

Magical Actions

Signus, or magical actions, describe physical expressions that help facilitate the conscious synchronization process that exploits the underlying rules of quantum physics within the universe. These actions can affect macro-scale terrestrial physics, generally by moving large quantities of particles across multiple dimensions. Signus reduces the burden on the conscious mind, making it easier to manipulate matter. It is particularly helpful for athletic abilities and triggering physical effects.

Casters and other aura users often use Signus to facilitate their abilities. Even those that don’t understand the techniques of Signus tend to subconsciously gesture in similar (less refined) manners to direct their aura and supplemental energies more appropriately.

Many gestures have natural intentions that correspond with them and are easy to recognize even without any special knowledge: exploding a clenched fist to erupt or be torn apart from the inside, twisting clockwise into a pointed gesture for a sudden sharp focus like stabbing a blade, or wafting a hand as if to fan an area with an effect.

The most powerful mechanic of Signus is its ability to direct where energies are sent (or drawn from) through the use of hands and arms, though many other effects are also possible. Subtle facial expressions can have an impact on spells that require precision in targeting or which have social or emotional implications. Legs and feet can serve as a powerful grounding mechanism, or to instill forces from the earth or spirit. Full body gestures can be used to increase the intensity and power of effects.

Signus is arguably one of the easiest and most productive methods to train magical abilities outside of strengthening one’s aura. There are several forms of magic derived from Signus, including athletics, movements, gazing, and more.

Magical Athletics

Athletic Moves	Description	Tier
<i>Air Grip</i>	Athlete can grab an imaginary “solid grip” in the air. Lasts for a half second and only works for one hand. Requires a full second cooldown before it can be reused. Can acquire this ability twice.	4
<i>Air Step</i>	Athlete can step on an imaginary “solid platform” in the air. Lasts for a half second and only works for one foot. Requires a full second cooldown before it can be reused. Can acquire this ability twice.	4
<i>Air Surfing</i>	Athlete can shift their jump momentum after jumping, reducing or altering its trajectory by about half of the jump itself.	4
<i>Angled Fall</i>	Athlete can adjust fall trajectory by up to 15 degrees, up to 45 degrees at a maximum allowance (such as for skydiving). This also applies to sliding down walls and slides, improving safety and mobility.	3
<i>Balance</i>	Athlete can balance on highly unstable platforms (such as loosely tied ropes) as though they are 3x thicker and 5x more stable.	2
<i>Distributed Grip</i>	Athlete can hold an object as though they’re carrying it with equally distributed weight from multiple points. This effectively eliminates the balancing requirements for carrying items.	3
<i>Extended Grip</i>	Athlete can grab or step on imaginary “solid platforms” that are effectively identical to any real grips or steps up to two meters out of reach. Must reach (or step) in the approximate direction to function.	3
<i>Force Transfer</i>	Treat an athlete’s impact (such as a fall) as though their momentum was halved, but double the impact force on the object struck. Only applies to inanimate objects; auras resist the effect.	3
<i>Gravity Lunge</i>	Athlete can take up to three steps along a wall or ceiling without being affected by gravity. The effect must be quick and maintain momentum or it will end. Can acquire this ability twice to double distance.	4
<i>Jump Boost</i>	The athlete gains twice the normal force of propulsion they would naturally attain when jumping. This also applies to jumping off of strange angles, such as off of walls.	4
<i>Light Step</i>	The athlete's weight can be treated as a fifth of its normal weight for the purposes of determining if they	3

	can stand on something without collapsing it.	
<i>Momentum Shift</i>	Athlete can adjust their center of gravity and momentum as though an invisible self is supporting them. They can hold themselves at strange angles, raise their body upright like they're falling in reverse, push themselves on a swing without any obvious actions, remain upright while falling or sliding, etc.	3
<i>Omnidexterous</i>	Athlete can treat every joint as being as equally flexible in all directions, allowing them many opportunities for contortion, mobility, flexibility, and dexterity.	3
<i>Propulsion</i>	Athlete can propel themselves to three quarters their maximum [natural] speed in one fifth the usual time. This also applies if the athlete is changing direction.	4
<i>Slide</i>	Athlete can slide across surfaces regardless of their typical friction. The athlete can maintain self-propulsion that moves them at 80% of their acceleration and speed.	4
<i>Slither</i>	Athlete can control their muscles with enough precision and strength to slither across the ground; either on their front, back, or side. It is roughly as fast as a crawl and can be achieved without limbs.	2
<i>Slow Fall</i>	Athlete can reduce their fall speed to a fifth of its natural speed. This can still cause damage from extreme heights, but those with good gymnastic and tumbling skills can come out safely.	4
<i>Speed Fall</i>	Athlete can intentionally fall up to three times faster than usual, allowing them to land with exceptional speed and force. This advantage does not help the athlete endure the landing safely.	3
<i>Tolerant Force</i>	For the purposes of calculating impact damage to the athlete, treat the athlete's maximum speed as though it is an average running speed, even if they are moving much faster. Often painful, rarely harmful.	3
<i>Wall Grade</i>	Athlete can treat any wall as though it is a 45 degree grade for the purposes of sliding down it. This greatly reduces the fall speed, allowing the athlete to descend in a far safer manner.	3
<i>Wall Grip</i>	Athlete can grab an imaginary "solid grip" that juts out from any wall. Can utilize one at a time, and only for one hand. It offers the same strength and grip that the wall itself could provide.	3
<i>Wall Step</i>	Athlete can step on an imaginary "solid platform" that juts out from any wall. Can utilize one at a time, and only for one foot per platform. It offers equal strength and footing that the wall itself would provide.	3

Magical Dances

Magical dances are powerful forms of Signus that are often used in rituals to funnel specific types of energies. It can also be used for beautiful expression and performances.

Athletic Moves	Description	Tier
<i>Air Dance</i>	Dancer is nearly weightless; can gently float, hover, and gracefully maneuver up to a meter above ground. With coordinated dancing it can be used to affect the weather, storms, and wind effects.	3
<i>Druid's Dance</i>	Non-hostile wildlife in the vicinity will join the dance. Aside from the spectacle, it grants a sense of awe and camaraderie among the dancer and animals. Dancer can guide animal movements to an extent.	3
<i>Fire Dance</i>	User performs a fast, snake-like dance, allowing them to warp and weave several trails of fire around their body. They can also raise their body temperature, and conjure heat and smoke.	3
<i>Ritual Dance</i>	Draws energy to the dancer, or to the general area, making it readily available for use. This is a powerful tool for rituals, but can also be used as a method to attune to enchantments much faster.	3
<i>Sync Dance</i>	Nearby individuals can sense and intuitively harmonize with the dancer's moves. The dancer can affect how others dance, and reposition them; though joining is purely voluntary. Excellent for rituals.	3
<i>Water Dance</i>	Dancer can alter their buoyancy, dancing partially on water surfaces if desired. They can move fluidly and gracefully through water, warp water around them, attract rain, and lower their body temperature.	3
<i>Wood Dance</i>	Vegetation perks up and "comes to life" to dance along. Branches will reach out to touch the dancer, and sway with their movements. Improves vegetation growth. Powerful for druidic magic and rituals.	3

Magical Gaze

Stare	Description	Tier
<i>Animal Kin</i>	User can lock eyes with an animal to telepathically communicate simple concepts at a slow speed (about a	4

	tenth of the speed of casual conversation). Improves training and domestication significantly.	
<i>Aura Gaze</i>	User can slightly refocus their eyes to see auras. This identifies an aura's power, generally indicated by light intensity, and reveals any aura circuits. Aura circuits appear as floating designs and symbols.	4
<i>Empathic Eyes</i>	User can lock eyes with a willing target, allowing them to share their current mood and feelings with each other. This grants a comprehensive understanding of the respective moods and feelings.	3
<i>Eyelock</i>	Once user has locked eyes with someone, the target feels a moderate compulsion to maintain eye contact. There are no feelings of awkwardness or emotional burdens that accompany the effect.	4
<i>Friendly Gaze</i>	User can meet eyes with an animal to permanently raise their relationship with that animal by 15 points on a scale of 100 (with 0 being maximum hostility and 100 being loving companion).	5
<i>Holy Gaze</i>	User can meet eyes with an undead creature to repel them for a short scene. This effect only works on the lesser undead, and they must have eyes or the capacity for vision (animated skeletons count).	4
<i>Magic Sight</i>	User sees enchantments, spells, leylines, and energy nodes as colored lights. The effect is subtle, and generally not distracting; however, it can be intensified intentionally or dissipated if desired.	3
<i>Mind Touch</i>	If locking eyes with a target, user can send telepathic messages at roughly a third of the speed of normal communication. The target will know who is communicating and how.	4
<i>Mind Trace</i>	If locking eyes with a target, the target can send telepathic messages at roughly a fifth of the speed of normal communication to the user. The target will understand that this ability is available.	4
<i>Ominous Glare</i>	Target will sense that something or someone is watching them. The user imparts an ominous feeling at will. If the user desires, the target will know the direction and distance that the glare is coming from.	3
<i>Periphery</i>	While looking at someone's eyes, user can sense their own surroundings as though looking through their target's eyes. The effect is like seeing with grayscale echolocation. Also works on animals.	4
<i>Quick Impression</i>	User can meet someone's eyes to fulfill the equivalent of a long scene's worth of first impressions and etiquette without participating in the actual experience. Only works on each target once.	4
<i>Royal Gaze</i>	User can meet eyes with someone to permanently raise their relationship with that target by 5 points on a scale of 100 (with 0 being maximum hostility and 100 being loyal ally). Only works once per target.	5
<i>Spirit Sight</i>	User can see spirits as transparent entities, and can shift their vision to make it more visible. Also reveals any spiritual energies such as holy and unholy lands, artifacts, and enchantments.	3
<i>Suggest</i>	If the user maintains eye contact with a target, they can impart suggestions as though a friend of the target was spending ten times that duration trying to convince them of the benefits.	5
<i>Stay</i>	User can meet someone's eyes to impart a sensation (and a very minor compulsion) of "stay there" – either as a caution to remain silent, an intimidating threat, etc. This effect also works on animals.	3

Magical Gestures

Gesture	Description	Tier
<i>Airball</i>	A wrist-flick that throws a ball of semi-transparent air of a desired color up to 5cm in diameter. It has no impact force, but distorts any visual or sound-based illusions that it moves near.	3
<i>Aura Flare</i>	User can gesture at a living target to cause their aura to flare up, making it temporarily glow. The effect will roughly outline the designated target and last for a few seconds.	4
<i>Cold Snap</i>	User snaps their fingers to generate a burst of cold at an inanimate target, leaving a dissipating trail of frost. The target can be reduced to quarter way between freezing and the environment's current temperature.	4
<i>Docile Touch</i>	Can feel things from a distance, as though touching it with an invisible hand. The range is limited by gesturing skill, but most proficient users can achieve up to ten meters.	4
<i>Enflame</i>	User channels intent with pointed fingers to conjure a small, candle-sized flame at the designated location. The flame will not sustain itself, but it will act like typical fire if appropriate tinder or fuel is supplied.	4
<i>Flick</i>	With a flick of the wrist, the user can exert telekinetic force with the strength of a forceful finger flick. It can be used to push buttons, flick a switch, press a handle down, shove a pencil off a table, etc.	4
<i>Freeze Tap</i>	Can tap and hold a source of water to convert it to ice. It will freeze approximately 1 liter of water every 2 seconds, depending on skill. This effect can also be reversed, turning ice into water.	4
<i>Gravity Lift</i>	Supply up to 1 kilogram of upward force, allowing small items to be held in the air, or reduce the fall rate	3

	of slightly larger items.	
<i>Heat Clap</i>	User can perform a loud clap to generate a heat burst that can warm an enclosed area up to room temperature. Cold rooms may require repeated use to be effective.	3
<i>Illumine</i>	User can maintain a specific torch-like gesture with their hands, causing a small light to appear. The light can only produce a third of a natural torch's light and will dissipate if the gesture ends.	3
<i>Knock</i>	The user can create a single, simple sound at a desired location. Options include knocks, clangs, claps, tones, clatters, or other sounds that can be created from two materials knocking into each other.	4
<i>Mystic Chop</i>	Chops, dices, or otherwise cuts a soft object with a quick gesture, such as for food preparation. Can also be used to create etching in materials and make simple carving effects.	3
<i>Piercing Whistle</i>	A designated pet or tamed animal that the user is familiar with will sense the direction, distance, and intent of the user. It has no mental domination effects, so the pet is free to act on its own accord.	3
<i>Purging Snap</i>	Purifies an object by extracting its contaminants into the user's hand through an astral veil. Cleans stains out of clothing, purifies water, washes hair, cleans dusty objects, etc.	3
<i>Shimmer</i>	Gesture at an inanimate object with no aura disruptions (being equipped would conflict). An aura will gently outline the object and then fade after a few seconds. May not function in low-energy areas.	3
<i>Snake Tongue</i>	Grants snake-like control of threads, vines, chains, ropes, etc. Though it requires active concentration, the effect is achieved with vision and the use of the tongue.	5
<i>Tattle</i>	User pokes the air toward a chosen individual, which recreates the feeling of being poked at their end. It also imparts a simple directive: yes, no, act now, pay attention, behind you, approved, denied, etc.	4
<i>Tracer</i>	User's finger can trace a line of singed heat. The user can adjust the effect's temperature to write on paper, singe wood to create symbols, seal small wounds, or to brand flesh with repeated use.	3
<i>Unravel</i>	Causes ropes, chains, bundles, threads, or other coiled objects to unwind themselves like a snake in reverse. Can unwrap hairdos, remove knots, unwind a rope, etc. Knotted objects take more effort.	3
<i>Waterwane</i>	User can control a source of water like it's a living snake under their control. Only affects an amount that fits in a small bowl. Extremely advantageous for potion brewing and mixing.	3

Magical Movement

Travel	Description	Tier
<i>Aquatic Athlete</i>	User can move in water at 3x normal speed and with significantly improved underwater athletics.	4
<i>Auto-Travel</i>	User can safely travel without having to consciously process it. Their traveling abilities can occur entirely subconsciously, allowing sleep or total distraction (reading, etc) while traveling.	4
<i>Fast Travel</i>	User can travel 5x their speed without fatigue if they have a clear path or know the route. They experience a visual "blur" during this effect and react several seconds late to anything happening as they travel.	5
<i>Follow</i>	Once the user has identified a target or their tracks, they can intuitively follow the target's path at up to 80% of their movement speed.	4
<i>Group Travel</i>	User can extend any and all of their movement advantages to another ally while traveling beside them. This ability can be acquired up to three times, and can chain with others that possess this ability.	4
<i>Leyline Travel</i>	User can travel along leylines and popular routes up to twice as fast without any additional fatigue.	5
<i>Passage</i>	User can ignore most movement penalties from terrain as though there is a road present. Applies to ignoring jungle brush, loose vegetation, slight to moderate grades on mountains, etc.	4
<i>Silent Step</i>	User's movements and direct consequences of movement (such as twigs snapping) does not create any sound directly. Indirect sounds may be halved if they are in close proximity to the movement itself.	5
<i>Sync Step</i>	User can intuitively synchronize their movements with others; includes marching formations, combat formations, marching orders, body posturing, timing, etc.	3
<i>Trackless Step</i>	User's movements do not leave any traces other than those intentionally made.	3
<i>Water Walk</i>	User can walk on water, liquid, and viscous materials such as mud.	5
<i>Wounded Step</i>	User can move (roll, crawl, slow walk) even while critically injured or crippled without causing any further pain or injury.	4

Magical Throws

Magical throws are ranged attacks learned by magical warriors. Only one magical thrown attack can be used at a time, along with up to one “throw combo” such as enhanced speed or distance.

Throw	Description	Tier
<i>Cosmetics</i>	Projectile can be given interesting trailing cosmetics: fiery, colored lights, frost effects, etc.	2
<i>Curved Shot</i>	Projectile can be curved up to 45 degrees off course (e.g. around a tree) without sacrificing accuracy.	4
<i>Kick-Shot</i>	User can kick a projectile with the speed and accuracy as though they had thrown it.	4
<i>Phantom Shot</i>	Can throw phantom projectiles that deal 80% damage of a primitive weapon: blade, throwing star, etc.	4
<i>Ricochet</i>	Projectiles will ricochet up to 3 times, losing 10% momentum each time. Hits blade first, if applicable.	4
<i>Split Shot</i>	User can throw two projectiles simultaneously, at different targets. Only sacrifices 10% accuracy.	5

Throw Combo	Description	Tiers
<i>Accuracy</i>	Throw is {10%/30%/50%} more precise. Also ignores environment penalties like wind and rain.	3, 4, 5
<i>Distance</i>	Projectile can be thrown up to {50%/100%} further without sacrificing accuracy.	3, 4
<i>Pierce</i>	Piercing projectiles can ignore {10%/30%/50%} of armor.	3, 4, 5
<i>Speed</i>	Projectile can be thrown {25%/50%/100%} faster, increasing damage and making it harder to evade.	3, 4, 5

Magical War Cry

A war cry can apply the advantages of every technique the user possesses, or the user can opt to only apply a set of desired techniques.

Technique	Description	Tier
<i>Intimidate</i>	The war cry intimidates the enemy, shifting confidence in battle by -10 points on a scale of 100; where 50 is the confidence that the battle is evenly matched. Only works on intelligent creatures.	4
<i>Lure Evil</i>	The war cry will lure creatures of darkness: monsters, undead, unholy beasts, etc. The power can effect a range of up to five times further than the sound itself.	3
<i>Morale Boost</i>	The war cry will raise the confidence of allies by +15 points on a scale of 100; where 50 is the confidence that the battle is evenly matched. Only works on intelligent creatures.	5
<i>Pull Threat</i>	The war cry generates a sensation that the user should be targeted. They seem like a more desirable target, easier to attack, and there is a greater benefit for attacking them.	4
<i>Warning</i>	The war cry alerts allies in hearing range of an incoming attack, the direction, the distance, and the level of danger (as perceived by the user). Acquire twice to extend the range to three times the hearing range.	3

Magical Writing

Technique	Description	Tier
<i>Erase</i>	Erase things you’ve recently written at the speed it was written, or normal inked text at 1/10th speed.	3
<i>Etch Freely</i>	Create etchings that a primitive chisel could perform, without needing a chisel.	3
<i>Fast Scribe</i>	Write 5x times faster (or 50% faster for magical languages) without sacrificing quality.	2
<i>Perfect Curves</i>	Flawlessly draw circles, lines, angles, curves, and other geometric shapes. Optimal for magical language.	2
<i>Rendition</i>	Draw the imagery in your mind perfectly, on the first attempt, without having to sketch or redo.	3
<i>Write Freely</i>	Write without requiring a quill (or pen, pencil, etc) or ink. Can apply basic ink of any color.	3

Magical Swimming Techniques

Magical swimming techniques traditionally apply to water, but technically works in any liquid. The viscosity of each type of liquid may alter the precise nature of each technique, but is fundamentally similar.

Technique	Description	Tier
Breath Tech	Can utilize oxygen in the body much more efficiently, allowing it to last up to five times longer.	3
Dart	Can generate 10x force in a sudden burst forward; causes fatigue and costs a small amount of mana.	3
Descend	Can descend downward at 3x the normal force (and speed) that could otherwise be achieved.	2
Gymnastics	Can “grip” water as though it had solid holds and platforms, allowing advanced athletic feats.	4
Ignore Current	Can ignore up to 90% of current strength and water movements at will.	3
Join Current	Can join up with any current, treating it as up to twice as strong for the purposes of movement.	3
Lung Expansion	Can take in up to five times as much oxygen into the lungs.	3
Mobility	Can treat water as having 75% less resistance at will, allowing improved mobility and athletics.	4
Move Speed	Can swim up to three times faster by an additional force of propulsion in the water.	3
Orient	Can sense the water’s surface (up), floor (down), and cardinal directions at all times.	1
Push	Can “throw” waves of water while submerged, generating currents. Costs a small amount of mana.	3
Rise	Can rise upward at 3x the normal force (and speed) that could otherwise be achieved.	2
Sense Currents	Can sense the environment through subtle vibrations, approximating the experience of echolocation.	4
Surface Swim	Can swim on the water’s surface up to three times faster.	2
Viscous Resist	Can treat areas of water as being as dense as mud for the purposes of opposing resistances.	3