**Magic System Overhaul**

Elemental/Force based magic: Each world in the Alignment has connections in varying degrees to all aspects of nature. Each channeler theoretically has access to all four fundamental forces, but using more than one at a time is difficult, and some come more easily to some than others. Mastering any combinations of aspects and forces requires extreme discipline and concentration. For this reason, most channelers choose to only focus on mastering a small subset of their abilities, those for which they have the greatest natural affinity.

For example, Adyn at the start has only a connection to light (from his natural connection to Ol’kir’alkhai) and a basic control over negation. This allows him to turn things around him invisible. Eventually, he will learn control over the other forces as well, as well as the aspect of air, and become a master of illusory magic.

Vylith is a master of electricity (from her connection to Electrum) and all of its associated forces, and is proficient with fire. The combination makes her a wildly powerful force of surgical destruction because she can use lightning to start fires and then manipulate them deftly with her skill over fire.

Zo has a good understanding of all of the abilities, but has no strong affinity for any of them except mild skill with electricity. However, they are highly familiar with Alignment tech and are perhaps the most valuable member of the team because of it. They know special tricks for disabling Alignment tech.

Elyse is a savant with strong proficiency in each element. Trained from a young age, her abilities manifested quickly. Who knows what she is capable of?

M-Jenn has no direct connection to the abilities in the traditional sense, but her body is physically powerful and resilient. She also ‘runs’ on Alignment power and is equipped with a teleporter that can be used to teleport herself or a handful of people. Too many, and she risks breaking the teleporter.

**Forces:**

Vibration: Allows for manipulation of vibration

Repulsion: Allows for manipulation of repulsive forces

Attraction: Allows for manipulation of attractive forces

Negation: Allows for destruction of matter or energy

Creation: Allows for creation of matter or energy

**Aspects:**

Earth: Allows for connection to solid minerals

Air: Allows for connection to any gaseous matter

Light: Allows for connection to Light

Electricity: Allows for connection to Electricity

Fire: Allows for connection to Fire

**Basic Combinations**:

Air + Vibration: Allows for creation/dampening/distortion of sound

Air + Repulsion: Allows for the ability to make air expand / reduce pressure

Air + Attraction: Allows for the ability to compress air / increase pressure

Air + Negation: Allows for the creation of vacuum

Earth + Vibration: Allows for creation of earthquakes

Earth + Repulsion: Allows for disintegration of Earth and making objects made of Earth repel each other

Earth + Attraction: Allows for compression of Earth and making objects made of Earth attract each other

Earth + Negation: Allows for the annihilation of Earth

Light + Vibration: Allows for creation of light

Light + Repulsion: Allows for formation of illusory mirrors

Light + Attraction: Allows for manipulation of darkness

Light + Negation: Allows for invisibility (make light unable to interact with matter)

Electricity + Vibration: Allows for creation and manipulation of electrical signals

Electricity + Attraction: Allows for the formation of positive ions

Electricity + Repulsion: Allows for the formation of negative ions

Electricity + Negation: Allows for destruction of electrical signals

Note: A strong affinity for either attraction or repulsion can allow for the creation of lightning, however an affinity in both will make the process much easier and stronger.

Fire + Vibration: Allows for increasing intensity of heat given off by fire

Fire + Attraction: Allows for the ability to make inflammable things flammable

Fire + Repulsion: Allows for the ability to make things repel fire (fireproof)

Fire + Negation: Allows for the ability to make things cold

Take 2:

Things I Want My Magic System to Have:

* self-teleportation
* world-based magic
* variety of applications
* not be too complex to understand at a basic level
* have interesting interactions
* allow for interesting technologies
* not be too powerful (non-magicians aren’t just chop liver)
* archetype: illusionist/rogue (light, sound, gravity), pyromancer (heat), electromancer/technomancer (electricity), psychokinetic (gravity).

Each world has varying levels of these auras, with the vast majority of them having only trace amounts of one or two.

On Vylith’s planet, the volcanoes provide a slow and steady source of heat and electric aura for any locals who can channel.

Electrum, being a giant spinning magnet, radiates a perpetual source of immensely powerful electric aura for electromancers (who channel lightning) and technomancers (who use it to power their technology).

Graviton is a supermassive blackhole and provides endless gravitational aura for psychokinetics and a powerful void for other types of aura, which is useful for inhibiting channelers that rely on light and sound aura.

Luxor Majoris is a neutron star that provides endless light aura, with some gravitational and sound aura as well, making it a choice star for illusionists (like Adyn).

# Aura:

**Natural aura** is the basis of all magic within the alignment. Each type of aura is naturally occurring, and the source of the aura is often intuitive based on the name of the aura. The aura is not ‘created,’ *per se*, but instead converted from null aura (which is omnipresent and inert) into another type of aura. This is commonly referred to as aura ‘generation,’ when it is really a conversion. Things that generate light also ‘generate’ light aura. Things that generate heat also generate heat aura. Things that generate electromagnetic fields generate electric aura. Things that generate gravitational fields generate gravitational aura. Null aura is somewhat of a special case. While aura cannot be created or destroyed, it can be *nullified*, or converted into null aura.

# Channeling (General):

The origins of channeling are not well understood. While many of the principles involved are intuitive, and the nature of the mechanics of channeling are understood well enough to construct technology that utilizes it, the core foundation of how it is possible is a mystery.

The core power from channeling is drawn from natural aura. There are five *known* types: heat, electric, gravitational, luminous, and null. These auras form five **auric fields** not *too* dissimilar from physical fields. At every point in space, there is some theoretically quantifiable amount of each aura. To channel is to do nothing more than manipulate this aura telepathically. The telepathic ability to control aura is rare and occurs seemingly randomly. It is not genetic.

When aura moves from one place to another, when it is separated, or when it is compressed, it can sometimes generate a physical effect, depending on the type. Occasionally, this effect will cause more aura to be created, but the **Principle of Auric Decay** states that the aura directly generated will always be significantly less than the amount that is consumed, usually at most 1-2%, though there are pseudo-exceptions (see: heat aura).

Each world in the alignment has natural aura, though for most worlds and most types, it is weak. Standing on a planet, say Earth, one can observe the planet has a gravitational field, as it is made of matter. This means that it is also generating gravitational aura. However, the entire planet below you only generates enough gravity to tug on items with an acceleration of 9.8m/s2, which can be temporarily escaped by the simple act of jumping. If you were able to harvest all the gravitational aura around you and use it to create a current of aura to make yourself lighter, you might at best be able to generate an acceleration of 2-3m/s2 away from the ground, reducing your weight by about at most a third.

Thus, to effectively use aura, one needs to either be clever with their aura use, be on a world with extremely high amounts of the natural aura they wish to use, or they need to draw aura from another world which *is* high in their aura of choice. This is done by forging **connections**, discussed later.

# Channeling (Types):

**Electromancy**: by ‘polarizing’ electric aura (or separating it into its positive and negative aspects), one can generate a physical electric field between the two clouds until the aura is consumed (reverts into null aura.) Some electric aura is also generated by the electric field itself, but the amount is always significantly less than what was needed to generate the initial electric field per the Principle of Auric Decay. These currents can be used to magnetize ferrous metals, power electronics, or serve as an offensive weapon.

**Pyromancy**: By compressing heat aura, one can generate actual heat, which can be used in all the ways one might think heat can be used (start fires, make matter change physical state, *etc*.) The astute reader may note that this might be used to generate more heat aura than was originally needed to start the flame as long as there is sufficient fuel to burn and generate more aura. However, the amount of fuel needed to generate enough heat aura to recover the initial cost is usually significantly high, making this somewhat impractical under most situations.

**Lumimancy**: Light aura is perhaps one of the most difficult to master, and while its applications are not usually the most powerful offensive tools, a clever lumimancer can often outwit their opponents through trickery and deceit. Light aura can be forged into a barrier, which allows for the creation of an illusory mirror. Complex uses of these mirrors have many applications. They can be used to form a tunnel around an object through which light travels, rendering the object contained within practically invisible, or even projecting its appearance to another location; this can also be used to view objects that are occluded, but to which there is a path light may travel (like a fiber optic cable). It can also be used to form a lens, focusing light, or a prism, separating light into various wavelengths (dispersion). Thus, a master lumimancer can turn themselves or objects invisible, can project themselves or other objects to appear in other locations, or even duplicate these projections, can view things from a far distance (or things that are very small), and can view things that are obstructed from direct view. The complexity of their workings makes it difficult for all but another skilled lumimancer to fully understand. Thus, even if an unskilled channeler can ‘see’ the light aura in use, they will often have a difficult time making sense of the information and distinguishing reality from illusion. The most effective ways to combat a lumimancer are by eliminating their source of aura, using powerful area-of-effect abilities, or simply relying on other senses. It said that the best way to train against lumimancy is with a blindfold.

**Gravimancy**: The fundamental principle of utilizing gravitational aura is somewhat counterintuitive, though once it *is* understood, its uses are fairly straightforward. Gravitational aura can be used to generate a gravitational field by creating a flow of gravitational aura from one place to another. The aura is consumed faster the more concentrated it is as it is flowing, generating a more powerful gravitational field. A current of gravitational aura flowing from Point A to Point B causes objects to fall toward Point A, i.e. in the direction *opposite* the flow of aura. The size of points A and B are determined by the channeler’s will and the amount of aura being concentrated. If a Gravimancer wanted to float, they would need to generate a gravitational field that opposes gravity (points ‘up’). That means they would need to generate a current of gravitational *aura* that points ‘down’ or that flows from some point above their body toward some point below their body (relative to the ground). The strength of the field is determined by the density of the aura.

**Void Channeling**: Void channeling is not true channeling, in that it does not rely on a conscious being directly manipulating aura telepathically. Rather, it involves using a ‘source’ of aura and a natural vacuum or a ‘sink’ to cleverly move or manipulate aura to generate some effect. A hoverbike, or even a floating city, would operate by this principle, and would use two devices to accomplish the generation of a gravitational current to make the object sandwiched between them float. One portal above the object would generate a source of gravitational aura (such as a connection to Graviton B), and one auric portal below the object would generate a sink of gravitational aura (such as a connection to the Null World). The vacuum of the auric portal to the Null World below the device would cause gravitational aura to naturally flow downward, generating a gravitational current opposing gravity and allowing the object within to float. All machines that use aura operate with void channeling. A channeler can also use void channeling to negate an enemy channeler’s aura source, nullifying their abilities.

# Channelers:

A *channeler* is a sentient being capable of channeling *telepathically*. The ability to telepathically shape aura is not well understood. While there are machines that use aura to operate, they operate on different principles than true channelers. While machines operate by strategically opening pathways for aura to travel through with the clever use of vacuum, true channelers can manipulate aura with nothing more than their minds. Technically, they do not even need to ‘see’ the aura to do this, though some channelers are born with the ability to ‘see’ certain types of aura naturally as an evolutionary trait if their species’ homeworld is high in that type of aura. However, there is special sensory equipment that can be used to ‘see’ other types of aura as well and convert that information to visual, audio, or other types of sensory information, and most channelers own some form of this equipment, among a variety of other tools, in order to help them channel.

# Connection:

In order to channel aura from a world other than the world a channeler is currently on, there must be a local **connection** to that world. Connections between worlds usually do not form naturally. Rather, some channelers, in addition to being born with the innate ability to manipulate natural aura, are also born with the ability to forge connections to other worlds. This is possible due to the nature of the alignment. All the aligned worlds are ‘near’ to each other in higher orders of dimensional space. While they are not physically in a line, they are thought of as being ‘in alignment’. The fabric of spacetime between the worlds is weak, however, with their close proximity. A channeler who is able to sense another of these worlds, or a **connector** (an alignment device) that is attuned to another of these worlds, is able to weaken the barrier to that world. Doing so allows natural aura to flow freely between the barrier, from an area of high density to an area of low density, similar to the biological phenomenon of osmosis. A skilled channeler with a strong connection to a world can even weaken the barrier so much as to allow teleportation between the two worlds. Note that simply being able to teleport *to* a world gives no guarantee that the channeler will be able to teleport *back*. However, when a channeler teleports *to* a new world, if they *are* able to return, it is usually to the exact place they teleported *from*. Trying to teleport anywhere else other than their original location is a dangerous and inexact art, in addition to being difficult. Channelers report feeling most strongly connected to the place they left from, as if they left an imprint when they left. This is sometimes called an **auric imprint**, but the origins and nature of this imprint are not understood if it does, in fact, exist.

# Limitations:

A channeler’s abilities are tempered by a variety of limitations. Most fall into two major categories: the amount of natural aura available to the channeler and the channeler’s skill, knowledge, and experience.

These first limitations are imposed by the channeler’s own ability.

The first limitation is the set of worlds a channeler has a connection to. Most channelers naturally develop an affinity for one or occasionally two worlds, but gaining more affinities naturally is exceedingly difficult and/or expensive. There are ways for channelers to gain connections to new worlds, which will be discussed later.

The second limitation is the amount of worlds a channeler can maintain connection to at a time. For a novice, even one requires great effort. For a master, two or even three is sometimes seen. Anything more than that is the stuff of legends.

The third limitation is the channeler’s creativity. Using aura to actually *do* things is not always straightforward. The mere presence of flame aura will not cause flames to spontaneously appear. There must be a concentrated effort to shape the aura in such a way to produce a physical effect.

The last limitations are imposed by opposing forces.

The fourth limitation comes from the art of *void channeling* (see above): Just as aura can be drawn into a world by weakening or piercing the fabric of reality between worlds, it can also be pulled out of a world by the same means. Aura natural flows from an area of high concentration to an area of low concentration. Example: Channeler X, an illusionist, forges a connection to Luxor Majoris to let light aura flow into their world to begin weaving illusions. Inquisitor Y is prepared for the illusionist’s tricks, and uses a mechanical device to open a connection to Graviton B, a black hole that naturally acts a sink for light aura. Immediately, all the aura that Channeler X let through gets sucked straight through the connection to Graviton B and is now unusable to Channeler X. Inquisitor Y then promptly disables Channeler X and takes them into custody.

The last limitation involves opposing will power and skill. If Channeler X attempts to use flame aura to start a forest fire, Channeler Y can set their will against Channeler X and try to make the aura disperse. According to the **Principle of Auric Dispersion**, it is harder to make aura do something than it is to make it *not* do that thing, since aura naturally just wants to disperse.

# Gaining Connection to New Worlds

Channelers can, on rare occasion, discover new connections on their own, allowing them to open connections to those worlds. However, this is significantly more likely if the channeler resides near an open connection to that world for a long period of time. If Channeler A and Channeler B are companions, and Channeler A frequently opens connections to Planet X, Channeler B may, over time, learn to forge the connection to Planet X themselves. The same is true if a device keeps that connection open; it need not be another channeler. However, there is a strict limitation on the number of connections one could learn from devices, because in order for a device to become attuned to a specific world, that world’s location needs to have been **cracked.**

# Cracked Worlds

The art of cracking worlds is extremely computationally expensive, and very few worlds have been cracked. There is an entire division of the Alignment government dedicated to cracking new worlds, and it is a major point of study at every major Alignment university.

The list of cracked worlds with any *auric* significance is currently limited to Graviton A, Electrum, Luxor Majoris, and the Null World.

A handful of other worlds have also been cracked, the most notable of which is Pharphesus, which holds the capital of the Alignment and the University of Pharphesus, but these worlds are not particularly rich sources of any type of natural aura. A few were cracked randomly, and some were cracked in order to access the physical resources available on those worlds (which are promptly stripped away).

One final limitation worth noting regarding connections learned from cracked worlds and devices that utilizing connections to cracked worlds: certain cracked worlds, such as Electrum, Luxor Majoris, and Graviton A are monitored for any unlicensed connections. Any such connections are prone to attract the attention of machines which are capable of holding open and expanding those connections and sending forth disciplinary forces. Obtaining a license for any of these planets requires either enlisting as a channeler with the Alignment, which many channelers avoid at all costs, or paying exorbitant amounts of money and joining the official registry of channelers, which many channelers are also wary of. Licenses can also be temporarily acquired through duplicitous means (sold at a discount by a corrupted Alignment official, stolen from an Alignment channeler or licensee, or purchased on the black market), but using a license in this way is dangerous, as all licenses are subject to random forced renewal procedures. Ownership of a license by an unregistered individual, channeler or no, is grounds for immediate arrest, prosecution, and sentencing.

# A Note on Alignment Worlds

It is worth noting that the term ‘world’ is used to describe any celestial body that beings inhabit. Graviton A, for example, is an isolated black hole, while Luxor Majoris is a star, and the Null World is actually just a location in the middle of a great vacuum somewhere in space. It is suspected that only worlds with living creatures inhabiting it are part of the alignment. While it is impossible to verify if any beings live *inside* Graviton A, all the other worlds aside from the Null World have some known type of life living on them, and not only life, but at least one species capable of interacting with aura or connections in some way. If there is life in the Null World, it is made of a matter or substance not known to science.