

modern super powers (d20 system)

players are free to choose any spells when adding spells to their arsenal

spells are divided by power (rank 0-3)

MAJOR MAGICS the most fundamental types of magics:

summoning

- creature/floating weapon summoning

support

- heal/shield type magic

elemental magic

- water/air/earth/fire

warfare magic (damage/utility)

- focus on powerful weapon/armor summoning

- summon 2 types of weapons (light mobility/heavy physical)

MINOR magic derived from a fundamental type of magic

temporal (debuffing/control)

- slowing/speeding things

- trapping/restraining

polymorphing magic (control/buffing)

- change self to add properties (wings, tentacles, others...)

- polymorphing enemies into low-power creatures

curse magic (debuffing or buffing)

- focuses on controlling enemies and stopping them in their tracks

- reduce enemies abilities

spacial magic (mobility)

-focuses on switching characters around or fast movement

reversal magic (defense)

-allows the wielder to immitate spells that have been thrown during an encounter

VERY RARE (talk to players if they want to play with these types of magic)

blood magic (resilience)

light magic (mobility/damage)

dark magic (buff/damage)

soul magic (utility)

-origin of a character gives them certain bonuses or abilities

ABILITY SCORES (start with a -1,0,+1,+2)

PHYSICAL

-attaque melee

-athletic/acrobatic

MAGICKA (intellect)

-efficacité des sort

-detection des sort

-connaissance

-régénération des point de magie

RESILIENCE

-armor

-constitution

MOBILITY

- Ranged weapon attacks
 - vitesse/agilité d'un personnage
-

STORY OF THE WORLD

2 types of mission : expeditions (one-shots) and raids (campaigns)

characters need "wills". small trinkets that allows them to tap into their inner magical powers. Very little people are capable of tapping into magic without a will.

Special mechanics

mana fatigue : penalty to MP regen (1 MF = -1 MP regen). this can stack