

# HYBRID SPELLCASTERS

## And the Spell List Development Master Table

In the standard RM2 rules, the status of Hybrid spell casters is a little blurred. Within the basic set, each hybrid was given a “main realm” (Astrologers were Channeling, Sorcerers Essence and Mystics Mentalism). However, as the later Companions came out this distinction became less clear.

I was never that happy with slotting Hybrids into one main realm anyway; the whole point of them is that they cast through two realms. So I declared that all hybrids belonged to both of their casting realms, and that they suffered the restrictions and advantages of both fully.

Our group had always used the Extraordinary Spell List Picks option from the Additional Optional Rules from Spell Law (it works quite well when you have quite a small party). With my declaration concerning Hybrids we decided to extend the table in order to reflect the way we played Hybrids.

The resulting Spell List Development Master Table has been play tested extensively. It works well for our style of play, which is dominated by long term, high fantasy campaigns. The spell casters that use this table can become very flexible – if they are prepared to pay for it.

NB: The costs for Arcane lists on this table refers to the version of Arcane magic developed in RM Companion I. In that version Arcane magic is a earlier form of magic from which the “modern” realm distinctions evolved. It is *not* a separate realm within itself.

The table also includes Prosaic magic, which was introduced in the Spell Users Companion.

The rationale behind the costings of Hybrid lists etc. is as follows;

All Hybrid spell casters have some affinity with all other Hybrid base lists. They will always have at least one realm in common, and they are familiar with the concept of spells that combine realms.

Because Pure spell users are not familiar with this concept of cross-realm casting they find it more difficult to learn Hybrid bases than other Pure bases.

Semi spell casters may not learn Hybrid base lists at all. The concept is too complex for a semi-dedicated caster to master. (Note, however, that they can learn arcane magic. Arcane spells tend to rely on brute force rather than finesse to carry their effects through, so they can eventually be learnt by almost anyone).

RED COMPANION  
HYBRID SPELLCASTERS

**SPELL LIST DEVELOPMENT MASTER TABLE**

List Type BASE	Pick	Spell User Type				
		PURE	HYBRID	SEMI	NON	ARCANE
	A	-	-	-	-	-
	B	1/*	1/*	4/*	-	2/*
	C	-	-	-	-	-
	D	1/*	1/*	4/*	-	2/*
	E	1/*	1/*	4/*	-	2/*
OPEN, SAME REALM	A	-	-	4/*	1x	-
	B	1/*	1/*	-	-	2/*
	C	-	-	4/*	2x	-
	D	1/*	3/*	10	-	2/*
	E	2/*	10	20	-	4/*
CLOSED, SAME REALM	A	-	1/*	8/*	2x	-
	B	1/*	-	-	-	2/*
	C	-	1/*	8/*	-	-
	D	1/*	4/*	30	-	2/*
	E	3/*	20	-	-	6/*
BASE, PURE, NOT OWN, SAME REALM	A	3/*	4/*	20	-	6/*
	B	-	-	-	-	-
	C	4/*	5/*	-	-	8/*
	D	10	20	-	-	20
	E	20	-	-	-	40
BASE, HYBRID, SAME REALM COMBO	A	N/A	3/*	N/A	N/A	N/A
	B	N/A	-	N/A	N/A	N/A
	C	N/A	4/*	N/A	N/A	N/A
	D	N/A	10	N/A	N/A	N/A
	E	N/A	20	N/A	N/A	N/A
BASE, HYBRID, ONE REALM DIFFERENT	A	N/A	8/*	N/A	N/A	N/A
	B	N/A	-	N/A	N/A	N/A
	C	N/A	8/*	N/A	N/A	N/A
	D	N/A	30	N/A	N/A	N/A
BASE, HYBRID, ONE REALM SAME	A	4/*	N/A	N/A	N/A	N/A
	B	-	N/A	N/A	N/A	N/A
	C	5/*	N/A	N/A	N/A	N/A
	D	20	N/A	N/A	N/A	N/A
OPEN, DIFFERENT REALM	A	4/*	5/*	10	-	N/A
	B	-	-	-	-	N/A
	C	15	20	-	-	N/A
	D	30	30	-	-	N/A
CLOSED, DIFFERENT REALM	A	10	10	20	-	N/A
	B	-	-	-	-	N/A
	C	30	30	-	-	N/A
BASE DIFFERENT REALM	A	30	30	-	-	N/A
PROSAIC	A	-	-	2/*	0.5x	-
	B	0.5/*	0.5/*	-	-	1/*
	C	-	-	2/*	1x	-
	D	0.5/*	0.5/*	2/*	2x	1/*
	E	0.5/*	0.5/*	2/*	3x	1/*
ARCANE	A	1/*	1/*	4/*	1x	2/*
	E	3/*	2/*	10	-	2/*

\*A picks are 1 – 10, 11 - 20 for Arcane users, 1 – 5, 6 – 10, 11 – 15, 16 – 20 for Hybrids, 1-3, 4 - 6, 7 – 9 etc. for Pures, 1 – 2, 3 – 4, 5 – 6 etc. for Semis and 1, 2, 3, 4, etc. for Nons. E picks are 25,30,50 etc. for all classes.