

Magick Abilities¹

Magickal abilities are special General abilities. Build points for Magickal abilities come from the pool of General Ability build points.

The first rating point in any Magickal Ability **costs 5 build points**; after that, build points for that ability and for all other Magickal abilities become rating points as normal.

Using a Magickal ability is like any other General ability use: roll a die, add any points you spend, and compare the result to the Difficulty. However:

- You must spend at least 1 point from your Magickal Ability pool.
- Different Effects have different minimum spends. (See Magick system document for effect descriptions)
- If you have insufficient points in the relevant Magickal pool you must spend points from other pools instead, at varied ratios of spent pool points to effective points added to the die.



See **Magick System Details** for how this all works.

<i>Jupiter</i>	<i>Moon</i>	<i>Sun</i>
<i>Mars</i>	<i>Saturn</i>	<i>Venus</i>
<i>Mercury</i>		

¹ The planetary Magickal abilities are based on (and vastly simplified from) the Heptarchia Mystica system developed or discovered by John Dee. Heptarchic magick depends on knowledge of the Heptarchs or angelic entities governing the seven planets and their influence.

<i>Ability</i>	<i>Description</i>	<i>Domain</i>	<i>Secondary</i>
<i>Sun</i>	'Beauty' is suffused with the golden lambency, and rates to balance and moderation. Guarded by lions it resembles ancient Savannah. Its dry, shimmering heat denotes its fiery nature, its golden light emanates from the sphere of the sun.	Wisdom, understanding, science, philosophy; Seas, ships and sea creatures, birds; Health	Venus
<i>Moon</i>	'Foundation' - here referring to structures underlying the visible, not to the physical act of founding - relates to the subconscious. It's a realm of hidden passages, hissing pistons, and levers; the motors of the world. Its ever-turning, unmappable nature reveals its ties to air; its deep purple light shines down through a million gratings and kaleidoscopic skylights from the sphere of the Moon.	Mathematics, politics, doctrine; Light, magical beings, operations of the earth, wonders; Madness	Saturn
<i>Mercury</i>	'Splendour' shines from orderly lines and figures drawn within infinite latticework deep orange cloth-of-bronze, shot through with fractal, threaded patterns. The patterns ultimately resolve in to the gateway to the sphere of Mercury. It holds the nodal points where the four elemental corners meet, somewhere at its centre, and relates to intellect, logic and language.	Depths and secrets of the Earth, caverns, the part; Judgement, Hell, the Gates of Death, Fire; Languages, magick	Jupiter
<i>Venus</i>	'Victory' hangs in space, a pillar of cloud and storm lashing an emerald-green sea, powerfully tied to water and related to emotion. Across its waves lies the sphere of Venus.	Perfection of nature, metals, art; Divination, heights and works of the air; Beauty, love.	Moon
<i>Mars</i>	'Severity' appears as an arsenal of iron chariots; the weapons, walls and armoured figures all glow with ruddy fire. It relates to violence and destruction (which <i>can</i> be used for good, but must be controlled). Obviously it's associated with Mars.	Depths of the Water, mysteries of Water, duality, deep emotion; Breath of life, plants and animals, birth; War.	Sun
<i>Jupiter</i>	'Mercy', the Sphere of generosity and protection, appear as a brilliant blue temple mirrored in blue airy skies. It abuts the sphere of Jupiter.	Treasures, Mysteries of the Earth, subterranean rivers; Time, pattern new worlds, new people and dynasties; Ariel sprits, humous, emotions	Mars
<i>Saturn</i>	'Understanding' is crucially concerned with comprehension. It can be seen as a black cave full of rich food smells. It touches the sphere of Saturn. Deep within it are the true springs of elemental water and the lush cornucopia of elemental earth.	Humans; wicked spirits, the doings of Evil Men; invisibility, petrification, darkness	Mercury.

Ability: The Specific Heptarchy Ability

Domain: The areas the ability can magickly affect. There is a good deal of overlap in these domains, as befits an essentially medieval and feudal angelic hierarchy.

Correspondences: Symbols, emblems, etc. that reflect or exemplify the Heptarch's influence.

Secondary: The Heptarchs share responsibilities. Points spent from the secondary ability are equivalent to those spent from the primary ability in a casting. However, the caster must always spend at least 1 point from the primary ability to cast a spell.