

Magic

The core ideas of magic operate on a single system. Magic spells are a combination of a technique, an aspect, and a form.

Techniques

- Commanding
- Conjuring
- Illusion*
- Infusion
- Invocation
- Knowledge*
- Mimic*
- Mutation*
- Protection

Techniques marked with an asterisk (*) do not need to invoke an aspect.

Aspects

- Acid
- Air
- Arcane
- Body
- Celestial
- Chaos
- Dark
- Death
- Earth
- Egg
- Electricity
- Fire
- Force
- Ghost
- Glass
- Gravity
- Ice
- Life
- Light
- Metal
- Mind
- Nature
- Order
- Poison
- Sand
- Sleep
- Stone
- Time
- Vision

- Water
- Wood

Forms

- Arc
- Aura
- Beam
- Being
- Burst
- Dispel
- Entomb
- Object
- Projectile
- Pure
- Self

Fluid Magic System

The fluid magic system is dependent on a dynamic system of difficulty and exhaustion.

Scale	Difficulty
Inconsequential	0
Minor	10
Normal	15
Somewhat significant	30
Significant	60
Grand	90
Immense	120
Universal	200

Technique	Difficulty
Mutation	10
Invocation	10
Conjuring	20
Illusion	20
Mimic	20
Commanding	30
Protection	30
Infusion	30
Knowledge	30

Level	Modifier
Level 1	+10
Level 2	+10
Level 3	+20

Level	Modifier
Level 4	0
Level 5	0
Level 6	0
Level 7	0
Level 8	0
Level 9	0
Level 10	0
Level 11	0
Level 12	-10
Level 13	-20
Level 14	-30
Level 15	-40
Level 16	-50
Level 17	-60
Level 18	-70
Level 19	-85
Level 20	-95

Level modifiers apply to both exhaustion and difficulty.

In order to calculate difficulty, add the base from the technique and the scale, and any additional modifiers. A successful cast requires a d100 roll that is lower than the total difficulty.

Speciality in a technique allows for a -20 to difficulty.

Exhaustion is equal to the difficulty squared divided by 70 ($\text{dif}^2 / 70$) rounded to the nearest five.

Exhaustion decays at a rate of 10/hour.

Rigid Magic System

Differences Between Systems

There are two types of magic systems.

The core difference is that rigid spells allocate magical energy beforehand, whereas fluid modify magical energy in real time. This is particularly pertinent in situations when those who use the fluid system (Channellers) use rigid (Magician) spells.