**User Class – Magi**

*“Don't forget. Always, somewhere, someone is fighting for you. As long as you remember her, you are not alone.”*

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# **Soul Gem:** A Magi’s Soul Gem houses the User and waxes and wanes with their psyche. When creating a Magi, write down your Soul Gem as an accessory that only you can equip. It is best to keep it close at all times, as it is your very essence given form and you will die if it is destroyed.

* + Your soul gem cannot be damaged by normal means and can be transformed into a piece of jewelry while outside of combat.
  + You must be within 100 meters of your body, or you will be unable to control it and it will collapse and become responseless, decaying over the course of time.
  + You do not die if you fail your Death’s Door saves. Instead, you must make one final roll immediately after losing all your counters: Roll 1d12 and add 2 to the result for every point of Energy below zero. If the result is higher than the combined Tiers of all your Social scores, your soul gem will explode after 1d4 turns, dealing **CLvd12** Realized Almighty damage to everything within 3 meters and spawning your witch at the location of your death ([*See Witches and You*](#_2eclp8dysger)). Otherwise, you remain unconscious but are considered stabilized and will recover naturally after 2 Time Blocks have passed.
* **Signature Weapon Type:** Upon character creation, choose a Weapon Type to become your Signature Weapon Type. Your Signature Weapon Type deals an additional SKL damage of the Spell Type you initially choose as your Resistance and you may dematerialize any Weapon of that Weapon Type. Dematerialized Weapons may be rematerialized as a Bonus Action, provided your hands are empty.
* **Magic and Miracles Are Real:** Your body is considered your Persona, possessing Types, Interactions, a Natural Skill, and a Spell Deck. If you become Panicked, you temporarily lose control of your body as if it were separated from your Soul Gem.
  + When creating a Magi, choose a feat from the *Magi Feats* table. You gain another feat at CLv 5, 10, 15, and 20. Each Magi Feat may only be chosen once, only Magi can learn Magi feats, and they may only learn them using this feature.
  + During any Time Block dedicated to sleep, you may learn spells within your Types freely and refund previously known spells for their full value.
  + You cannot learn from Spell Cards, instead gaining SP equal to their normal refund value upon use.

# **Magi Feats**

| **Name** | **Effect** | **Requirements** |
| --- | --- | --- |
| **Signature Mastery** | You gain the associated *Mastery* feat for your Signature Weapon Type and its Damage Dice Category increases by one. |  |
| **Signature Finale** |  | Signature Mastery |
| **Signature Transmutation** | Choose another Signature Weapon. You may switch between your Signature Weapons once per turn as a Quick Action. | Signature Mastery |
| **Connect** | You can spend your Default Action to touch your soul gem to an adjacent target on Death’s Door with zero or less energy. Then, spend X Energy. The target’s Energy is restored by X, and if their Energy is at least 1, they are considered stabilized. |  |
| **Inevitabilis** | You may spend Energy that would reduce your VIT without passing out until your VIT score is reduced to the negative of its maximum. | CLv 5 |
| **I Can’t Feel The Pain Anymore!** | While Enraged, you gain Resist All. This is not a Buff effect. When you recover from Enraged, take Almighty damage equal to the damage prevented by this effect. | CLv 5 |
| **Surgam Identidem** | You may spend 2 Aspect Points to automatically pass your roll to avoid your Soul Gem exploding as a Free Action. If you do, your HP and Energy are set to 1 and you gain Null All for the rest of the turn. | CLv 10 |
| **Sagitta Luminis** | Add either Light or Heal to your Types. If you already have both, change your Light Interaction to Absorb or your Dark Interaction to Repel. | CLv 10 |
| **The Law of Cycles** | Your character is erased from existence. For the rest of the campaign, when a Magi’s Soul Gem would explode into a Witch, it instead vanishes from on the spot, taking any remaining body with it. | CLv 20 |

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# **Witches and You**

*“So this is being a witch... My emotions have all come back to haunt me again. I can't remember anything anymore. Just glimmers of light and regret. Yes. This is it. My despair… I can't even say goodbye to you in the end. I'm sorry.”*