Expanded Magic Cost

LF100 and Classic · English · 2026.10.06 · r2

An optional rule for expanding your repertoire into other spell lists and Realms. It replaces the costs in Appendix 6.3 while retaining the requirements and learning procedure in sections 3.8 and 6.3.

List type	Band	COST CATEGORY · DP PER +5%			
		Pure	Hybrid	Semi	Non-spell user
Open same Realm	**A**	**10**	**10**	**50**	**100**
	B	**10**	**10**	**50**	**100**
	C	**10**	**10**	**50**	**300**
	D	**10**	**30**	**100**	**NO**
	E	**20**	**100**	**200**	**NO**
Closed same Realm	**A**	**10**	**10**	**50**	**100**
	B	**10**	**10**	**50**	**300**
	C	**10**	**30**	**100**	**NO**
	D	**10**	**40**	**300**	**NO**
	E	**30**	**200**	**NO**	**NO**
Other profession's base list same Realm	**A**	**30**	**50**	**100**	**NO**
	B	**30**	**50**	**NO**	**NO**
	C	**50**	**100**	**NO**	**NO**
	D	**100**	**200**	**NO**	**NO**
	E	**200**	**NO**	**NO**	**NO**
Open different Realm	**A**	**50**	**100**	**200**	**NO**
	B	**50**	**100**	**NO**	**NO**
	C	**150**	**200**	**NO**	**NO**
	D	**300**	**300**	**NO**	**NO**
	E	**NO**	**NO**	**NO**	**NO**
Closed different Realm	**A**	**100**	**100**	**300**	**NO**
	B	**300**	**300**	**NO**	**NO**
	C	**NO**	**NO**	**NO**	**NO**
	D	**NO**	**NO**	**NO**	**NO**
	E	**NO**	**NO**	**NO**	**NO**
Base different Realm	**A**	**300**	**300**	**NO**	**NO**
	B	**NO**	**NO**	**NO**	**NO**
	C	**NO**	**NO**	**NO**	**NO**
	D	**NO**	**NO**	**NO**	**NO**
	E	**NO**	**NO**	**NO**	**NO**

Reading the table: each figure is the DP cost per +5% to learning. Every permitted cost allows repeated payments before resolution. **NO** prohibits learning that band.

Your profession's base lists: use Open, same Realm. Column selection is explained on page 2.

Band	Spell level	Rank	Prerequisite
A	1-5	Apprentice	No previous band required
B	6-10	Initiate	Have learned a spell from band A
C	11-15	Skilled	Have learned a spell from band B
D	16-20	Expert	Have learned a spell from band C
E	21+	Master	Have learned a spell from band D

How to use expanded costs

Columns, Realms and learning

Choose the column

Your Career Path sets the cost category shown below. For Sage or Leader, one Realm of your own uses Pure; two or three use Hybrid. Archmage and Arcist are examples of Hybrids. Having a choice between several alternative Realms does not make all of them your own.

Career Path	Criterion	Column
Sage or Leader	One Realm of your own	Pure
Sage or Leader	Two or three Realms of your own	Hybrid
Adventurer or Scout	Category set by Career Path	Semi
Warrior or Rogue	Category set by Career Path	Non-spell user

Identify the list and Realm

Each of a Hybrid's own Realms counts as the same Realm; any other counts as a different Realm. A base list outside your profession uses Other profession's base list, same Realm if it belongs to one of your own Realms, or Base, different Realm otherwise. Your profession's own base lists use Open, same Realm.

Check the band and pay

The band is determined by the spell's level. Retain the band prerequisites on page 1 and the core rulebook's access requirements, including having the appropriate grimoire. Each payment adds +5% to learning; any permitted cost may be paid several times before resolving learning for that character level.

Resolve learning

Retain the procedure in sections 3.8 and 6.3: Reason contributes RSN × 5 to the percentage, and learning is resolved once per character level with D100, including in Classic. Accumulation, percentage carry-over and the treatment of 100% or more follow the core rulebook.

Apply Natural Wit

Natural Wit halves every permitted cost in the table: for example, 30 becomes 15 DP and 150 becomes 75 DP. Each payment still adds +5%. Entries marked NO remain prohibited.

Keep your profession and lists

The columns are cost categories: they grant no profession, own Realms or complete lists, and do not replace Admission, Status or Vocation requirements. NO prohibits learning that band through this optional rule; it does not remove spells or complete lists already obtained.

A Mage learns an Illusionist spell

A Mage with the Sage Career Path and Essence as their sole Realm wants to learn a level 1-5 spell from an Illusionist base list outside their profession. Use Other profession's base list, same Realm, band A, Pure: 30 DP per +5%. Three payments cost 90 DP and add +15%. With RSN 4, no other bonuses or previous percentage, the total is 35% (20% + 15%). With Natural Wit, those three payments cost 45 DP and add the same +15%. This grants neither the Illusionist profession nor its complete list.

A Hybrid expands their repertoire

A Warlock with the Sage or Leader Career Path and Channelling and Essence as their own Realms uses Hybrid. Both count as the same Realm: another profession's base list in either costs 50 DP per +5% in band A. An open Mentalism list counts as a different Realm and costs 100 DP per +5% in that band, or 50 DP with Natural Wit.

