Tachyon Magic

This magic system is a variation on the wellknown Spellpoint system by Craig Rideout, Mike Fonte, and Deb Atwood. It uses the standart "10 Points/Level" cost for spells. The total amount of Spellpoints ("Tachyon Points", TSPs) is calculated from the total amount of spell levels a character may cast (e.g. 10 TSPs for a first level mage, 20 TSPs for a second level mage, $40 = 2 \times 10 + 1 \times 20$ TSPs for a third level mage, etc).
The variation is, that each spell is cast at the minimum level of experience. To increase the power of a spell, a mage/priest has to push more TSPs into the casting. The minimum level for each spell level is given in the following tables:

Mage

Spell Level	Level of Experience
1	1
2	3
3	5
4	7
5	9
6	12
7	14
8	16
9	18

Priest

Spell Level	Level of Experience
1	1
2	3
3	5
4	7
5	9
6	11
7	14

The number of levels of memorizable spells are unchanged from the 2nd Ed. PHB. A spell cast does not disappear from memory, but can be recast as many times as the mage has TSPs for. Spells are forgotten after 8 hours of uninterrupted sleep. Spells (all!) must be forgotten to be rememorized, but the mage may have full TSPs when doing so. Priests does not need to memorize their spells, they may cast any spell they know on the spot. However, this does have its disadvantages. First to third level spells are granted by the minions of the god to the priest, but higher level spells are granted directly by the god/goddess, and if there is strife in the heavens, there is a good chance the priest will not receive his spell.

A caster can easily push the level of casting up to his own level of experience by paying 3 TSPs per level difference (e.g. a third level mage casts a first level spell. The spell has a minimum level of 1, so if the mage pays 10 TSPs, he casts the spell at first level of experience. If he wants to increase the strength to second level of experience, he pays $13 = 10 + 3$ TSPs. Casting the spell at his actual level of experience will cost him $16 = 10 + 2 \times 3$ TSPs.)
Obviously, this system needs more TSPs than the standard system. Therefor, the TSPs of the caster are increased by (level $\times$ INT $- 9$) (e.g. the third level mage would gain 40 TSPs plus $18{=}3 \times 6$ TSPs for a total of 58 TSPs if he has an intelligence of 15). Priests use their WIS value. You may notice, that you will receive more TSPs then needed to increase the power of every every spell to the actual level of experience at low level (depending on the INT/WIS value), but not so at high (≈ 8) level. This seems to be unfair at first, but if one analyses the structure of spells concerning the leveldependence, one will see that approx half the mage's spells are levelindepended and more then one third of the priest's spells, too. Thus a mage will need less "boosting points" at higher level. Priests have their bonus spells, which have no equivalent in mages, and for which they do not receive "boosting points", and the number of level depending spells is much smaller (mainly combat spells). This may vary from faith to faith, but in middle the rate of TSPs/spell per level is constant for mages and priests.
There is no rule without exception: mage spezialists. These poor fellows gain an additional

spell per level with no “boosting points”. To compensate this, the mage spezialists gain additional bonus TSPs dendending on their secondary ability. These points are equal to (level $\times$ Abil $-$ 12).

By expending 7 TSPs per level difference, a caster may increase the strength of a spell beyond his actual level (e.g. the third level mage wants to cast his first level spell at fourth level, he pays $23 = 10 + 2 \times 3 + 7$ TSPs). This pushing beyond his actual level is not without risk: there is a culminative 2% chance per level difference to get a wild source (2% at one level higher, $6\% = 2\% + 2 \times 2\%$ at two levels higher, $12\% = 2\% + 2 \times 2\% + 3 \times 2\%$ at three levels higher, etc). Priests don't get a wild source but the spell simply fails and the TSPs are drained away for nothing.
The caster cannot cast spells with a larger minimum level than his actual experience level.

Priests may try to cast their faith-given Quest spells at a 2% chance of success/level. The strength of these Quest spells is calculated at actual level of experience of the priest and the priest has to pay 3$\times$ the next higher spell level to cast the Quest spell. Thus, a priest must be of fifth level before trying so (or have an exceptionell wisdom and receice the needed points earlier). The TSPs are to payed, even if the spell fails. Priests may try to cast these Quest spells only once per level and in dire need. The Dungeon Master may apply any bonus or penalty to the chance of success as he seems appropriate.

TSPs used by both classes are inherently different, a mage/priest would have two pools of TSPs. TSPs for priests are granted by the gods, TSPs for mages are pulled from the magical wave around the world.

Summary

- Priests and mages have a pool of TSPs which corresponds to the total of spell levels they are able to cast from the 2nd Ed. PHB. A table for TSPs at a given level is given at the end of this summary.

- Additional to these spell levels, mages gain (INT $-$ 9) TSPs/level and priests gain (WIS $-$ 9) TSPs/level. Mages spezialists gain (Secondary Ability $-$ 9) TSPs/level, too. Should these attributes increase or decrease, the pool is adjusted to the new values.

- Priests and mages cast the spells at the minimum experience level. They can increase the strength by spending 3 TSPs/level difference up to their actual level of experience.

- Priests and mages can push the experience level for calculating the spell effect beyond their actual level of experience by spending additional 7 TSPs/level. There is a 2%/level culminative chance of spell-failure by doing so. Priest's spells simply fail, mages get a wild source.

- Mages have still to memorize spells at the given slots/level from the 2nd Ed. PHB but they can cast a spell as often as they have TSPs to spend. Priests may cast any known spell on the spot.

Tachyon Points (total spell levels)

Level	Paladin	Ranger	Priest			Druid			Mage						Specialist	Bard
1	-	-	10			10			10						+10	-
2	-	-	20			20			20							10
3	-	-	40			40			40						+30	20
4	-	-	70			70			70							40
5	-	-	120			120			110						+60	50
6	-	-	150			150			140							70
7	-	-	190			190			200						+100	100
8	-	10	260			260			270							120
9	10	20	340			340			270	320					+150	150
10	20	40	430			430			290	390						190
11	40	60	470	530		470	530		360	510						220
12	60	90	530	650		530	650		400	600	660				+210	260
13	90	100	620	740		620	740		460	660	780					310
14	100	130	710	830	900	710	830	900	460	660	780	850			+280	350
15	140	150	800	920	990	960	1320	1740	500	750	870	940				400
16	170	180	860	1040	1110	960	1320	1740	500	750	930	1070	1150		+360	470
17	190	180	950	1130	1270	960	1320	1740	500	750	930	1140	1300			540
18	220	180	1100	1340	1480	960	1320	1740	500	750	930	1140	1300	1390	+450	630
19	260	180	1130	1370	1510	960	1320	1740	500	750	930	1140	1380	1470		670
20	300	180	1210	1510	1650	960	1370	1740	500	750	990	1200	1440	1620		780
Max Spell Level	4	3	5	6	7	5	6	7	4	5	6	7	8	9	School	6