



Workbook

The Basics

What is the concept of your world?

What will you call the Magic resource?

AETHER

What happens when Magic is all spent? How is it regained?

Players lose connection with the world around them. They seem to fade, emotions are numbed. It's as if the essence of life itself had been drained from everywhere.

Each MG has learned their own way to reconnect to the Aether but regardless of the means it takes time and attention. For some it's a good nights rest, for others its hours spent in training or meditation. Whatever it may be, it cannot be done rushed or without intention.

Where do players get Spell Pieces from?

Are you renaming any of the core stats?

Adding SYNERGY/PULSE
how in tune you are with the world around
you and your team mates

What kinds of Skills will your players need?

ART	NAVIGATION	
ATHLETICS	PERFORMANCE	
ENGINEERING	POLITICS	TRACKING
FASHION	RIDING	WEAPONS
FINANCES	SPIRITS	LEY LINES
FOCUS	SURVIVAL	
HUMANITY	TACTICS	
LANGUAGE	TINKERING	
MEDICINE		

Will you be using Combat Specialties?

Yes?

What kind of Combat Specialties will they need?

Containing
Trick Shot
Group Combat
Outnumbered

Where do players get Personal Spell Pieces?

From their Emotional Plane and their
connection to Magic Source

Are you changing Key and Signature Spell at all?

Only the name? Probably not though

Are you changing Lesson? If so, how do players communicate what they want their story to be about?

What are the Magic and Health resources in your game?

How much Health and Magic do the players have to start?