

# Magical Operations & Regiments

## Aura Circuits

Aura circuits are woven energies that are enchanted directly into one's aura. Those who can see auras will be able to see the circuits and semi-transparent shapes and symbols within the user's aura; possibly moving, shifting slightly in colors, or reacting to the environment or user's behaviors.

Getting an aura circuit can be hard. It typically requires a talented alchemist that is trained in aura circuitry, which is a rare and difficult skill to acquire. The user then prepares their energies with strict diets, exercises, acupuncture, training, meditation or special practices that will develop their chakra chambers and aura energies needed to produce the circuit. Once the energy has been sufficiently built, the specialized alchemist aura-surgeons can perform the procedure, weaving those connections into fixed circuits that permanently alter the user's aura.

It is also possible to be bestowed aura circuits by a god or magical force.

Aura Circuits	Description	Tier
<i>Animal Kinship</i>	Improves all animal's reactions to the user by 5 on a scale of 100 (where 0 is full hostility, and 100 is absolute loyalty and companionship).	3
<i>Attention, Raise</i>	Creates subtle energies that attract attention, encourage others to take notice, and help retain interest and focus. Such effects toward the user are doubled. Can toggle.	4
<i>Attention, Reduce</i>	Creates subtle energies that repel attention, make others ignore you, make it harder to distinguish you from a crowd, etc. Chances to notice or maintain interest in the user are reduced by 50%. Can toggle.	4
<i>Beauty</i>	Creates subtle energies that give the impression that the user is positively shifted by 5 points on a scale of 100; where 0 is hideous and 100 is stunningly gorgeous.	4
<i>Charm</i>	Creates subtle energies that permanently boost positive relations with others, raising it by 3 points on a scale of 100; where 0 is absolute hatred and 100 is loving and eager companion.	4
<i>Circuitry, Air</i>	User can sustain subtle air magic through their aura, such as persistent sounds (white noise of the sea, humming, long musical notes), or have a constant breeze, wind gust, raised oxygen, etc.	3
<i>Circuitry, Electric</i>	User can sustain subtle electric magic in their aura: imagery of lightning tendrils, ambient fields of energy that can gently shock or cause minor disruptions in electrics, limited magnetism, electric light, etc.	3
<i>Circuitry, Fire</i>	User can sustain subtle fire magic in their aura: ambient heat, spiraling or ambient smoke, imagery of swaths of fire, bursts of heatwaves, light from subtle fires, etc.	3
<i>Circuitry, Light</i>	User can sustain subtle light magic in their aura; simple illusions (automatically identified as such), subtle sources of light, colored energy tendrils, etc.	3
<i>Circuitry, Water</i>	User can sustain subtle water magic in their aura: ambient chill or cooling effects, light snow, fog, mist, etc. Combine with other circuitry for more interesting effects.	3
<i>Energy Boost</i>	Increases the storage capacity of the aura, raising the total amount of energy (mana) the aura can store by 10%. Can be acquired twice.	4
<i>Energy Recovery</i>	Increases the efficiency of the aura's energy recovery, raising the energy recovery rate by 10%. Can be acquired twice.	4
<i>Healing</i>	The aura's healing works 10% more efficiently (require 10% less mana and effort). This only applies to aura healing, not natural healing. Can be acquired twice.	4
<i>Lure, Animal</i>	A chosen archetype of animals (birds, land mammals, sea creatures, insects, etc) is +300% positively interested in the user. They may seek you out from a distance. Can acquire once for each archetype.	2
<i>Lure, Archetype</i>	A chosen archetype of individuals (warriors, healers, criminals, priests, salesmen, diplomats, etc) gains a +6 positive relations score toward the user on a scale of 100. Can acquire once for each archetype.	3
<i>Mana Sync</i>	Aura will operate much more efficiently for the absorption, interaction, and transference of mana. Allows attunements to be added or removed three times faster, and with double the range.	2
<i>Mask Magic</i>	Aura will learn to retain and conceal its energies, making it ten times harder to notice from indirect magical	2

	detection. Direct magical detection will function at half effectiveness.	
<i>Romantic Boon</i>	Aura generates subtle energies that entice and encourage romance, shifting the opportunity and success of all romantic encounters by +5 on a scale of 100.	3
<i>Temp. Regulate</i>	Regulates the effective temperature by 5 degrees (Celsius), shifting it toward whatever temperature is most comfortable for the user.	2
<i>Ward, Air</i>	Resists air-related magic (knockback, damaging sounds, etc) by up to 30 units; 100 units represents a mid-level air combat spell. User's air spells and powers are equally affected.	4
<i>Ward, Electric</i>	Resists electric magic (lightning, etc) by up to 30 units; 100 units represents a mid-level electric combat spell. User's electric spells and powers are equally affected.	4
<i>Ward, Fire</i>	Resists fire and fire magic (including heat and smoke magic) by up to 30 units; 100 units represents a mid-level fire combat spell. User's fire spells and powers are equally affected.	4
<i>Ward, Physics</i>	Resists telekinesis and physics-based magic by an additional up to 30 units; 100 units represents a mid-level physics combat spell. User's telekinetic and physics spells and powers are equally affected.	4
<i>Ward, Water</i>	Resists water magic (frost, cold, etc) by up to 30 units; 100 units represents a mid-level water combat spell. User's water spells and powers are equally affected.	4

## Magical Regiments

Magical regiments involve active, daily maintenance of magical diets, magical exercises, chakra training, magical meditations, and other magical routines. These regiments are very strict. Only specific foods prepared in specific ways can be eaten, and specific exercises and meditations must be performed frequently and successfully. Some regiments require extensive training before one can even attempt it.

Individuals can only maintain one regiment at a time. Once a regiment has started, it will take days or weeks before its powers begin taking effect. Tiers indicate how difficult the routine is to maintain, how much effort is involved, and may correlate to how expensive the magical diet is to sustain.

Regiment	Description	Tiers
<i>Aggro</i>	User appears or feels {50%/200%} more intimidating and threatening than natural.	1, 2
<i>Animal Affinity</i>	Animals react {+5/+15} more positively on a scale of 100; 100 equals total compassion.	1, 2
<i>Athletic Boost</i>	Treat athletic mobility as though improved by {35%/100%}.	1, 2
<i>Breath I</i>	Can hold breath up to five times longer than usual without penalty.	1
<i>Breath II</i>	Ignore all breath penalties from being underwater, smoke, smog, toxic environments, etc.	2
<i>Cold Resist</i>	Treat all sources of cold, frost, etc. as though they are shifted by {50%/95%} toward room temperature.	1, 2
<i>Electric Resist</i>	Treat all electric sources as though they are shifted by {50%/95%} toward gentle static.	1, 2
<i>Endurance Boost</i>	Treat endurance (stamina, fatigue recovery, etc) as though improved by {100%/300%}.	1, 2
<i>Extended Life</i>	User increases their life expectancy, vitality, and youthfulness by {10%/25%/50%}.	1, 2, 3
<i>Fortitude</i>	User is {10%/25%} more resilient to damage (piercing, slashing, explosive, blunt, etc).	1, 2
<i>Healing</i>	Body naturally heals wounds {3x/10x} faster.	1, 2
<i>Hearing Clarity</i>	Improves hearing by {2x/5x}, allowing increased range and precision of hearing.	1, 2
<i>Heat Resist</i>	Treat all sources of heat and fire as though they are shifted by {50%/95%} toward room temperature.	1, 2
<i>Immunity</i>	Immune to natural sickness, poison, radiation, toxins, drugs, and other negative contaminants.	1
<i>Mana Collection</i>	Can store up to {10%/35%} more mana.	1, 2
<i>Mana Recovery</i>	Recover mana {10%/35%} faster.	1, 2
<i>Mood Stability</i>	User can shift their emotions by {25%/50%} toward a desired mood or emotional state.	1, 2
<i>Olfactory Clarity</i>	Improves taste and smell by {3x/8x}. Can use to identify distance, direction, type of smell, etc.	1, 2
<i>Regenerate</i>	Body stabilizes three times faster and can regenerate any body part.	2

<i>Sanctuary</i>	User feels {15%/50%} less intimidating or threatening, often making them a lesser target.	1, 2
<i>Sense Environment</i>	User can sense their environment as though they possess echolocation, vibration awareness, etc.	2
<i>Sleep</i>	User gains the benefits of sleep with only {75%/40%} of the time spent sleeping.	1, 2
<i>Strength Boost</i>	Treat strength (weight limits, force of impact, etc) as though improved by {35%/100%}.	1, 2
<i>Visual Clarity</i>	It becomes 3x easier to see in low light and your visual clarity increases to be 3x farther.	2