

# Magic Points

An alternate magic system for lightweight 20-sided gaming

<https://rocx.rocks/writs/ml20-mp.html>

Version 0.9, released 2020-03-22

## Introduction

Inspired in part by computer RPGs, the use of magic points is another flavor of magic for campaigns and settings that are not too fond of expending hit points to cast magic.

## In a Nutshell

- Magic-Users gain an additional attribute: magic points.
- Abbreviated "mp".
- Magic points = 1d4 + MIND bonus per level.
- Cast arcane spells with mp instead of hp.
- Spells cost their usual point costs.
- Recover all magic points after a long rest.

## Magic & Wondrous Items

**Mana Sump** (2,500 gp) A red metallic box with small pipes and grooves on its surface and a large button on the top. The user can absorb magic points from or give to any magical target:

- Magic-using NPCs, transferring 1d4 mp between the target's and user's pools.
- Magical items with charges, transferring the item's spell's cost in magic points. The game master can arbitrate magic points transferred if the item's effect is unique instead of a spell. This method can be used to recharge items that can be over time.

**Sorcerer's Cap** (2,000 gp) Headgear that increases the wearer's maximum magic points by 25 points while worn. Does not naturally recover magic points.

**Mana Potion** (50 gp) A fizzy blue potion that recovers 1d4 magic points + 1 point per user's level. Has no effect on characters that cannot cast magic.

**Bulbous Wand** (1,500gp) A thick oak wand with a gemmed bulb at the bottom. Contains a pool of 3 + 2d6 magic points. Recovers half the total (rounded up) mp per day.

## Casting Order

If a magic-user has items with their own stash of magic points, the points are taken in the following order:

1. Jewelry, armor, and wearable items
2. Wands, rods, and staves
3. Characters' magic points

For example, if a spell uses up an enchanted crown's magic points and still doesn't cover the cost, the remainder points are taken from a wand.

If wearing multiple jewelry, armor, and wearable items, the casting character can decide where these points come from.

## Optional Rules

### High Fantasy I

For settings where magic-users are more ubiquitous or for them to not sputter out of spells after ten minutes, the formula for a character's starting magic points uses their MIND stat instead of their bonus. Each subsequent level still adds the normal 1d4 + MIND bonus to this total.

### High Fantasy II

Reduce the cost of spells to their level. First-level spells cost 1 mp to cast, second-level spells cost 2mp, and so on. Whether zeroth-level spells become free to cast or cost 1 mp remains up to the game master.

### Blood Magic

When a character's pool of magic points are depleted, they can resort to using their hit points as a source.

### High Blood Magic

Each hit point paid to cast a spell is worth two magic points. Using a hit point to cast a spell that costs one mp, for example, results in a wasted magic point.

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