

✧ ✧ ✧ ✧ ACADEMIA MAGICA APOCALYPTICA ✧ ✧ ✧ ✧

"While competing at the _____ Battle Royale, something went catastrophically wrong, hurling you and your competitors X00 years into a ruined future. All around you lies an apocalyptic wasteland, where survival means trusting your former rivals. Together, you must uncover what happened that day - and find a way back home."

✧ Character Info ✧

Name:

School:

House:

Appearance:

✧ Rolling Dice ✧

- Roll and sum up two stat dice - one you pick, one the GM picks (can match).
- Add +1 for each applicable style under those stats.
- Success determined by tiers listed above.
- Anima tokens can modify results.

✧ Schools of Magic ✧

A.M.A. is genre- and culture-agnostic regarding types of magic. Just make sure to stick to one character concept.

- A reflexive minor illusion may be Mystique + Instinct.
- A complex ritual spell might be Acumen + Craft.
- Primal shapeshifting might be Grit + ?, based on the type of creature.
- Any stat(s) could be used for defense depending on how you are evading/blocking.

✧ Downtime ✧

Roll all dice: consider Need #s. Make 2 personal(ity) changes:

- Rerank a need.
- Swap a style or pair of dice.
- Console and make a friend.

Then, set your anima to [9 - Angst + Number of Friends]

✧ v. 0.5.0 ✧

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✧ Core Stats ✧

Assign one unique die (d4/d6/d8/d10/d12) to each stat. Choose one style per stat (does not imply absence of the other).

Mystique d__

- ☐ Graceful ☐ Mysterious

Acumen d__

- ☐ Astute ☐ Rigorous

Grit d__

- ☐ Tenacious ☐ Adaptive

Instinct d__

- ☐ Mindful ☐ Courageous

Craft d__

- ☐ Resourceful ☐ Visionary

✧ Success Tiers ✧

7+ Costly

16+ Greater

10+ Lesser

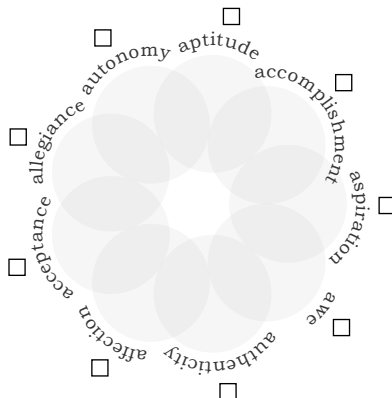
19+ Extraordinary

13+ Solid

22+ Aetheric

✧ Circle of Psychological Needs ✧

Denote in each circle the rank order of its corresponding Need from most volatile (1) to most stable (9). Start with 6 needs met (checked). The number of unmet needs in the largest contiguous chain is your Angst score, which you may denote in the center.



✧ Anima Tokens ✧

Gained from fulfilling needs, resting, items, and on failed checks. Spend 1:1 to boost your friend's rolls; 2:1 to help others. Casting magic always consumes anima(e). Start: 9.



✧ Taking Hits ✧

- Unfulfill a need.
- Lose confidence in a style.
- Reduce a stat die to d6.
- Test/Break a friendship.

✧ Friends ✧

Record their name and how you gained each others' trust.

Friend 1: *Yourself(?)*

Friend 2:

Friend 3:

Friend 4:

Friend 5:

Friend 6:

Friend 7:

✧ Angst (max 5) ✧

Take a hit, go solo, and risk defeat: + Angst to your roll.