000	=	0	
Illusion	1.5	-	1.5	=	0	x	500	=	0	
Movement	1.25	-	1.25	=	0	x	500	=	0	
Protection	1	-	1	=	0	x	500	=	0	
Summoning	1.2	-	1.2	=	0	x	500	=	0	
Transmogrification	1.25	-	1.25	=	0	x	500	=	0	
Wall	1.5	-	1.5	=	0	x	500	=	0	
Total	15.0		15.0		n/a		n/a		0 + 500 =	500

Arcane Magic Type

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-	1	=	1.25	x	1,300	=	1625	
Death	1.5	-	1	=	0.5	x	500	=	250	
Detection	1.25	-	1.6	=	-0.35	x	500	=	-175	
Enchantment	1.3	-	1.4	=	-0.1	x	500	=	-50	
Healing	1	-	1.5	=	-0.5	x	1,000	=	-500	
Illusion	1.5	-	1	=	0.5	x	500	=	250	
Movement	1.25	-	1	=	0.25	x	500	=	125	
Protection	1	-	1	=	0	x	500	=	0	
Summoning	1.2	-	1	=	0.2	x	500	=	100	
Transmogrification	1.25	-	1	=	0.25	x	500	=	125	
Wall	1.5	-	1	=	0.5	x	500	=	250	
Total	15.0		12.5		n/a		n/a		2,000 + 500 =	2,500

Faery Magic Type

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-	2.25	=	0	x	1,300	=	0	
Death	1.5	-	1.5	=	0	x	500	=	0	
Detection	1.25	-	1.25	=	0	x	500	=	0	
Enchantment	1.3	-	1	=	0.3	x	500	=	150	
Healing	1	-	1	=	0	x	1,000	=	0	
Illusion	1.5	-	1	=	0.5	x	500	=	250	
Movement	1.25	-	1	=	0.25	x	500	=	125	
Protection	1	-	1	=	0	x	500	=	0	
Summoning	1.2	-	1	=	0.2	x	500	=	100	
Transmogrification	1.25	-	1	=	0.25	x	500	=	125	
Wall	1.5	-	1	=	0.5	x	500	=	250	
Total	15.0		12.75		n/a		n/a		1,000 + 500 =	1,500

EXAMPLE (cont.): As can be seen, the Faery magic type is mid-way between the power and XP cost of the Arcane and Divine magic types. It has a Base XP Cost of 1,500 XP, lower than the Arcane type's Base XP Cost of 2,500 but higher than the Divine type's Base XP Cost of 500 XP.

A Note on Source Factors: The custom magic type construction rules require that each spell type be assigned a specific source factor. This is not always a simple matter, however. In the *Player's Companion*, the source factor for Detection spells is subject to a host of modifiers that can make the source factor as high as x3 for some spells (e.g. arcane detection of curse). The source factor for Enchantment spells is even more ambiguous, as there are several source factors listed, depending on the type of effect, from x1 to x1.5 for Arcane and from x1 to x1.5 for Divine, again with source modifier factor stacked on top.

To calculate the source factor for Detection spells, we assumed that each effect is approximately equal, and then calculated an average source factor for all of the effects. There are 13 different effects listed. Divine magic has a source factor of x1 on nine of these; x1.5 on two of these; and x2 on the last two. The average source factor is $[(1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1.5 + 1.5 + 2 + 2) / 13] = 1.23$. We rounded this to 1.25. A similar procedure was used for the Arcane source factor for Detection and for the source factors for Enchantment.

For your own magic types, you can create similarly complex source factors and source factor modifiers if desired, at the cost of some math scribbling. If you want a custom magic type to have precisely the same factors as Arcane or Divine magic, just use the ones listed above – we've done the math for you. The fact that Faery type magic has a Detection source factor of 1.25 (same as Divine) could be understood to mean it builds Detection spells using the source modifier factors for Divine magic. But you could also disregard those complexities and simply build Faery spells with a source factor of x1.25, making it better than Divine magic at detecting treasure or secret doors, but worse at detecting evil or danger, for instance. This decision should be made when the magic type is created!

SPECIALIZED MAGIC TYPES

The source factor rules above assume that all types of magic are capable of casting all 11 types of spells, albeit at greater or lesser effectiveness. Particular classes that use that type of magic, or particular characters of that class, might be specialized but the magic type itself is not.

In some cases, the Judge may wish to create a type of magic which is itself specialized. Perhaps he wants to create an evil type of sorcery that can only be used for death and summoning spells, or an elemental magic that can only be used for blast and wall spells. Because of this specialization, the magic type might be better at certain spells than is otherwise possible in the rules. For this reason, specialized magic types must be used carefully.

To create a specialized magic type, simply remove one or more of the 11 spell types. Cross them out on the Source Factor Construction table – do not write down a type modifier for them and do not calculate a variance. For each spell type removed from the Source Factor Construction table, the magic type's minimum source factor totals are reduced by 1.125, and its Base XP Cost is reduced by 45. (Base XP Cost must still be at least 500, however).

Source factor modifiers for specialized magic types must always be equal to or lower than the base modifier for that type, to a minimum of 1. (You cannot have a specialized school of magic that is bad in casting its specialty!) Some specialized schools of magics might have some source factors below 1. If two spell types unavailable to the magic type, the minimum source factor for one spell type is reduced from 1 to 0.75. If four spell types are unavailable, the minimum source factor for two spell types is reduced from 1 to 0.75. Finally, if six or more spell types are unavailable, the minimum source factor for three spell types is reduced from 1 to 0.75.

EXAMPLE: The Judge decides to create a magic type called Battlelore. Battlelore can only use Blast, Death, Protection, and Wall spells. This eliminates Death, Detection, Enchantment, Illusion, Movement, Summoning, and Transmogrification, or 7 spell types. Battlelore's minimum source factor total is $[11 - (7 \times 1.125)]$ 3.125. Its Base XP Cost is reduced by (7×45) 315 points. Since six or more spell types are unavailable to the magic type, up to three spell types can have source factors as low as 0.75. Battlelore's source factors are set at Blast 0.75, Death 1, Protection 0.75, and Wall 0.75, for a source factor total of 3.25. Its Base XP Cost works out to 2,310, which rounds to 2,300. Battlelore has far less flexibility than Arcane magic, but a 6th blast, protection, or wall spell using Battlelore could be as powerful as an 8th level spell using Arcane magic!

Battlelore Type

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-	0.75	=	1.25	x	1,300	=	1,625	
Death	1.5	-	1.0	=	0.5	x	500	=		
Detection	1.25	-		=		x	500	=		
Enchantment	1.3	-		=		x	500	=		
Healing	1	-		=		x	1,000	=		
Illusion	1.5	-		=		x	500	=		
Movement	1.25	-		=		x	500	=		
Protection	1	-	0.75	=	0.25	x	500	=	125	
Summoning	1.2	-		=		x	500	=		
Transmogrification	1.25	-		=		x	500	=		
Wall	1.5	-	0.75	=	0.75	x	500	=	375	
Total			3.25		n/a		n/a		2,125	+500-185 = 2,310

SPELL PROGRESSION TABLES

The number and levels of spells a caster can use in a single day are determined by cross-referencing the caster's effective level of experience with his magic types' spell progression table. There are three available spell progression tables: the standard, alternative, and improved progression.

Standard: The standard progression allows the caster to use spells of increasingly high level with every other level of experience earned. It gradually but slowly accumulates spells of the lower levels with every level of experience earned. In the *Player's Companion*, the standard progression is referred to as the "mage" progression, as it is used by mages and (in form or another) all other Arcane casters. Choosing the standard progression does not adjust the magic type's Base XP Cost.

Alternative: At first glance, the alternative progression looks much weaker than the standard progression. It never offers access to 6th level spells, and it doesn't even offer spells at all until 2nd level. These disadvantages are counter-balanced by two advantages: It gets 4th and 5th level spells much faster than the standard progression, and at higher levels it offers 50% more spells per day within each spell level. In the *Player's Companion*, the alternative progression is referred to as the "cleric" progression as it is used by the cleric and all other Divine casters. Choosing the alternative progression does not adjust the magic type's Base XP Cost.

Improved: The improved progression offers faster access to low- and high-level spells than the standard progression, more spells at higher level than the standard progression, and higher-level spells overall than the alternative progressions. No magic types or classes in ACKS use the improved progression, but it may be suitable for campaign settings with exceptionally powerful magic-users or high magic. Choosing the improved progression increases the magic type's Base XP Cost by 13.5%. Round the Base XP Cost up to the nearest divisor of 25.

Standard Spell Progression						
Level	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	2	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	3	2	1	-
10	3	3	3	3	2	-
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	2
14	4	4	4	4	3	3

Alternative Spell Progression					
Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	-	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2
10	4	4	3	3	2
11	4	4	4	3	3
12	5	5	4	4	3
13	5	5	5	4	3
14	6	5	5	5	4

Improved Spell Progression						
Level	1	2	3	4	5	6
1	2	-	-	-	-	-
2	3	-	-	-	-	-
3	3	1	-	-	-	-
4	3	2	-	-	-	-
5	3	2	1	-	-	-
6	3	3	2	-	-	-
7	4	3	2	1	-	-
8	4	3	3	2	-	-
9	4	4	3	2	1	-
10	4	4	3	3	2	-
11	5	4	4	3	2	1
12	5	4	4	3	3	2
13	5	5	4	4	3	2
14	6	5	4	4	3	3

EXAMPLE #1: The Arcane magic type uses the standard spell progression.

EXAMPLE #2: The Divine magic type uses the alternative spell progression.

EXAMPLE #3: The Judge decides that the Faery magic type will use the alternative spell progression, to represent that faery magic lacks the raw power of arcane magic (no 6th level spells). This does not adjust its Base XP Cost.

EXAMPLE #4: The Judge decides that the Battlelore magic type will use the improved spell progression, to represent the unwavering devotion to magical mastery its elite practitioners display. This increases its Base XP by 13.5% from 2,300 to 2,610, rounded to 2,600.

SPELL REPERTOIRE

The spells available to a spellcaster are called his **spell repertoire**. Practitioners of different types of magic acquire their repertoire in very different ways. There are three mutually exclusive ways that casters of a particular type of magic might acquire its spells, **prayer**, **study**, and **inheritance**. Casters and magic types which use these methods are called **prayerful**, **studious**, and **inherited** respectively.

In *ACKS*, all arcane magic is studious, and all divine magic is prayerful. When creating a custom magic type, however, the Judge has complete freedom. A magic type's source factors for spell type, its spell progression, and its method of learning spells are all distinct choices when using these rules!

PRAYERFUL

Prayerful magic is acquired from beseeching extraplanar sources. Prayerful casters receive their spells directly from the deity (or other power) they serve. Their spell repertoire automatically includes a certain number of spells of each level they can cast from the **spell list** made available to them by their deity (but not necessarily every divine spell in existence). Each day, generally in the morning, a well-rested prayerful caster simply needs to pray for at least one hour in order to be able to cast these spells. Of course, the prayerful spellcaster may be expected to pray more than this in order to remain in his deity's good graces!

The number of spells of each level in a prayerful caster's repertoire is equal to (5000 / Base XP Cost), rounded up. If the caster has more or less than a full level progression, this repertoire may be increased or decreased. See the **Magic Type Class Category** section, below.

EXAMPLE: The Faery magic type has a Base XP Cost of 1,500. If the Faery magic type were prayerful, it would have a repertoire of $(5000 / 1,500) = 3.33$, rounded up to 4, spells per level. This Judge decides to select a different repertoire acquisition method.

Do *not* select spells for the repertoire now! The selection of spells in a prayerful spell repertoire comes when custom classes are created that use the magic type. The exact spells available for any given prayerful caster class could vary widely. For example, the Cleric Spell List, Shaman Spell List, and Witch Spell List in the *Player's Companion* are all examples of the same magic type, Divine, but their spell repertoires vary considerably.

Reversed Spells: Some spells can be cast **reversed**. A reversed spell results in an effect that is opposite to the effect the spell normally causes. Prayerful spellcasters will know both the normal and reversed form of any spell on their spell list. However, Lawful prayerful spellcasters prefer to cast spells in their normal form, and will use the reversed forms only against Chaotic opponents. Conversely, Chaotic prayerful spellcasters will freely cast reversed spells, while using the normal version only to aid comrades and followers. Some prayerful spellcasters may be restricted entirely by their deity from using normal or reversed versions of particular spells (Judge's discretion).

STUDIOUS

Studious magic is acquired from intense study. Studious spellcasters have only a limited repertoire of spells. The base number and level of spells in a studious spellcaster's repertoire is always equal to the number and level of spells he can cast per day. The number of spells of each level in the repertoire is increased by the caster's Intelligence bonus. For instance, assume a 3rd level studious caster is able to cast two 1st and one 2nd level spell per day. His repertoire is two 1st and one 2nd level spells. If he has 16 INT (+2 modifier), then his spell repertoire is increased to four 1st level and three 2nd level spells.

A **formula** for each spell in a studious spellcaster's repertoire must be recorded in his **spell books**. Periodically the caster reviews his spell books to refresh himself on each spell in his repertoire. Spellbooks do not actually have to be books – a different physical object capable of recording information can be used, if that is more appropriate to the magic type being created.

Whatever their physical form, a blank spell book costs 20gp and has 100 "pages". Each spell formula in the repertoire takes up one page per spell level in a spell book. Spell formula are accumulated over time and are useful if the caster wishes to change his repertoire (see below).

As they advance in level, studious spellcasters can add new spells to their repertoire in a few different ways. When they gain a level of experience, they may return to their masters and be out of play for one game week per spell while they are adding new spells to their repertoire. Their masters will teach them spells equal to the number and level of spells the caster can use in a single day. Characters of 9th level or above do not have masters to teach them spells, so they must find or research them. When a master is not available, studious casters depend entirely on finding spell scrolls, finding other spell books with new spells in them, or conducting spell research.

If a new spell is found on a scroll, or another studious spellcaster's spell book, it may be added to the studious spellcaster's repertoire if the character can still learn new spells of that level. If the spell is of too high level to be cast, it cannot be put into the repertoire, but it may be saved to be put into the repertoire in the future. It takes one week of study to add a spell to the character's repertoire. Scribing a spell from a scroll uses it up in the process, but copying spells from a spell book does not erase spells from the book.

Scrolls and spell books are complex and esoteric, and usually written in obscure or dead languages. A scroll or spell book can be read only by the spellcaster who created it, or by a studious spellcaster who can read the language the scroll or spell book is written in. A studious spellcaster can use **read languages** to read a scroll or spell book in an unfamiliar language.

Sometimes a studious spellcaster's spell book will either be lost or destroyed. Each week he goes without access to his spell books, a studious spellcaster loses one spell level from his repertoire, until eventually he knows none at all. A studious spellcaster can rewrite the spells through research and memory at a cost of 1 week of game time and 1,000gp for each spell level. For instance, if two 1st level spells and one 2nd level spell are replaced, it will take 4 weeks and 4,000gp. This activity requires complete concentration, and a character doing this work may not engage in any other activity for the time required.

A studious spellcaster who already has a full repertoire of spells may sometimes wish to replace one spell in his spell repertoire with another of equal level. It costs 1 week of game time and 1,000gp for each spell level to replace a spell in the repertoire with another. For instance, if one 3rd level spell is replaced, it will take 3 weeks and 3,000gp. This activity requires complete concentration, and a character doing this work may not engage in any other activity for the time required. The studious spellcaster must have a copy of the spell formula for the new spell. Replacing a spell in the repertoire does not cause the character to lose the formula of the replaced spell.

This practice commonly occurs when a spellcaster gets access to more useful spells than what he currently knows, or when a particular adventure requires a spell the caster doesn't normally use. Powerful studious spellcasters generally build large libraries of spell formula and scrolls so that they can replace the spells in their repertoire with new spells when the situation calls for it. For instance, a studious spellcaster confronting a pack of gorgons might wish to learn **stone to flesh** in preparation for the encounter. Given enough time, a studious spellcaster can prepare for almost any challenge.

Reversed Spells: Studious spellcasters treat the normal and reversed version of a spell as separate spells.

INHERITED

Inherited magic is just that, inherited – the caster is born with the power to cast spells. Like studious spellcasters, inherited spellcasters have only a limited repertoire of spells, equal to the number and level of spells they can cast per day. The number of spells of each level in the repertoire is increased by the caster's Charisma bonus. (At the Judge's discretion he may create inherited magic types that benefit from abilities other than Charisma.)

As inherited casters advance in level, they automatically learn new spells equal to the number and level of spells the caster can use in a single day. They do not need or benefit from masters, spellbooks, or scrolls, and are not beholden to any deity or higher power that limits their repertoire. Unlike studious spellcasters, they may not change spells in their repertoire.

Reversed Spells: Inherited spellcasters treat the normal and reversed version of a spell as separate spells.

EXAMPLE: The Faery magic type has an inherited spell repertoire. Faery casters have a spell repertoire equal to the number and level of spells they can cast per day, increased by their Charisma bonus.

MAGIC TYPE CLASS CATEGORY

In order to use a new magic type in play, it will need to be incorporated into one or more custom character classes. As explained in the *Player's Companion*, creating a custom class is a process of allocating **build points** to various **class categories** that define the strengths and weaknesses of the class. The Divine and Arcane magic types each have their own class category, and any new magic type must have its own class category value as well.

When building a custom class, each class category is allocated between 0 and 4 build points. When more build points are allocated to the class category, more abilities from within that class category are available, and more XP are required to advance in level.

At each build point (1-4), the magic type's spell progression and Base XP Cost is modified upward or downward. As such, different class categories can be more or less powerful and expensive depending on the underlying magic type's Base XP Cost. For example, assigning 2 build points to the Divine value allows a character class to cast spells at the character's actual level, at a cost of 500 XP. Assigning 2 build points to the Arcane value allows a character

class to cast spells at ½ the characters' actual level, at a cost of 1,250 XP. This 500% variance is because the Arcane magic type has a Base XP Cost of 2,500 while the Divine magic type has a Base XP Cost of 500.

To determine the XP Cost and rate of spell progression at each build point, find the magic type's Base XP Cost on the Class Category Value table below. Multiply the Base XP Cost by the XP Cost Multiplier at each level. Apply the effects noted on the Spell Progression column to the magic type's spell progression (alternative, improved, or standard), as explained below.

Class Category Value	2000+ Base XP Cost		1,999 – 1,000 Base XP Cost		999 – 500 Base XP Cost	
	Spell Progression	XP Cost Multiplier	Spell Progression	XP Cost Multiplier	Spell Progression	XP Cost Multiplier
4	Full Level	x1	Spells x 133%	x2	Spells x 150%	x4
3	2/3 Level	x0.75	Full Level	x1	Spells x 133%	x2
2	1/2 Level	x0.5	3/4 Level	x0.75	Full Level	x1
1	1/3 Level	x0.25	2/5 Level	x0.4	1/2 Level	0.5
0	None	0	None	0	None	0

1/3 Level: The class has the ability to cast spells and engage in magic research (see below) at 1/3 its actual class level, rounded down. For instance, at 5th level, the class casts spells as a 1st level caster. The class uses its effective caster level (1/3 its level of experience) for purposes of level-dependent spell ranges, duration, and damage. If the magic type is prayerful, its repertoire is decreased to 1/3 the normal allocation (rounded up).

2/5 Level: The class has the ability to cast spells at 2/5 and engage in magic research its actual class level, rounded down. For instance, at 5th level, the class casts spells as a 2nd level caster. The class uses its effective caster level (2/5 its level of experience) for purposes of level-dependent spell ranges, duration, and damage. If the magic type is prayerful, its repertoire is decreased to 1/3 the normal allocation (rounded up).

1/2 Level: The class has the ability to cast spells and perform magic research at 1/2 its actual class level. After 1st level, round fractions of 0.5 or greater up. For instance, at 5th level, the class casts spells as a 3rd level caster. The class uses its effective caster level (1/2 its level of experience) for purposes of level-dependent spell ranges, duration, and damage. If the magic type is prayerful, its repertoire is decreased to 1/2 the normal allocation (rounded up).

2/3 Level: The class has the ability to casts spells and engage in magical research at ⅔ its actual class level. Round fractions of 0.5 or greater up. For instance, at 5th level, the character has the abilities of a 4th level mage. The class uses its effective caster level (⅔ its level of experience) for purposes of level-dependent spell ranges, durations, and damage. If the magic type is prayerful, its repertoire is decreased to 1/2 the normal allocation (rounded up).

3/4 Level: The class has the ability to cast spells and engage in magical research at ¾ its actual class level. Round fractions of 0.5 or greater up. For instance, at 7th level, the character has the abilities of a 5th level mage. The class uses its effective caster level (¾ its level of experience) for purposes of level-dependent spell ranges, duration, and damage. If the magic type is prayerful, its repertoire is decreased to 3/4 the normal allocation (rounded up).

Full Level: The class has the ability to cast spells at its class level according its spell progression.

Spells x 133%: The class has the ability to cast spells and engage in magical research at its class level according to its spell progression. However, increase the class's spells per level by 33%. Round fractions of .5 or greater up. The class uses its class level for all level-dependent spell ranges, durations, and damages; these are not increased by 33%. A class using the Alternative progression with Spells x 150% can cast one 1st level spell per day at 1st level. If the magic type is prayerful, its repertoire is increased by 20% above the normal allocation.

Spells x 150%: The class has the ability to cast spells at its class level according to its spell progression. However, increase the class's spells per level by 50%. Round fractions of .5 or greater up. The class uses its class level for all level-dependent spell ranges, durations, and damages; these are not increased by 50%. A class using the

Alternative progression with Spells x 150% can cast one 1st level spell per day at 1st level. If the magic type is prayerful, its repertoire is increased by 50% above the normal allocation.

EXAMPLE: Below are three completed Class Category tables. The first table is for the Arcane magic type, the second table is for the Faery magic type, and the third table is for the Divine magic type.

Class Category Value	Arcane (Base XP Cost 2,500)		Faery (Base XP Cost 1,500)		Divine (Base XP Cost 500)	
	Spell Progression	XP Cost	Spell Progression	XP Cost	Spell Progression	XP Cost
4	Full Standard	2,500	Spells x 133%	3,000	Spells x 150%	2,000
3	2/3 Standard	1,875	Full Alternative	1,500	Spells x 133%	1,000
2	1/2 Standard	1,250	3/4 Alternative	1,125	Full Alternative	500
1	1/3 Standard	625	1/2 Alternative	560	1/2 Alternative	250
0	None	0	None	0	None	0

ADDING CLASS POWERS

A class category can provide one or more class powers at some or all of its class category values. Each class power costs 75 XP. Add the cost of the class powers to the final XP cost of the class category at each class category value. A magic type class category can provide a maximum of one class power per point of class category value.

The specific class powers offered can be defined in advance for the class category, or left as “open slots” to be filled with class-specific powers.

EXAMPLE: The Judge decides he wants the Faery class category to offer a variety of class powers which can be used on a variety of spell-like abilities. He decides the class category will offer the maximum number of powers – 4 at class category value 4, 3 at class category value 3, 2 at class category value 2, and 1 at class category value 1. This raises the cost of the class category. Class category value 4 now costs [3,000 + (75 x 4)] 3,300 XP. Class category value 3 now costs [1,500 + (75 x 3)] 1,725 XP. Class category value 2 now costs [1,125 + (75 x 2)] 1,275 XP. Class category value 1 now costs (560 + 75) 635 XP.

CODES OF BEHAVIOR

The Divine magic type carries a restricted **code of behavior** that limits its casters’ choices and courses of action. Other types of casters may also carry codes of behavior. For prayerful magic types, the code of behavior generally comes for the magic type’s deity or religious order. For studious magic types, the code of behavior might arise from purification requirements, ascetic traditions, lifelong curses, taboos, or impositions arising from the study of magic. For inherited magic types, the code of behavior might be due to a madness or abnormality, a strange and unearthly longing, or a nature alien to normal mankind.

In exchange for accepting a code of behavior, a magic type gains special powers not otherwise available. The more build points assigned to the magic type’s class category when building the class, the more restrictive the behavior code will be, but the more benefits will be gained, as shown on the table below.

Class Category Value	Codes of Behavior	
	Restriction	Benefit
4	Extreme Code	4 Class Powers or Turn Undead as Cleric of effective caster level
3	Monastic Code	3 Class Powers or Turn Undead as Cleric of effective caster level
2	Clerical Code	2 Class Powers or Turn Undead as Cleric of effective caster level
1	Chivalric Code	1 Class Power or Turn Undead as Cleric of effective caster level
0	None	None

Class Category Value 1: The class’s code will be similar to the commandments on a lay member of a religious faith, such as not to commit adultery, to follow minor dietary restrictions, and to engage in prayer on worship days, etc. A knight’s chivalric vows would also qualify.

Class Category Value 2: The code will add additional rules to an extent similar to that imposed on clergy, such as monogamy or celibacy, restrictions on dress, bans on certain indulgences, strict dietary rules, daily prayer, etc. The bladedancer, cleric, dwarven craftpriest, and shaman have such codes.

Class Category Value 3: The code will require a highly restrictive set of behaviors akin to those of a monastic order, including vows of chastity, obedience, and so on.

Class Category Value 4: The class's code will be similar to that of the value below, but with an additional restriction such as pacifism, silence, or poverty. The Priestess class has a class category 4 code.

As with the selection of the spell repertoire, the exact nature of the code of behavior should be left undetermined until specific custom classes are built for the magic type. Different classes within the same magic type may have different codes of behavior depending what value is assigned to the magic type's category value.

A code of behavior need not demand virtue – a class's code could dictate strange or vile behavior if appropriate to the class's concept. For example, a cultist class devoted to chaotic powers might require ritual sacrifices, or use of strange drugs. The Judge is the ultimate authority on the permissibility of any class's code.

EXAMPLE: The Faery magic type represents otherworldly magic inspired by folklore and fairy tales. Therefore the Judge decides he wants the Faery class category to have a Code of Behavior which reflects superstitions and taboos that delimit its spellcaster's behavior.

Note: There is an asymmetry between class power availability and turn undead. A cleric-like class with a code of behavior can gain the ability to turn undead at his class level with 2 build points, while a mage-like class with a code of behavior cannot gain the ability to turn undead at his class level until 4 build points; but the cleric-like class can only get 2 class powers for giving up turn undead while the mage-like class can get 4 class powers. The asymmetry makes it relatively more expensive (in terms of XP per level or class powers forsaken) for powerful casters to also be able to turn undead. The custom class rules in ACKS are designed to penalize classes that attempt to "do everything" and to prevent classes from being made that are better at core class abilities than the core classes are.

MAGIC RESEARCH

All types of magic offer their casters the ability to engage in magic research, but the exact abilities granted can vary widely between types. Magic research actually consists of nine different abilities: collecting and using divine power; researching spells; scribing scrolls; brewing potions; creating permanent magic items; casting ritual spells; creating and designing magical constructs; create magical crossbreeds; and granting unlife. Each of these abilities has an effective caster level requirement as well as other prerequisites, detailed below.

Magic Research Ability	Caster Level	Other Prerequisites
Collect/Use Divine Power	1 st	Code of Behavior
Research Spells	5 th	Prayerful or Studious Magic
Scribe Scrolls	5 th	Prayerful or Studious Magic
Brew Potions	5 th	Transmogrification modifier 1.25 or less
Create Permanent Magic Items	9 th	Enchantment modifier 1.5 or less
Cast Ritual Spells	11 th	None; Effects vary by Progression
Create and Design Constructs	11 th / 9 th	Blast modifier 1.5 or less or Dwarf
Create Crossbreeds	11 th	Transmogrification modifier 1 or less
Grant Unlife	11 th	Death modifier 1.5 or less

Collect and Use Divine Power: This is the ability for the character to draw on the divine power of a higher being to further magical research. Divine power can be collected from congregants and/or from sacrifice (if Chaotic). Divine power is available at 1st level. However, in order to collect and use divine power, the class must have some strictures dictated by its faith or imposed by the being granting the power. As such, only classes with a Code of

Behavior gain this ability. The Arcane magic type does not enforce a Code of Behavior on its spellcasters, so they are not afforded this ability.

EXAMPLE: The Judge has determined that Faery magic imposes a Code of Behavior. Therefore any classes built with the Faery class category offer the ability to collect and use divine power, presumably from the royal courts of the fey or perhaps the otherworldly realm of the faery itself.

Research Spells: This is the ability for the character to use spell research spells that he does not have access to from scrolls, spell books, or (if a prayerful spellcaster) his deity. This ability is gained at an effective caster level of 5. However, magic types with an inherited repertoire never offer this ability.

EXAMPLE: The Judge has determined that Faery magic is inherited, so classes built with the Faery class category never offer the ability to research spells.

Scribe Scrolls: This is the ability for the character to create scrolls inscribed with spells. This ability is gained at an effective caster level of 5. This ability can be gained at level 3 if the ability to Brew Potions is delayed until level 7. (This option is not available if the magic type is disqualified from brewing potion altogether.) As with researching spells, spellcasters with an Inherited never gain this ability.

EXAMPLE: The Judge has determined that Faery magic is inherited, so classes built with the Faery class category never offer the ability to scribe scrolls.

Brew Potions: This is the ability for the character to brew single-use potions. This ability is gained at an effective caster level of 5. In order to offer this ability, the magic type must have a Transmogrification modifier of 1.25 or less. This ability can be gained at level 3 if the ability to scribe scrolls is delayed until level 7. (This option is not available if the magic type is disqualified from scribing scrolls altogether.)

EXAMPLE: Faery magic has a Transmogrification modifier of 1, so classes built with the Faery class category will offer the ability to brew potions ability at 5th level.

Create Permanent Magic Items: This is the ability for the character to make multi-charge and permanent magic items such as wands, rings, swords, and armor. This ability is gained at an effective caster level of 9. In order to offer this ability, the magic type must have an Enchantment modifier of 1.5 or less.

EXAMPLE: Faery magic has an Enchantment modifier of 1, so classes built with the Faery class category will offer the ability to create permanent magic items at 9th level.

Cast Ritual Spells: This is the ability for the character to learn and cast very powerful enchantments. This ability is gained at an effective caster level of 11. If the magic type follows the Standard or Improved progression, it will offer ritual spells of 7th, 8th, and 9th level. If the magic type follows the Alternative progression, it will offer ritual spells of 6th and 7th level.

EXAMPLE: Faery magic follows the Alternative progression. Therefore, classes built with the Faery class category will gain the ability to cast ritual spells of 6th and 7th level when they reach 11th level.

Create and Design Constructs: This is the ability for the character to craft magical constructs such as gargoyles and golems. This ability is gained at an effective caster level of 11, or 9 if the character is a Dwarven class. In order to offer this ability to non-Dwarves, the magic type must have a Blast modifier of 1.5 or less. Thus, the Divine magic type, with a Blast modifier of 2.25, does not afford non-Dwarven casters the ability create crossbreeds.

EXAMPLE: Faery magic has a Blast modifier of 2.25, so classes built with the Faery class category will never offer the ability to create and design constructs, unless they are Dwarven custom classes.

Create Crossbreeds: This is the ability for the character to magically blend different progenitor creatures together to create a crossbreed monster. This ability is gained at an effective caster level of 11. In order to offer this ability,

the magic type must have a Transmogrification modifier of 1 or less. Thus, the Divine magic type, with a Transmogrification modifier of 1.25, does not afford its casters the ability create crossbreeds.

EXAMPLE: Faery magic has a Transmogrification modifier of 1, so classes built with the Faery class category will offer the ability to create crossbreeds ability at 11th level.

Grant Unlife: This is the ability for the character to transform creatures into intelligent undead through necromancy. This ability is gained at an effective caster level of 11. In order to offer this ability, the magic type must have a Death modifier of 1.5 or less. Granting unlife is limited to Chaotic spellcasters, but this is a limitation of alignment rather than magic type.

EXAMPLE: Faery magic has a Death modifier of 1.5, so classes built with the Faery class category will offer the ability to grant unlife ability at 11th level.

SAVING THROW PROGRESSION

In the *Player's Companion* custom class creation system, every class is assigned a saving throw progression based on its highest of the four class category values (Fighting, Thievery, Divine, or Arcane). The saving throw progression is critical, because it also determines the character's magical item options, prime requisite, proficiencies, and hit points after 9th level.

Since these rules add the ability to create new class category values offering new magic types, it is entirely possible that character classes might have saving throw progressions that don't exist yet. For instance, at what rate does a class with Faery 3, Fighting 1 advance in saving throws? How many hit points does it receive after 9th level? What magic items can it use? These rules explain how to create a unique saving throw progression for newly-created class categories.

PROGRESSION RATE

The class category of a new magic type will have a saving throw progression rate such as "2 points every 6 levels". This rate is determined by its source factor total, its repertoire acquisition method, and its code of behavior.

Source Factor Total	Inherited or Studious, No Code of Behavior	Inherited or Studious, With Code of Behavior	Any Prayerful
12.5 or less	2 points every 6 levels	2 points every 6 levels	2 points every 4 levels
12.6 – 13.5	2 points every 6 levels	2 points every 4 levels	2 points every 4 levels
13.6 or more	2 points every 4 levels	2 points every 4 levels	2 points every 4 levels

EXAMPLE: Faery magic is inherited, imposes a code of behavior, and has a source factor total of 12.75. Classes with the Faery saving throwing progression will improve their saving throws by 2 points every 4 levels (like a cleric).

The saving throw progression rate also determines proficiency acquisition; characters choose one additional proficiency chosen from their class list each time they complete a full (2-point) saving throw progression.

EXAMPLE: Classes with the Faery saving throw progression will gain one class proficiency at 4th, 8th, and 12th level.

MAGIC ITEM USAGE

The magic items available to classes with the new saving throw progression are determined by cross-referencing its repertoire acquisition method with the quotient of its Blast modifier / Healing modifier on the table below. If a choice of two magic item selections is available, the choice should be made by class, not by class category.

Source Factor Total	Blast modifier / Healing modifier		
	0.67 – 1.10	1.10 – 1.50	1.6 – 2.25
12.5 or less	Mage	Mage and Cleric	Mage or Cleric
12.6 – 13.5	Mage or Cleric	Mage and Cleric	Mage or Cleric
13.6 or more	Mage or Cleric	Mage and Cleric	Cleric

EXAMPLE: Faery magic has a source factor total of 12.75. It has a Blast modifier of 2.25 and a Healing modifier of 1, which yields a quotient of 2.25. Therefore the class category can offer the ability to use either mage or cleric magic items. This choice is left open until specific custom classes are built for the magic type.

PRIME REQUISITE

The prime requisite(s) of classes with the new saving throw progression are determined by cross-referencing its repertoire acquisition method with the quotient of its Blast modifier / Healing modifier on the table below. If a choice of two prime requisites is available, the choice should be made by class, not by class category.

Repertoire	Blast modifier / Healing modifier		
	0.67 – 1.10	1.10 – 1.50	1.6 – 2.25
Prayerful	INT and WIS	INT or WIS	WIS
Studious	INT	INT or WIS	INT and WIS
Inherited	INT and CHA	CHA	CHA and WIS

EXAMPLE: Faery magic is inherited. It has a Blast modifier of 2.25 and a Healing modifier of 1, which yields a quotient of 2.25. The prime requisites of classes with the Faery saving throw progression will therefore be CHA and WIS.

HIT POINTS AFTER 9TH LEVEL

Any class category offering spellcasting will have a saving throw progression that grants 1 hit point per level after 9th.

HIT POINTS AFTER 9TH LEVEL

After 8th level, the amount of experience required to advance no longer doubles. Instead, it increases by a flat amount each level. The amount required is based on the saving throw progression. Determine this amount based on the magic type's source factor total:

- Source Factor total of 14 or more: Additional 100,000XP for each level after 8th.
- Source factor total 13.1 to 14: An additional 120,000XP for each level after 8th.
- Source factor total 13 or less: An additional 150,000XP for each level after 8th.

EXAMPLE: Faery magic has a source factor total of 12.75. Classes with the Faery saving throw progression will require an additional 150,000XP for each level of advancement after 8th.

SPELL LIST

The final stage of creating a new magic type is to create a spell list of 10 to 20 spells of each level for your new magic type. This spell list will serve as the basis from which studious and inherited casters of the new type learn spells, or from which prayerful caster classes select their repertoire. If the new magic type is Prayerful, you should create multiple spell lists, reflecting the varying spell selection offered by different deities and higher beings.

Spell lists can include new spells custom-created for your magic type and/or existing spells imported from the various Arcane and Divine spell lists. See *Player's Companion, Chapter 5*, for rules on creating custom spells. Remember to apply the appropriate magic type's source factors when building its spells.

When importing spells from the various Arcane and Divine spell lists, you will need to compare the source modifier applied to spells of its category based on its type (Arcane or Divine) with the source modifier for that category of spells applied by your new magic type. If your new magic type has the same source modifier for that category as magic type from which you're importing it, no modification is required. However, if your new magic type has a different source modifier, you'll need to increase or decrease the spell's level accordingly.