

Void Magic

The Void is a dangerous and chaotic place said to border our own reality. Few if any have ventured into the void and returned whole, and the mere knowledge of the place and its inhabitants can drive most to madness.

Voidcallers are those curious, foolhardy, or desperate enough to intentionally beacon the Void, courting its power to their own ends. The Void always extracts a toll, but for those skilled or lucky enough, the results may be worthwhile.

Tier 0: Shadows

You can move, shift, or reshape shadows within 6m of you.

◇ Snuff out or suppress small light sources

◇ Conceal or reveal a dark area, or create an imposing shadow

⌋ Improve one character's Stealth roll by up to your Void skill. They then take that much Mental damage.

Tier 1: Numbness

Instill a brief, momentary madness or obsession in a target to protect their minds from greater threat.

One character you are familiar with takes 1 Mental Damage, but is protected from further damage.

◇ The next Mental damage taken is reduced by Tier+Void

◆ The next Mental damage taken is re-directed to a new target if they fail an opposed ♥Will save

⌋ Reduce Mental damage taken by 2/Tier

Tier 2: Hostility

Imbue yourself or a target with an aura of darkness and violence. When the target hits with a Melee or Ranged Attack, they deal +1d6 Mental Damage. When they miss, they take that much damage instead.

If this attack kills a living creature, the attacker recovers 1 Strain.

◇ The aura lasts for 1 attack

◆ The aura lasts until the end of next round

✱ The aura lasts until rest

Tier 3: Corridor

Open a door in a location covered in shadows. The door leads to a corridor through the void, with a door at the other end leading somewhere that the caster is familiar with. The door lasts 5 minutes or until dismissed.

Anyone passing through the corridor takes 1d6 Mental Damage per 10m. The length of the corridor is based on the distance traveled:

| | | |
|-------|--------------|-------------|
| 10m | 10m corridor | (1d6 dmg) |
| 100m | 20m corridor | (2d6 dmg) |
| 1km | 30m corridor | (3d6 dmg) |
| 10km | 40m corridor | (4d6 dmg) |
| ≥10km | 50m corridor | (4d6+6 dmg) |

Tier 4: Summoning

Make contact with and attempt to summon a Void Demon, a creature of great power within the Void.

✱ **Pact:** Make contact with an intelligent Void Demon to request a favor. The process causes you 4d6 Mental Damage.

You may contact a specific entity that you are familiar with, or reach out to a random entity who may be helpful. The entity will request compensation based on the magnitude of the task, or may agree to put you in its debt.

◎◎ **Conjure:** You summon a mindless or insane Void Demon, who is summoned in a 2m shadowy space that you can see.

You command the demon, but each round you must spend ◇, take 2 Mental damage, and make a T2 ♥◇Will Save to maintain control. If you fail, the demon breaks free and acts independently.

You can dismiss the demon with ◆, as long as you maintain control.

Tier 5: Banishment

Tendrils of darkness lash out and grab at your target, dragging them into the Void. While you maintain concentration, they are held there.

◎◎ Banish any number of creatures, with up to 6 combined ♥Heart.

✱◎ Banish a location and all of its inhabitants, up to a 50m cube

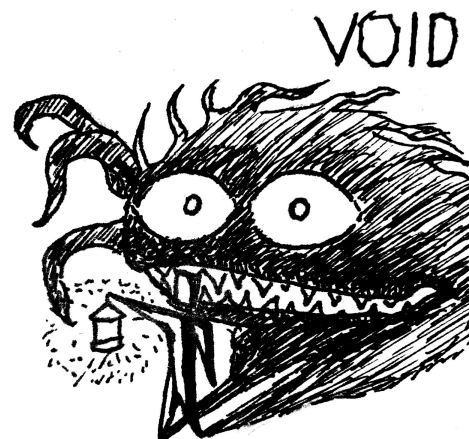
Creatures being affected must make a ♠Athletics or ♥Will save (T3) or be sucked into the void. If they succeed, you can spend ◆ to attempt to banish them again while the effect lasts.

While inside, creatures can roll ♥Will or ◇Survival, dealing 2 Mental damage/Tier to the caster. If the caster's concentration breaks, the creatures (and location) are freed.

The caster can spend ◆ to damage all banished creatures by 3d6 Slashing, Crushing, Buffeting, or Mental damage (Reduced by ♠♥Endure)

Tier 6: ???

The effects of this level of Void magic are undocumented. Academics are at odds about what the effects may be, but all agree that the world would be forever changed.



Channeling Magic

Channeling Magic focuses magic inwards on the caster's body, enhancing and empowering their natural abilities.

At first glance, Channelers hardly resemble mages at all. It becomes quickly apparent, however, that no normal human could perform such remarkable feats of strength, speed, and endurance.

Channeling is a reasonably common school of magic, although it tends to be studied far less in academic circles due to its inward nature. It is well revered in the Sunlands, however, and Sunlanders are often naturally gifted in its execution.

Tier 0: Synchronize

Your magic and body act as one, and you draw your strength equally from body and mana.

You can freely spend Channeling Mana when you would take ☹☹Strain, or gain ☹☹Strain when you would spend Channeling Mana.

When recovering from Strain or Injury, you may use your Channel Skill instead of Endure

Tier 1: Ki Guard

You channel power into your muscles and skin, dulling pain and bracing you from blows.

◇ Gain 🛡Armor up to 2/Tier
◎ At the start of each round, recover 1 +Health/Tier. In addition, You can ignore up to Tier Strain penalties.

Tier 2: Ki Step

You channel power into your legs and feet, running and leaping with incredible speed.

◇ Dash up to 5m in a straight line, ignoring Terrain and Reactions. If you dash into a creature, gain ADV on an attack against them this round.

◎ Gain 🏃Speed+1. You can run up vertical surfaces or across liquids. If

you move 5m or more, you gain Cover from Ranged and Burst attacks until the end of the round.

Tier 3: Ki Strength

You channel tremendous force into your own body, pushing the limits of your strength.

⚡ If you would be injured, retain 1 +Health. Take one Strain per 6 damage you would have taken.

◎ You may ♦Flurry, and you count as 1 size larger when Brawling. In addition, you can deal +2(1) damage and Push 2 with any ♠Attack, but your weapon is considered Fragile when you do.

Tier 4: Ki Speed

You can move impossibly fast, pressing your body to its limit.

⚡ Re-roll any ♠Roll, and gain Advantage. If this is a Save, add your Channel skill to the result.

◎ You take an additional turn each round, and gain +1 ⚡Reaction. Starting next round, draw an extra card each Initiative.

At the start of each of your turns, take 1 Buffeting damage. If you maintain this effect for 2 minutes, take 1 Strain for each additional minute.

Tier 5: Ki Ascension

✳ Recover from poison, injury, and any other physical or mental maladies. Recover 1 Strain per Channel skill.

◎ Gain the effects of any 4 Concentration spells, each cast at Tier 4. This can include spells from other schools, as long as you can cast them. In addition, you can continue adding more concentration effects without penalty.

This counts as a single Concentrate effect, and you have Advantage on ♥♦Will Saves to keep concentration.

Tier 6: ???

The effects of this level of Channeling Magic are undocumented. Academics doubt any one body could survive such forces, but legends persist of godlike beings in ages long past.

Benediction Magic

Benediction is magic that taps into the drive, beliefs, and sense of certainty of people. Such magic can have remarkable effects - those benefiting from Benediction magic may gain impossible skill, luck, and fortitude.

Benediction Magic can only affect the willing - both the caster and recipient must believe that the resulting effect should occur.

Tier 0: Positivity

One target that you can see feels confident and lucky.

- ◆ One target restores Health equal to your Benediction Skill and gains Fortune (re-roll the next 1 rolled) until the end of next round.

- ✱ Acknowledge any number of willing characters; they all gain Fortune (re-roll the next 1 rolled) until rest.

Tier 1: Bestow

Grant one willing target some of your power. You can only Bestow any given effect to one character at a time, and any character can only have one Bestowed effect at a time.

When granting magic, you can also grant the target some of your Mana to use.

- ✱ Bestow one Trait, Technique, or Background Feature
- ◆ Bestow one Skill or Ability
- ◇ Transfer one temporary effect. If the effect requires Concentration, you may concentrate yourself or require them to concentrate.

Tier 2: Healing

- ◆◇ Any number of allies that you can see restore health equal to your Benediction skill, and re-roll Saves against ongoing effects

- ◆◇ One ally that you can touch rolls ♡Will (T2). On success, they recover from an Injury, as well as Poison, Stun, Fear, and similar maladies.

- ✱ Transfer Strain up to your Benediction skill between yourself and one willing character.

Tier 3: Destiny

- ✱● Choose one target that you can see. They feel a pull towards a specific goal of your choice, and as long as they are fully unopposed, gain the following benefits:

- Advantage on ♡◇ checks
- ½ damage from accidents or natural/environmental hazards
- Fortune on all rolls (re-roll first 1)
- Ignore 2 points of Strain penalty

Targets are not considered unopposed when they are being attacked, chased, or hunted, when they are attacking or hunting other entities, or when they are otherwise acting in direct competition with another entity.

Tier 4: Idolatry

- Choose one target who is adored, admired, or respected by others to become an Idol. While this effect is active, anyone who can see (or otherwise know the state of) can give power to the Idol. This can be done instinctively or unconsciously, without needing to understand that magic is happening.

Anyone may:

- ◆ Restore ♡ Health or Armor to the Idol
- ◆ Give the idol a +1 Specialty Bonus to a particular task on their next turn
- ◆ Take 1 Strain; The Idol recovers 1 Mana from any school
- ◆ Take 2 Strain; The Idol recovers 1 Strain
- ♡ Take 4 Strain; The Idol resists an Injury and keeps 1 Health

Tier 5: Truth

Create a miraculous effect by drawing on the beliefs of others. The caster must communicate with and persuade a large number of people towards a common goal. The strength of the effect is based on the total amount of ♡+Will of all those swayed (average people have

2♡ and no will). The ♡ of any direct opposition are subtracted from this amount. All participating characters take 2 Strain afterwards.

- 10♡: Emulate the effect of a Tier 4 spell from a different school, or a Tier 2 effect cast upon every participant

- 100♡: Bestow one effect to all participating characters, or attempt to drastically empower the effects of one spell (at GM discretion)

- 1K♡: Create a natural or magical resource in an area worth up to \$100k, or cast a T6 Spell.

- 10K♡: Change the roll for an event which happened during the last century. You may re-roll one pivotal dice roll up to 3 times. History will attempt to re-write itself to accommodate the change. All participants will remember the original history.

Tier 6: ???

The effects of this level of Benediction magic are undocumented.



Ballistic Magic

Ballistic Magic (or, more properly, Metaballistics) focuses on dealing with magical energy in the most direct and destructive way possible, shaping mana into raw explosive and destructive energy.

Ballistic Mages specialize in demolition and combat in equal measure. Although they have comparatively few fancy or tactical tricks, few things can stand up to the staggering force of a ballistic mage cutting loose.

Tier 0: Fireworks

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Tier 1: Explosion

Create a concussive blast, designed to damage structures and hurl away foes.

◆ All solid structures within 1m of you take 2+1d6/Tier Blunt/Crush damage with Siege. Unsecured objects and characters within 1m of you take Push 2(+Tier)

If any solid structures are destroyed, everyone within 1m takes 1+1d6 Buffeting damage.

If you are grabbed or restrained, you use your Spell Roll to escape (instead of the normal ♠Athletics)

Tier 2: Force Beam

◆◆ Fire a devastating beam of condensed magical force. The beam is 20m long and deals 1d6+1 damage/Tier in a line, as a Burst Attack (those attacked roll ♠Athletics or ♠Endure to reduce the damage taken)

If you have both hands free to fire the beam, it gains Pierce 3 (extra damage to Armor) and Siege (extra effective against Structures)

Tier 3: Detonators

Create a number of magical explosives (one per Tier). Each one deals 1d6 blunt/crush damage + your Ballistics skill (with Siege) in a 5m diameter sphere.

The explosives can be scattered somewhere within 5m of you when cast, or they can be held onto.

The explosives detonate immediately when damaged, or you can set a delay. After a set number of rounds (minimum 1), the explosives draw an Initiative Card and detonate.

Tier 4: Laser Palms

● One or both of your hands fill with glowing power, allowing you to fire beams of searing magic. While concentrating, you have a unique Ranged Weapon.

Lasers are fired using ♠+Ballistics and deal 2(3) Pierce/Crush/Fire damage with Range 0-6m

◇ Fire one Laser

◆ Fire one Laser with Advantage. If both hands have lasers, instead fire a Flurry (attack twice by rolling 3 dice)

Tier 5: Lightsiege

Bombard a location with a devastating barrage of explosive beams.

● While you are outdoors (or somewhere with a 20m ceiling or higher), choose a 10m space that you can see. Starting next round, each round on a unique Initiative card, lasers rain down from the sky onto that location, dealing 4d6 Blunt, Crush, Buffet, and Fire damage with Siege.

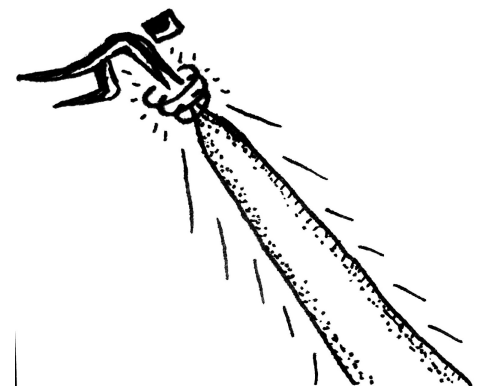
If there is a ceiling, the lasers bombard into the ceiling, destroying up to 1m of stone each round and raining down rubble for half as much damage. If inhabitants are able to take cover, the cover is destroyed by the attack.

◆◆ You may move the 10m space up to 10m to a new space you can see.

Tier 6: ???

The effects of this level of Benediction magic are undocumented. Academics theorize that the continent may have once been much larger, but a display of Ballistic magic set a large portion adrift into the ocean.

BALLISTICS



Fire Magic

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Tier 0:

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Tier 1:

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Tier 2:

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Tier 3:

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Tier 4:

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Tier 5:

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Tier 6: ???

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Air Magic

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Tier 0: Gust

[Create gusts of wind, push creatures]

Tier 1: Tailwind

[Increase jump, speed, reduce fall damage]

☪ Protect a character within 6m of yourself from Fall Damage (+1 creature/Tier)

Tier 2: Deflection

[Reduce Ranged Attack rolls, grant Cover]

Tier 3: Whirlwind

[Static whirlwind; deals Buffeting damage, grants Cover, hinders movement]

Tier 4: Zephyr

[Flight + Air Powers]

Tier 5:

[Flight + constant air powers]

Tier 6: ???

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AIR



Enchant Magic

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Tier 0: Spell Sense

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Tier 1: Held Spell

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Tier 2: Disenchant

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Tier 3:

xxx

Tier 4: Artifact

[Create semi-permanent magical gear with known spells]

Tier 5: Spell Eater

[Create a zone which consumes magic, canceling spells and dispelling effects to channel Mana back to a central source]

Tier 6: ???

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Symbols

- ◆ Action
- ◇ Minor Action
- ↻ Reaction
- ✱ Endeavor (Requires Resting)
- Action with Concentration
- ◎ Minor with Concentration
- ♀ Body
- ♀ Grace
- ♥ Heart
- ◇ Mind
- ✚ Health
- ♣ Armor
- ✕ Defense
- ♣ Speed

Concentration

Some spells or other effects require a character's ongoing concentration to maintain. These effects are lost when the character loses consciousness or breaks concentration.

When a character is Injured, Disrupted, or Stunned, they must make a ♡◇Will Save (T2) or lose all concentration effects.

When a character casts a spell which requires Concentration while already concentrating, they roll with Disadvantage.

Mental Damage

Mental Damage is a special damage type. It represents a strain on the spirit and psyche, and strain on the body incurred by extreme stress.

Mental Damage ignores Shields and Armor, reducing Health directly. Injuries sustained from Mental Damage take the form of ticks, compulsions, delusions,

Optional Rule: Afflictions

When a character is incapacitated by Mental Damage, they roll 1d6:

- | | |
|---|----------------------------------|
| 1 | The character has a heart attack |
| 2 | The character faints |
| 3 | The character goes catatonic |

- | | |
|---|--|
| 4 | The character is Dazed. They keep one Vital, but can't add Skills to rolls until recovering. |
| 5 | The character Frenzies. They keep one Vital, but must attack something each round (including themselves) |
| 6 | The character is Stunned. They keep one Vital, but get no ◆Action or ↻Reaction |