

MAGICAL FOCUS

Spellcasters of all kinds can use magical focuses, which have three effects: (1) They are used for the somatic component of spells (even when mundane). (2) They reduce the casting check and casting time for spells based on their magical bonus. (3) Cause a penalty to saving throws and magic resistance based on their bonus. See the table below for specifics.

<u>Casting Check</u>	<u>Save Penalty</u>	<u>MR Penalty</u>
+1	-1	-10%
+2	-2	-10%
+3	-3	-20%
+4	-4	-20%
+5	-5	-30%

Focuses come in many different forms, but specific classes are restricted to the types they can use as noted on the table below. The Enhancement bonus for a Paladin's Holy Sword may count as a Focus bonus. "Staff" below can be used to fight, but the Focus side cannot be used for fighting as it should be more of the traditional "mage's" staff. The bottom/other side however can be used to fight, but must be enhanced by separate magic (as is standard for double weapons). The Bard's Focus bonus on his musical instrument can be used on checks for playing ability.

<u>Class</u>	<u>Focuses Allowed</u>
Paladin	Holy Symbol, Holy Book, or Holy Sword (Enhancement bonus acts as Focus bonus)
Ranger	Holy Symbol, Staff, or Natural Wand
Mage	Crystal Ball, Rod, Staff, Spell Book, or Wand
Warlock	Crystal Ball, Rod, Staff, Spell Book, or Wand
Cleric	Holy Symbol, Holy Book, or Staff
Druid	Holy Symbol, Holy Book, Natural Wand, or Staff
Bard	Crystal Ball, Musical Instrument, Rod, Staff, Spell Book, or Wand