

THE WORLD OF MAJ

You may have heard of wild tales from other lands, about mages whose grand intelligences allow them to control the elements, summon and control creatures of all scales, and do just about everything else within the scale of the imagination – except survive a physical fight. Other tales say that these Mages were the *only* ones able to cast spells. In Maj, we know both these things to be falsehoods.

You don't need to be smart to cast spells, nor does a strong body mean you lack for Spellcasting power. To be a caster, you only need to understand how Mana works for you, and possess the will to dedicate yourself to the study of your craft.

In the land of Maj, Magic is everywhere. *Mana* – the source of all magic – flows through most living things, be they plants, animals, or people. What we know as “Magic” is simply the manipulation of Mana, whether that is focusing that Mana into spells, or altering its flow through the world.

The inhabitants of Maj know this full well, and over the ages, the manipulation of Mana became a common art. Casters, we call ourselves – masters of Focus, Flow, or a bit of both – and we make up a good three-or-so quarters of the population. Our powers are common, but not uniform. After all, Mana behaves differently for different people.

MAGIC 101

In Maj, the practice and study of Magic has been going on since the early days of civilization. In this time, the Casters and Scholars who study it have developed many terms that have since been put into regular use by the greater portion of the population, because of how commonplace magic is in the world.

Manapulation

Magic is a blanket term used to describe anything having to do with the practice of **Manapulation**: the manipulation of Mana into a desired form. This is achieved by altering the state of the Mana through one of the two **Manapulative Methods**:

- 1) Drawing the Mana to a specific point of **Focus** to force it into the new state
- 2) Capturing the local **Flow** of Mana and redirecting it into the new state

Spells

A **Spell** is a set of steps required to shape Mana into a specific form, though the term is also associated with the effects that form of Mana has on the world around it. As Mana is only ever found in a state of Focus or Flow, Spells can only ever do the same. However, the number of ways it that this can be done are numerous, and more are being developed all the time.

When a spell is cast, it has equivalent words to describe it in *Runic*. While Runic is referred to as its own language, it is actually just an extension of the common Majejan language, and may even have one or more common words to describe it. Most people, even those without magic training of any kind, are usually able to identify the basic Runes for Focus, Flow, Fire, Earth, Water, Air, and of course – the name of their homeland, Maj. As Countries and Kingdoms are constructs of men, there are no specific Runes for Cynosia and Deluth, as these are forms that Mana cannot be Focused into or Flow through.

Casters

A **Caster** is a person who is capable of Manapulation through natural or artificial means, and practices Magic regularly within one of the *Five Caster Crafts*.

While roughly 3/4ths of the population are Casters of some kind, less than a third of the population is born able to Manapulate naturally. However, in the present day, a lack of natural ability does not restrict a person from being a Caster. This is because everyone, whether they can Manapulate or not, has a **Manastream**: a connection or affinity to the rest of the Mana flowing through the world (which is referred to as the **Global Manastream**). Everyone's Manastream is attuned to just *one* of the Manapulative Methods, meaning that they can only ever Manapulate **Focus** or **Flow**. This attunement is there even if they cannot Manapulate naturally, because—as it was discovered just 100 years ago—those lacking any natural ability can still Manapulate using **Runes**.

Runes

As a Spell is just a set of instructions for a specific magic form, a **Rune** is basically a pre-packaged version of a Spell. If a person can connect their Manastream with the Rune, they can cast that spell regardless of whether or not they can Manapulate naturally. While casting spells from Runes is easy, connecting to them is not.

To maintain connection with a Rune, most people choose to have them applied directly to their bodies. However, they cannot do this on their own – they must seek out a special craftsman known as a **Runecarver** who specializes in the process of applying Runes to people's bodies.

There are two types of Runes: **Painted** and **Carved**. Runecarving is the older of the two arts as it was discovered by the people of the Ancient Majejan tribes, who commonly tattooed themselves with their tales of glory. The process of Runecarving uses powdered **Manite**, a variant of quartz containing fossilized Mana. Using a special needle, Runecarvers Manapulate the powdered Manite directly into the person's skin, permanently branding the Runic design onto their body. Later on, Runepainting developed when it was discovered that the Manite could be compounded with various adhesives to make long-lasting paint. These new Painted Runes became very popular, though without a Runecarver there to apply a Manapulative seal, they would fade away after long periods of time.

It was also found that not everyone was capable of using these Painted Runes, as the connection to the person's Manastream was found to be weaker than those made with Carved Runes. The Manastreams

of living creatures have varying strengths, and in the cases of many people, their Manastreams are naturally too weak for Painted Runes to connect with.

However, through the grim process of Nullification, it can render a person's Manastream entirely inert, preventing the Caster from Manapulating ever again.

Nullification

Nullification is a term that brings fear to all Casters, because it refers to an old process once used in times of war, which completely and permanently eliminates a Caster's ability to Manapulate.

To be made **Null**, is for a Caster's source(s) of Manapulation to be temporarily made obsolete, by creating a source of Null within them, known as a **Void**. Within a Void, all presence of Mana is expelled from the area. Voids can be made independent of a hosting Caster, but regardless of its location, no Mana can be Focused within a Void, and none can Flow through it.

When a Void is created, it is given a pre-set "lifetime", determining how long that area of space will remain Null. Voids cannot be dispelled in any way, shape or form. They may only disappear from the world when their "lifetime" is up. If a Caster is made Null through a Void that will last a number of years greater than or equal to their own lifespan, then they have been **Nullified**. Luckily, this is a fairly difficult feat for a single Caster to perform.

In the present day, and for several decades prior to the most recent war, the practice of Nullification against an innocent is considered a War Crime. However, the government often uses a temporary form of Nullification on rogue Casters serving prison sentences. As it is possible for an individual to be Nullified through Runes, criminal Casters are branded with a Nullifying Rune that lasts as long as their intended sentence. Specific Runes can also be made Null, by applying a Nullifying Rune directly over the affected Rune.

These "*Runic Shackles*" as former and present convicts often call them, are traditionally carved onto their shoulders or some other visible area, so Casters with a severe criminal record rarely walk the streets without a suspicious eye turned their way. For perpetrators of less severe crimes, or are serving time for a minor sentence, Runic Shackles can be painted instead – as long as the wearer behaves well. Unlike regular Runes, Carved or Painted, Runic Shackles are able to affect a person regardless of the strength of their Manastream.

LIVING IN A CASTER SOCIETY

Magic has been a part of Majeian life from the earliest days of civilization. Maj is a harsh land of magical creatures, and only the settlers capable of defending against these creatures were able to survive. Though Maj has many settled areas today, there is still a significant portion of territory designated as “wild”, because none dare agitate the creatures living there. Living in these wilds, in addition to “normal” animals, the Forests are home to many varieties of Fae, and sentient Plantfolk (more often of the Dryadic and Ent variety); the Mountains shelter several species of Trolls, Gryphon packs, and the occasional Dragon; and wherever a cave can be found, all sorts of darker creatures hole up within.

Beyond the species of creatures that have been identified, there are also many that have just started to emerge as myth. Casters that have ventured too far into the wilds spin tales of monsters that literally feed off a person’s Mana until their very life force is drained away too. Some Casters also believe in the existence of demons, though others believe that, like many of the legends of more humanoid horrors coming from the wilds, that the “demons” of the stories are just superpowered Casters practicing forbidden Schools of Magic

THE LANDS OF MAJ

Mana only ever does two things: it **Focuses** into specific points in space, or it **Flows** freely between them. It is often said that the two great empires of Maj: **Cynosia** and **Deluth**, have an air of Focus and Flow about them respectively. As Magic is power, these two countries have had a long history of rivalry and war, all relating to how they believe that this power should be used, and who they think should get to use it.

Majeian Myths

The story of Cynosia and Deluth is that there were two sisters. They were twins, but they had their own fair share of differences, including the way that they could affect mana. One was adept at Manipulating Focus, while the other could Manipulate its Flow. One day, they became separated. It is unknown for sure whether this was their choice or not; and there are numerous resulting legends about why they separated. Some legends say this was due to an argument, others claim that some great beast forced them to flee, or believe that one preferred mountains and the other preferred the sea.

Cynosia

A land of grand mountains and vast plains, which has long lived under the Rule of a singular Monarch, from their seat in Cynis, the nation’s capital city. However, the Monarch – usually a King, never makes his decisions alone. He has a council of Advisors, closed off to all but the highest elites of Cynosian society, and handpicked by the King himself. Nobles in Cynosia – composed mostly of Mages and Channelers – constantly plot and quarrel amongst each other to gain the King’s favor, so that when the

opportunity arises, they may have their chance at this seat of power. Casters that use artificial focuses, and the casters that create them, are all heavily looked down upon in society. There are still academies for Arcanists, Runeists, and Runecarvers, but only for the sake of safety. Most of the Cynosian Nobles highly favor the idea of outlawing Runes altogether.

Deluth

A proud land stationed primarily on the rocky coasts and cliffs of the Majejan Ocean, though they also control the hills and swamps that lead up to it. They rule not through a central monarch, but by dividing their power and letting it flow with the will of the people. A Grand Council of 16 oversees most matters concerning the nation (wars, diplomacy, disputes between provinces, and the like), but for each province, and district in each province, there is another council for making decisions within that area. All citizens, regardless of status, are eligible to be elected to these councils. They need only rally the right support. Elite members still rise, though money is the usual method for doing so. As their Capital city of Daul is a port town; Deluth rarely finds itself in financial trouble, due to the high amount of trading that takes place there.

The Present Time

Cynosia and Deluth are currently in a state of uneasy peace, following the resolution of their most recent conflict – a long and bloody war lasting nearly a decade— which was settled with a treaty that neither side was very happy about. Though both sides are happy to have some time to lick their wounds, they are both actively trying to pursue their own interests behind the scenes.

Strangely enough, the exact treaty between the Cynosian King and The Grand Council of Deluth has been closed off to the public. The mandates that have been made public are in the process of being taken care of. Both countries may be hiring Casters of all kinds to help carry out these mandates, and face any resistance that the mandates may be meeting. However, this treaty has been met with much resistance. Though the countries themselves wanted peace, there are many dissenting groups that have split off and gone into the wilderness. There are rumors of a third “Unallied” faction of angry soldiers, who have forsaken allegiance to both countries, and are working secretly to undermine the two. However, both governments claim that these are, in fact, just rumors.

Cynosia was forced to put a mandate in their laws that permanently allowed Arcanists, Runeists, and Runecarvers to practice their crafts freely. Several Cynosian provinces were also given to Deluth, in exchange for Cynosian ships and traders to have full access to Deluthian trade markets, and control over all traffic in the Niara River, which runs through both countries and out to the Majejan Ocean.

GAME RULES

What you'll need to play the Game

In order to play The Land of Maj, the only type of die you ever need is your good 'ol, plain-Jane six-sided die. However, you will be rolling a lot of them at once, so it's recommended to have at *least* 6-12 dice lying around the game table.

For players and GM's alike, something to write on and something to write with (such as paper and pencils) are also highly recommended, so that you can keep track of various things in the game, draw maps, or even just silly pictures of the situations you're describing.

Determining Dice Results

Dice rolling works differently in The World of Maj, as it revolves around the two methods of Manipulation: Focus and Flow. When making rolls for anything in this game, you will either be rolling to get results of Focus, or results of Flow. All this really means is what combination of faces you're looking to make from the dice you roll.

Rolling for Focus

When rolling for Focus, your basic goal is to get as many *duplicate* faces as possible.

Your result for the roll is the number of dice in your largest group of matching dice, plus half the number of dice in your second-largest group, rounding down. The exact result of the faces in each group does not matter; a group of 4 sixes is worth just the same as a group of 4 ones. Keep in mind: Your "second-largest" group *can* be the same size as your largest group.

Examples:

- Rolling 6 dice, I get 2-2-3-5-4-2. My largest group is my 3 twos. I have a single three, four, and five. Half of 1 rounds down to 0, so I have a total of 3 dice **in Focus**.
- Rolling 12 dice, I get 3-6-4-4-6-5-5-2-4-3-5. My largest group is my 4 fives, while my 3 fours are my second-largest group. Half of 3 is 1.5, rounding down to 1. So I have a total of 5 dice **in Focus**.
- Rolling 12 dice, I get 1-2-2-2-3-3-3-4-5-5-6-6. I got an equal number of 2's and 3's – 3 dice each with the same result. So I focused 3 (from my largest group) + 3/2 down (from my 2nd group), for a total of 4 dice **in Focus**.

Rolling for Flow

When rolling for Flow, your basic goal is to get the largest contiguous *sequence* of numbers possible.

Your result for the roll is the number of dice in the sequence you created. A sequence of dice flows in order 1-2-3-4-5-6 (**though sequences *do not* need to start at 1**), and then 6 loops back around again to 1. Only one die can occupy a spot in a sequence of flow, so if I roll 1-2-2-3-4, only one of those twos actually counts as part of the sequence. There can be multiple sequences of flow generated from a single roll, but only the *largest* sequence gets counted.

Examples:

- Rolling 6 dice, I get 2-2-3-6-1-2. I have three twos, so only one of those actually counts, but I can still make a sequence of 6-1-2-3, for a total of 4 dice **in Flow**.
- Rolling 12 dice, I get 3-4-3-2-1-3-4-1-1-2-6-1. Unfortunately, I didn't get a single five, so I'm limited to a sequence of 6-1-2-3-4, for a total of 5 dice **in Flow**.
- Rolling 12 dice, I get 4-3-6-2-3-1-5-2-1-5-6-5. This was a very diverse roll, but unfortunately, the lack of more than a single 4 cuts it down to a sequence of 3-2-1-2-3-4-5-6. Still a pretty good roll, for a total of 8 dice **in Flow**.

Making Dice Rolls

When the GM has players roll dice, they will either be making an *Opposed* roll versus another character, or an *Unopposed* roll versus the environment or other conditions.

For whatever stat is being rolled, the character rolls a number of dice equal to the Level of the Stat, and attempts to get a roll of Focus or Flow depending on the stat being used. (*If you're trying to find out whether a Stat uses Focus or Flow, see the Stats page in Character Creation, on page 14.*)

Opposed Rolls

Opposed Rolls are used primarily in combat, or whenever one character is directly opposing another in some way, shape or form. Whatever the situation, one character is considered the **Attacker**, while the other is the **Defender**, though in a given situation there may be multiple Attackers versus one Defender, or vice-versa. The characters may not actually be engaged in combat, but as a general way of thinking about it, the Attacking character is trying to do something that the Defending character is trying to prevent.

For the Attacker to succeed, the result of their roll must be *greater than or equal to* the roll of the Defender. If the Defender's roll is *higher* than the Attacker's roll, then the defender is successful, and suffers no ill effects from the Attacker's attempted action.

Unopposed Rolls

Unopposed Rolls are also sometimes known as *Skill Checks*, because the situation usually involves one character rolling against a preset difficulty value determined by the GM. These rolls can be made in and out of combat, though how those situations are handled is done at the GM's discretion.

For any character attempting the roll to succeed, their roll must meet or beat the difficulty chosen by the GM. Below is a chart of some example Difficulties for various situations, so that GMs can set their difficulties effectively.

Result	Difficulty level	Example Situation
0-2	Easy	Putting your socks on while sitting down.
3-4	Moderate	Putting your socks on while standing up, with something else to hold onto for balance.
5-6	Hard	Putting your socks on while standing up, with nothing nearby to help balance you.
7-9	Ridiculous	Putting on your socks while attempting to walk.
10-12+	Impossible	Putting on your socks while running at full sprint.

Rerolls & GM-Awarded Bonuses

Dice are only rerolled under very select circumstances in The World of Maj, and each "Reroll" given out only allows the player to reroll one single die.

One way that players can be allowed to reroll dice is **by spending Mana Points (MP) when they make Spellcasting rolls** (or rolls during other types of situations, if your class abilities permit it). You may spend as many MP as you have available on a Roll, but keep in mind that you may need them for the upkeep of certain spells. Mana Points can be regenerated, but this takes a little extra time.

Players and other characters can also gain Rerolls when the GM awards them. GM's are allowed to award Rerolls in two cases:

- 1) If a player is roleplaying their characters particularly well, such that they may even be putting themselves at a situational disadvantage in doing so.
- 2) When the circumstances of a particular situation provide logical advantages to one side of a conflict (even if that side belongs to non-player characters). For example, if a relatively unscary person is trying to intimidate a scarier-looking person, the scarier-looking person may be given some extra rerolls to their defensive roll against the intimidation.

CONFLICT

The World of Maj is a dangerous place. Even in times of peace, your party of Casters is likely to run into trouble from beasts on the road, bandits, or other Casters who maybe just don't like you.

COMBAT

When the party runs into trouble that they can't talk their way out of, the GM will most likely want to declare the situation to be an official combat **encounter**. Encounters take place over multiple combat **rounds**, and each combatant gets one **turn** per round, during which they can take **Actions**.

At the start of a new encounter, all combatants must roll their Reaction (REA) to determine the Initiative order for the encounter. If two or more combatants tie their Reaction rolls, then they must roll off against each other to determine who among them goes first. Combatants will then take turns in this order.

Defining Space

In The World of Maj, the map is divided into **Regions**: areas of space that are roughly 3x3 meters in size, though they do not have to be entirely exact. The idea is to use Regions to define space in a way that makes sense, so that players can have clearly-defined boundaries for where they can and cannot move, as well as how long it should take them to cross different areas of the map. Multiple characters, creatures, etcetera are able to occupy a single region at once, but obviously there are certain physical limits that make sense. If a GM decides that it doesn't make sense for more than six people to fit in a single region, then it is up to that GM to enforce that.

Actions

There are four types of Actions: Exclusive, Complex, Simple, and Free. Each of these types is simply a definition for how physically and mentally involved the task performed is. Regardless of their stats, all combatants have the opportunity to take the same number of actions each turn, because all larger actions can break down into multiple smaller ones.

Exclusive actions are very involved tasks that consume the combatant's entire turn to perform. No other actions can be made by the combatant on this turn, because the task they are attempting requires their complete and utter focus. *On their turn, a combatant may not take any more than one Exclusive action, or any combination of smaller actions that sums up to more than one Exclusive action.*

Complex actions don't require the complete attention of the combatant taking them, but they are still involved enough that not much else can be done on the combatants' turn. One Exclusive action can be broken down into two Complex actions. Most spells require Complex actions or greater to cast, while some more complicated spells require Complex actions to keep the spell sustained.

Simple actions are any type of action that requires minimal concentration to perform. Simple actions are not as simple or natural to the combatant using them as say, breathing, but they can definitely reach that border. One Exclusive action can break down into four Simple actions, while one Complex action can break down into two Simple actions.

Free actions are basically anything that combatants can do without thinking or can do while doing other things, such as talking, sheathing/unsheathing a blade, or scowling at their opponent's atrocious spellcasting form.

Note for the GM

While combatants are technically capable of taking any number of Free actions on their turn, GMs are allowed to enforce limits on the maximum number of Free actions that a character can make. In most cases, rules for this will not be needed, but if a player is being particularly abusive of this concept, you may want to consider using them. The recommended system for this is to consider one Exclusive action equal to eight Free actions, one Complex action equal to four Free actions, and one Simple action equal to two Free actions.

Movement

Movement can take different types of Actions depending on how much the character moves. As an Exclusive Action, a character may run up to a number of regions equal to the Level of their Agility (AGL) stat. For a Complex Action, they may run up to half their AGL level in regions. For a Simple Action, they may move up to a quarter of their AGL Level in regions, etcetera.

The GM may also decide if a region is easier or harder to move through than usual based on pre-existing conditions (e.g. the floor is slippery/sticky), in which case the number of regions the character can move is reduced or increased by a few regions.

Determining and Taking Damage

Regardless of how the attack is made, whether the attack lands and how much damage is dealt to the target is always determined in the same way. In every situation like this, one character is considered the **Attacker**, while the other is considered the **Defender**.

The Attacker makes a dice roll using the appropriate stat for the attack, while the defender rolls either their Defense (DEF) or their Resistance (RES), depending on the type of attack they're being hit with. If the attack can be dodged (Spell descriptions will specify if they can't be, GM determines otherwise), then the Defender may also choose to attempt to Dodge the roll by using their Reaction (REA) as their defensive roll.

For their rolls, both the Attacker and Defender count how many dice they had in focus or flow, and that is their Result for the roll. If the Attacker's roll is greater than the Defender, then subtract the Attacker's roll from the Defender's, and the Defender takes that many points of damage.

The rule of thumb to keep in mind here is that Spells may create alternate conditions that require you to substitute out the stats mentioned here for other stats, so if you're confused about what to roll, refer to the spell's description.

Death

If a character's physical health is reduced to zero, they are Knocked Out, and can no longer participate in the Combat Encounter. For GM-controlled characters, being Knocked Out may not necessarily mean that they die, but they are either subdued, or choose to run away (if they can). GM's can also create special conditions for player-characters and NPCs that prevent them from dying (in other words, Deus ex Machina is allowed, as long as your players are also okay with it).

If a player-character is Knocked Out during a Combat Encounter, they must roll a number of dice equal to their Connection stat. If they roll greater than or equal to their maximum HP, the character is still out for the rest of the encounter, but they will be able to wake up relatively soon after combat ends. If they roll less than their max HP, they will survive for a number of rounds equal to the result of their roll, plus the Level of their Connection stat. An allied character in the same region as the Knocked Out character is allowed to take an Exclusive Action to stabilize them, restoring them to 1HP, and allowing them to wake up after combat ends. However, if the character is not revived to at least 1HP before the counter runs out, then the character dies.

Making Physical Attacks

While Spellcasting tends to be a staple within most combat encounters, physical forms of combat still exist and remain in common practice. All physical attacks are heavily based off of the weapon that the combatant is using to make the attack. The attacking character always rolls their Swing (SWG) stat, while the defending character rolls their Defense (DEF). Naturally, because magic is usually involved, substitute these stats as necessary according to what any active spells specify.

All **Melee** attacks are done as a Complex Action. To make a Melee attack, a character must be in the same region as the opponent they are targeting. Keep in mind that some Melee weapons use AGL, while others use STR, and if your character wants to use them without penalty, they must meet the minimum requirements to use the weapon.

All **Ranged** attacks are done as Complex actions because it is assumed the character chooses to aim. If the character is making a blind Ranged attack against a target, then the Ranged attack only takes a simple action to perform, but the result of the roll is cut in half. The range limit on the weapon you are using determines the maximum number of regions away from your character that the target can be. Refer to the ranged weapon's stats to know what your roll should be.

Casting and Sustaining Spells

Because the complexity of spells can be very diverse, the exact action a spell requires to cast is determined by the spell's description. Most Spells attack with the character's spellcasting Power (POW), while the defender tries to mitigate the effects using their Resistance (RES). If a spell can be sustained (and you wish to sustain the spell), it will have a **Sustainment Cost**. On your next turn (following the turn you cast the spell), you must be able to pay its Sustainment Costs **at the start of your turn** or the spell's effects end immediately.

Regenerating Mana

Though not all spells drain Mana outright, all Casters have the basic ability to regenerate their Mana with a bit of concentration. In Combat, characters may spend a Complex action to regain a quarter of their MP back, or an Exclusive Action to regain half (rounding up in both cases). Craft-specific Abilities may augment or limit the amount of MP regained.



OTHER WAYS TO SOLVE CONFLICT

While standard combat is one of the more common ways to resolve conflict, characters have a few additional options for how to resolve situations where two characters have opposing goals.

Social Conflict

One way that players can attempt to resolve conflict with another character is through the use of diplomacy. When characters are at odds socially, both should have a clear goal in mind. They may decide not to disclose what this goal is to the other characters they are interacting with, but this goal is what helps define their state of success in any form of social conflict.

Players can attempt to *Persuade*, *Intimidate*, or *Bribe* the character, by rolling their Sway (SWY) stat versus the Sway of the opposing character. Whoever rolls higher gets to achieve their goal; if a player-character fails a roll versus an NPC, then the GM is allowed to decide what the NPC does and/or forces the player-character to do in response.

GM's especially should keep in mind the motivations of their NPCs when a player wants to solve things diplomatically; not all characters will even be open to it. For example, a Guard who has been ordered to arrest trespassers on sight is probably not going to listen to characters who want to talk it out.

Avoid Conflict

Though Magic has a reputation for being difficult to conceal, some people are still relatively apt at sneaking past a person's notice, or pickpocketing objects without them realizing.

In order to be able to sneak around in the first place, the character attempting to be sneaky cannot be directly visible by the characters they are trying to avoid. This may be affected by light, how close the two characters are, if the sneaking character is able to effectively conceal themselves, how much noise they're making, etcetera. It is up to the GM to decide what factors affect the opposing character's ability to detect the sneaking character, and how much each one matters. In turn, players may also describe precautions they are taking to lessen the effects that different factors may have on the final result.

To determine if a character has been detected, the character searching must make an Awareness (AWR) roll, while the sneaking character makes a Reaction (REA) roll. Highest roll wins, favoring the seeker (who made the Awareness roll) in the case of a tie. If a sneaking character is spotted, it is up to the GM to determine what the seeking character does with their discovery.

CHARACTER CREATION

CREATING A CASTER

There are 5 basic steps for creating a Caster:

1. Choose your Craft
2. Character Background
3. Allocate Stats
4. Schools of Magic and Spells
5. Equipment and Finishing Touches

Before you begin...

Though all Casters are unique, all characters have a set of Stats used to define their general strengths and weaknesses. Stats are not the only thing used to define a character, but taking a brief moment to look over what they do might help you decide what kind of Caster you want to play, and how to build one in the way you want.

What are Attunement Points anyway?

Attunement Points (also referred to as AP), are awarded by the GM at the conclusion of a play session, or whenever the players solve a specific *problem* during the campaign. Problems can range anywhere from finding your missing left sock, to saving the world from a doomsday cult. When they solve a problem, all players who participated in solving the problem earn an amount of Attunement Points based on the scale of the problem. There's more to it, but this is just a rundown to get you started. For more information on Problem Scale and AP, see page 40.

Primary Stats

There are seven primary stats that define the basic physical, mental, social, and magical capabilities of your character. All Primary Stats start out with a base of 1 point, and can contain no more than 6 points. When making rolls, you roll a number of six-sided dice equal to the Level of the Stat, not the current amount of Attunement Points invested. Rolls should rarely ever be made for just a single Primary Stat, but when this occurs, double the number of dice being rolled.

At character creation, you gain bonuses to your base stats from the background characteristics you choose. When you receive these bonuses, it is assumed that because the stat starts out above 1, that it already comes with the required number of points necessary to reach that level. So for example, if I have a character that starts out with a Brawn of 3, I already have 3 points invested in my Brawn stat.

Attunement Points Invested	Current Level of the Stat (# Dice Rolled)
0 (Default)	1
1	2
3	3
7	4
15	5
31	6

Stat	Description
Brawn (BRN)	The physical toughness of your character. How hard you hit, and how hard you can be hit. <i>Rolls for Brawn are generally done as Rolls of Focus.</i>
Agility (AGL)	The physical speed and reaction time of your character. How likely you are to dodge an attack, or trip over your own feet. This also counts for the number of regions you can move while at full running speed. <i>Rolls for Agility are generally done as Rolls of Flow.</i>
Cleverness (CLV)	How intelligent, knowledgeable your character is. How likely they are to come up with a good plan, or be able to outsmart their opponent. <i>Rolls of Cleverness are generally done as Rolls of Focus.</i>
Sway (SWY)	How good you are at talking to people, convincing them to like you and/or do what you want. How well you can avoid being convinced to do things you don't want to do. <i>Rolls for Sway are generally done as Rolls of Flow.</i>
Focus (FOC)	How well you can concentrate Mana into a single point in space. How capable you are of gathering Mana and shaping it into the form you desire.
Flow (FLO)	How well your body naturally channels Mana, and how well you can redirect that flow in the direction you want. How well you can break Focused Mana and cause it to flow back into the Manastream.
Connection (CON)	The strength of your body's Manastream. Regardless of whether you use Focus or Flow, this defines how much Mana you are able to affect at once. <i>Rolls of Focus and Rolls of Flow are done depending on the situation.</i>

Secondary Stats

There are eight Secondary Stats that are derived from some combination of a character's Stats, but may be based on other things. When rolling dice for a Secondary Stat, you roll a number of dice equal to the sum of the Stat Levels of the two Primary Stats it is derived from. For example, if a character has an Agility of 2 and a Focus of 4, they roll 6 dice when making rolls for Reaction, because that Stat is a combination of Agility and Focus. Secondary Stats are never directly increased, but they do increase if the Primary Stats they are derived from are increased.

Stat	Derived From	Description
Health (HP)	BRN + (Either FOC or FLO)	The amount of damage you can take before dying. Choose either Focus or Flow as the source of your health, and then that stat stays linked to your health permanently. (Your HP will grow with that stat)
Mana Pool (MP)	BRN or CLV + CON	A measurement of the current amount of Mana currently focused in or flowing through your body. At character creation, determine if your power is more rooted in the fitness of your body or mind, and choose BRN or CLV to be permanently linked to this stat.
Power (POW)	CON + (FOC or FLO)	How powerful all your attempts at Spellcasting turn out to be. Use Focus or Flow depending on the type of spell being cast. For casting Spells of Focus, use CON + FOC. For casting Spells of Flow, use CON + FLO.
Swing (SWN)	BRN or AGL + Weapon	How effectively you use your melee weapon in combat. Some weapons require BRN, while others require AGL. All Weapons have a stat value specified on their description in the "Equipment" section.
Reaction (REA)	AGL + FLO	How quickly you are able to make actions in and out of combat. In combat, this stat determines how soon your turn takes place.
Awareness (AWR)	CLV + FOC	How easy it is for you to notice details, hear strange sounds, or realize that there <i>is</i> something watching you after all.
Discipline (DIS)	SWY + CLV	The amount of control you have over yourself. Your ability to remain calm in stressful situations, and resist the urge to act rashly.
Resistance (RES)	CON + Armor	How well your body stands up to damage from spells. The Armor you wear has an effect on this.
Defense (DEF)	BRN + Armor	How well your body stands up to physical damage. The Armor you wear has an effect on this.

Schools of Magic

Over the ages, Caster Scholars have determined that there are indeed separate types of desired Manapulative effects, each of which have their own set of basic steps to perform. Though each Caster Craft has their own specialized training, all Casters study at least one School of Magic to help familiarize them with the basics of Spellcasting.

For each School of Magic that your character is familiar with, the Attunement Point (AP) cost to gain that spell is cut in half (for a minimum of 1). As your character advances, they can also learn new Schools of Magic, if they know at least two spells from the School they are attempting to learn, and have also invested at least 10AP into purchasing and/or upgrading spells from that School.



Manapulism

Altering the Flow of Mana around you, affecting the Manastreams of other living beings. The School of Magic utilized most often by Runecarvers.

Elementalism

Creating and Controlling the Elements. Spells from this school are standard for all battlefield-ready Casters, due to the destructive capabilities of each Element.

Transmutism

Transmuting the physical form or state of other creatures, objects, or yourself. The School of Magic used by Casters in the Medical field, as well as Spies.

Companionism

Summoning creatures from this world and beyond, and the Control of the thoughts and actions of others. The School of Magic preferred by Casters working in the wild areas of Maj, though it is also a favorite of Nobles in Cynosia and Deluth alike.

Nullism

Altering the effectiveness of specific Focuses in the world, through the creation of Voids. The School of Magic developed and used by Nullists.

STEP 1: CHOOSE YOUR CRAFT

In the Lands of Maj, Five Caster Crafts have risen over the eras as the standard ways to practice Magic. Each Craft gains stat boosts to one, or a combination of, Focus, Flow, and Connection, because Casters usually choose their craft (or it is chosen for them) because of the way that Mana works with them. Each Craft also gets a few abilities, due to the nature of their Craft training.

Mages

Masters of Focused spellcasting, Mages begin their training at a young age to learn to Focus Mana into a variety of Manapulative forms. They develop skills pertaining to multiple Spellcasting Schools, but starting from their teen years, they begin to center themselves on one particular School and become even more effective at casting spells from that School. They are your standard magic powerhouses; very reliable, and very effective at what they do.

Craft Abilities

Natural Focus

You have the natural ability to Manapulate using Focus, though you cannot affect its Flow. At Character Creation, your Focus (FOC) stat starts at a base of 4. Once per Combat Encounter, you may also spend an Exclusive Action to fully regenerate all missing MP.

Intensive Training

You started your training at a younger age than most Casters, allowing you more time to study different forms of Spellcasting. At Character Creation, you may choose an additional School of Study. You also get to choose one of your two schools to be your *Area of Study*. In Combat, If you fail a Spellcasting roll for a spell from your Area of Study, you may spend a Simple action to completely re-attempt the roll, or a Mana Point (MP) if you are casting the spell out of combat.

Building a Mage

As a Mage, you will use Focus (FOC) and Connection (CON) to create powerful Focused spells, while a decent Cleverness (CLV) will expand their range. You may want to consider your character's background and Career before you pick your Schools of Study, and your chosen Area of Study (as given to you by *Intensive Training*).

Arcanists

Though unable to naturally Manipulate, Arcanists have received proper training for the use and maintenance of Painted Runes. While an Arcanist's training does not last as long as that of a Mage, they study and gain proficiency in a single School of Magic, which makes it easier for them to use Runes from that School. Versatility is the Arcanist's biggest strongpoint, as they have the easiest time swapping out spells.

Craft Abilities

Artificial Focus

You cannot Manipulate naturally, so you rely on Carved or Painted Runes to cast spells. Runes for spells of Focus function better normally, because they act as Focuses for your own Mana. Therefore, at Character Creation, your Focus starts out as a base of 3, while your Connection starts at a base of 2, because your Manastream is strong enough to connect with Painted Runes.

Painted Caster

You are able to wear up to your Connection (CON) stat in Painted Runes at a time. As a Complex Action, you may attempt to push a Painted Rune past its limits, doubling the final roll of the Spell, but also rendering it unusable until it can be repaired. Out of Combat, any Runecarver can easily repair the Rune for you. Runecarvers can also remove Painted Runes you no longer wish to use, and apply new ones in their place. If one is not already a member of the party, Runecarvers can be found in most towns and cities, though they will most likely charge a fee for their services.

Building an Arcanist

As an Arcanist, spellcasting is still your main area of expertise, so you should probably invest at least a few points in your Spellcasting stats. Depending on the Schools of Magic you want to master (and/or the spells you want to cast), you should invest in Focus (FOC) or Flow (FLO) accordingly. Most Arcanists tend towards spells of Focus, though there are still Arcanists who specialize in Spells of Flow.

Runeists

Runeists are also incapable of Manipulating naturally, and cannot use Painted Runes because of their weak Manastreams. Instead, they rely entirely on Carved Runes to Manipulate, permanently linking specific spells to their Manastream. Formal Runeist training exists, but it usually doesn't last more than a few years, as most Runeists were another type of Caster before. Whatever schools of magic they knew are usually the School they choose to get Runes from, though with an entirely clean slate, some decide to completely change their Spellcasting repertoire.

Craft Abilities

Recharged Focus

You cannot Manipulate naturally, and your Manastream is too weak to use Painted Runes. At Character Creation, your Focus, Flow, and Connection each start at a base of 2. You are forced to rely solely on Carved Runes if you wish to cast any spells, but each consecutive time you use a spell, you gain one free reroll (separate from your MP) for each time the spell is used.

Carved Caster

You are able to wear a number of Carved Runes up to your Connection (CON). Once a Carved Rune is applied, it cannot be removed. Once per Combat Encounter, per Carved Rune, you may spend an Exclusive Action to double the final result of the Spellcasting roll. Out of combat, when you decide you want to gain a new Rune, you must seek out a Runecarver and have them apply it for you. Depending on the complexity of the new Rune, the application for a Carved Rune may take up to two weeks.

Building a Runeist

As a Runeist, it is up to you whether you want to base yourself in spells of Focus or Flow, but choose wisely – as you only get to pick *one* School of Magic to take from. You can get Runes from other Schools, but it will cost more to obtain them, because your body isn't as used to those forms of Manipulation.

Runecarvers

Runecarvers can create and alter points of focus, redirecting the Flow of Mana to their advantage. They are not capable of focusing Mana through any means – including the runes that they can apply to other people. While they get their name from the original art of Runecarving, not all Runecarvers can or will *carve* runes into people; Painted runes are the first thing they learn, and many Runecarvers prefer creating Painted Runes again.

Craft Abilities

Masters of Flow

Though you cannot Manipulate through Focus, Manipulating through Flow is second nature to you. At Character Creation, you automatically gain proficiency in the School of Manipulism, in addition to one other School of your choice. Once per Combat Encounter, on a failed roll for a Spell from the Manipulism School, you are able to completely redo that roll. Also at Character Creation, your Flow (FLO) starts at a base of 4.

Caster Craftsman

Out of Combat, You are able to create Runes, Carved and Painted, on Casters willing to receive them. You are allowed to charge Casters for this service, within the reasonable pricing limits set down by the government. You also have an extensive knowledge of the Runic Library, allowing you to spend your

own MP to reroll the dice of Spells cast by others, allies and enemies included, as long as they are within your Cleverness (CLV) stat in regions away from you.

Building a Runecarver

As a Runecarver, your favorite Stats should be Flow (FLO) and Connection (CON). You need to move Mana on a regular basis, and these things will enable you do to that effectively. Cleverness (CLV) may also be moderately useful, while a decent Sway (SWY) might help convince your Runecarving customers to pay you a little more generously.

Nullist

Nullists, as the name implies, can nullify runes and natural focuses for varying periods of time, and can nullify themselves temporarily to reduce the effectiveness of spells used against them. In earlier wars Nullification was a common weapon that both sides used to take powerful Casters out of play. When an established group of Nullists –The Order of Null— began to develop, a terrified public in both Cynosia and Deluth demanded action, and both governments condemned full Nullification as a war crime. Though not all Nullists today are a part of the Order of Null, this matters little to the public eye – they still carry the stigma that their predecessors left behind.

Craft Abilities

Null and Void

At Character Creation, you gain proficiency in the School of Nullism, in addition to one other school of Magic. Whenever you cast Spells from the Nullism School, you are able to spend an Exclusive Action to double the final result of the roll. Once per Combat Encounter, on a failed roll for a Spell from the Nullism School, you are able to completely redo that roll. Also at Character Creation, your Flow (FLO) starts at a base of 3, while your Connection (CON) starts at a base of 2.

Interdisciplinary Training

Separate from your regular caster training, you received advanced combat training intermixed with magic techniques. This style of training allows you to spend your Mana points on physical attack rolls. As would be the case with its use for Spellcasting, each reroll used on a physical attack drains your MP by one point.

Building a Nullist

Nullists primarily use Flow (FLO) to create Voids in various points of space. A strong Connection (CON) may also be beneficial, but Nullists are also the only Caster craft to receive physical training, making a high Brawn (BRN) or Agility (AGL) very useful.

STEP 2: CHARACTER BACKGROUND

Everyone has to come from somewhere. They have their stories of what happened to them before and during the war. Depending on your Craft, there are a few backgrounds that would be the most likely situations to occur for you, but if you have another preference, try working with your GM. For the background information you choose, your character also receives a few base stat bonuses.

To create a complete background, all characters need to pick one from each of the following:

- 1) Allegiance
- 2) Family Origins
- 3) Caster Training
- 4) Caster Career

Allegiance

Everyone has some kind of Allegiance. Most people are allied with the country of their birthplace, while others may have found common ground with the other side of the war and decided to defect. Others still have chosen to stop identifying themselves with either side of the conflict, and have intentions of their own. Depending on what you choose for your character, you gain a +1 to one Primary stat, as outlined in the choices for each option.

Cynosia: +1 to either Sway (SWY) or Cleverness (CLV)

Deluth: +1 to either Brawn (BRN) or Agility (AGL)

Outsider or Defector: +1 to either Sway, Cleverness, Brawn, or Agility. Discuss the matter with your GM to determine which stat best fits your beginnings.

Family Origins

Elite

You are a Noble, or born to a rich merchant family. You grew up in comfort, likely with servants at your command. You received the finest Caster training, either at one of the fine institutions in the capital cities, or through a private tutor. It is unlikely that you served in the war, or if you did, it was likely in a position of command procured through your family's power.

From your Elite status, you are well-equipped for social situations, earning you a **+1 to either Sway or Cleverness**.

Laborer

You were born into a middle-class family of one or more skilled workers, or one that was in service to a Noble house. Your family made enough money so that food was always on the table, but not quite enough that they could send you to the academy without support. There is a good chance you served in the war, though if your trade was well-needed, or the family you served could afford it, you may have been able to find a deferment from induction into state service.

From your Middle-Class standing, you were tempered by years of hard work and dedicated service, earning you a **+1 to either Brawn or Sway**.

Common

Your family was poor, or you were a ward of the state. You lived on the streets and learned how to survive with the rest of the world against you. Training at an Academy was not an option for your family; you were either lucky enough for a Caster mentor to take you in, or you had to accept an Oath of Service to obtain training – putting you at the disposal of the government until you had repaid your years of debt.

Your years living on the streets have been hard-fought and hard-won, turning you into a survivor, and earning you a **+1 to either Cleverness or Agility**.

Caster Training

Though members of different Crafts are trained for different lengths of time, there are a few methods through which Casters usually receive their training.

Caster Mentor

You had a singular teacher that supervised all of your magic training. You may have become very close to them, almost as if they were another parent, or perhaps it was quite the opposite, and you bear a hatred for them for the years of cruelty you had to endure. Mentors can also be paid for by Statebound service.

Statebound Training

You received training from the State, as opposed to a private academy. You owe service to the government for a number of years, either by a voluntary oath, or because your parents could not afford to pay for the training you needed. The nature of your service was most likely military, so there is a high chance you participated in the last war.

Private Academy

You received your training at one of the Academies in Cynosia, Deluth, or your hailing country. Your parents either could afford the tuition very easily, or you were able to make a payment agreement with the state, thus allowing you to escape Statebound service. Members of Academies often experience a type of comradery within their cohorts, generating a sense of pride and union for some, while others may feel disgraced or estranged.

Caster Careers

Once they complete their training, Casters go on to pursue a career that utilizes their skills and/or fulfills their aspirations. Careers don't earn you any Stat bonuses, but offer opportunities for increased Attunement Point rewards (which allow you to advance your character) when you complete an adventure related to your career, or solve a problem in a way characteristic of your career. While a party of player-characters may include members of a variety of careers, having a party entirely composed of one Career type is certainly an option, and may be used as a starting point for bringing the party together.

Soldier

Your Caster Training was most likely done with the intent of making you battlefield-ready. You almost certainly served in the war for a number of years, and while the war made you weary of it, you still long for ways to revive your days of glory on the battlefield. You gain bonuses to Attunement Point rewards in any problem resolved with a climactic battle worth bragging about afterwards.

Spy

You're a different kind of Soldier, fighting on the battlefield of intrigue, rather than direct combat. You certainly have combat skills, but if everything goes according to plan, you shouldn't have to use them. If you are allied to a government, they have no shortage of work for you. Assassinating targets, stealing information, and sabotaging the enemy's efforts from the inside are just a few of the options open to you, but if you're particularly good at one of these, you may choose to specialize. You gain bonuses to Attunement Point rewards if the goals outlined in your mission are achieved, and/ or when the problem solved harms the enemy of your Allegiance.

Doctor

Magic is often a destructive force, and during the recent war, it caused a lot of it. There's a high likelihood you witnessed a lot of it firsthand, either on the battlefield assisting wounded soldiers, or receiving the wounded at hospitals in the cities. One way or another, you've had your fill of it, and hope that your medical skills can be one more healing factor to the wounds this war caused. You gain bonuses to Attunement Point rewards when the problem solved helps resolve a negative side effect of the war, and/or prevents further war-related conflicts from arising.

Hunter

There's a chance you were trained in one of the cities, but city life was not meant for you. Many dangerous creatures roam the lands of Maj, many of which pose a regular threat to the daily lives of its citizens. However, you may not believe the only option is to put these beasts down. Perhaps they're just misunderstood; agitated by human settlements encroaching on what was once their territory. You gain bonuses to Attunement Point rewards when the problem solved involves settling a conflict between humanity and nature, whether through subduing the agitating party or finding a solution that both sides accept.

Politician

The war may have been fought by Soldiers, but it was ended in the debate room. Politics definitely has a place in Maj, as the conclusion of the war has raised many questions, and opened many different opportunities. Your eye may be fixed on a top leadership position, or centered on garnering a continued peace between the nations, but you'll need people supporting you to do either. You gain bonuses to Attunement Point rewards when a problem is solved by your own political maneuvering, or it is resolved in a way that it earns you political supporters.

Merchant

"Money Flows into the pockets of those who Focus on making a Profit", the saying goes in the Marketplaces of Maj. You've found this to be true in your years as a Merchant, more so now that the war is done. New enterprises await those who take advantage of the peace... or hope to extinguish it, for profitable opportunities gained from supplying war. Either way, Gold is Gold to you. You gain bonuses to Attunement Point rewards when a problem ends with you making a profit, through whatever means best suits your fancy.

Other Careers

As the options and applications for Casters are numerous within the World of Maj, additional career types not listed here are available if your GM allows it. All you really need to make one is a description of what you do, and conditions for what situations you gain Attunement Points under.

Once again, GMs have final say about whether a custom career is acceptable to run. If a player has their heart set on a custom idea that you don't approve of, another option is to "reskin" one of the existing careers so that the player gains bonus AP under the same conditions, though the name and description are different.

STEP 3: CHARACTER STATS

Before you start allocating points into your primary stats, it should be noted that all Primary Stat values not modified by your craft start at 1, not zero. From your Craft, you should gain no more than a +3 across your Connection (CON), Focus (FOC) and Flow (FLO) combined. From your background, you should have no more than a +2 between your Brawn (BRN), Cleverness (CLV), Sway (SWY), and Agility (AGL) combined.

Once you've added all background and craft bonuses onto your basic character, you have 20 attunement points to purchase additional stat points with. These points are **just** for you to increase your Primary stats with. Once all your Primary Stats have been determined, make sure to calculate all of your Secondary stats.

Attunement Points Invested	Current Level of the Stat (# Dice Rolled)
0	1 (Default)
1	2
3	3
7	4
15	5
31	6

STEP 4: SCHOOLS OF MAGIC AND SPELLS

At Character Creation, all new Casters start with **5 Attunement Points to purchase Spells with**, and unless your Craft abilities say otherwise, everyone gets to select **one School of Magic**. The complete Spellbook can be found starting on page 28.

Purchasing and Upgrading Spells

In order to be able to purchase a new spell (including a spell used through a Rune), you must have a number of unspent Attunement Points (AP) equal to the cost of the spell. You are allowed to pick spells from any School of Magic, though if your craft is only capable of Manipulating through just one of the Manipulative Methods (Focus *or* Flow, not both), you cannot take spells you are incapable of using. However, for each spell taken from a School of Magic you know, the cost to purchase the spell is cut in half (for a minimum of 1 AP).

All Spells have a cost based on their **Spell Level**, which gauges how powerful the spell is compared to other spells. Spell Levels start at 1 and go up to a maximum of 6. However, not all spells start at Level 1. The level of the Spell you have obtained is dependent on the number of Attunement Points you invest in it. If a Spell starts at a minimum of Level 3, then you must invest enough Attunement Points to get the spell to Level 3, before you can ever use it in the first place.

Level of the Spell Obtained	Base AP Invested	Base AP Invested (From a known School of Magic)
1	2	1
2	4	2
3	8	4
4	16	8
5	32	16
6	64	32

STEP 4: EQUIPMENT AND FINISHING TOUCHES

Your characters have been Casters for many years now, or have just graduated from their training, so it is assumed they already have at least a little bit of gear lined up and ready for them. Depending on your character's background, you may have more or less gold than your other party members. Upper class gets a budget of 1-2 gold, Middle class gets 25-50 silver, and Lower class gets 100 copper.

Other finishing touches for your character are up to you, but some big things to keep in mind:

Who are they? What do they want? What do they look like? And most importantly, what is their name?

THE SPELLS

Understanding Spell Descriptions

At the top of each spell's description, it has a few pieces of information describing the casting instructions and limits of the spell. This information includes:

- **Spell Name:** The name of the spell "simplified" from its Runic words.
- **Type & Level:** Whether the spell is based in Focus or Flow, and the levels that the Spell is available at. The lowest level shown is the lowest level the spell is available at.
- **Method:** The type of Action used in combat to cast the spell. If the spell is sustainable over multiple turns, it will describe the type of action and other costs related to sustaining the spell.
- **Range:** Where the spell can be cast, and how many targets it can affect. Spells can target a single person, yourself, or entire regions. This can either be done on target(s) in the Same Region, Adjacent Regions, or up to your Cleverness (CLV) Regions away from you.
- **Description:** What the spell actually does. What dice you need to roll, and what roll your opponent needs to make to defend against its effects. Sometimes the effects will tie to the level of the spell – referred to as Spell Level. When this occurs, you roll the stat specified, plus a number of dice equal to the current level of the spell you have purchased. (E.g. POW + Level 4 spell = POW + 4).

MANAPULISM

Drain

- **Flow Levels 1-6**
- Complex
- Single Target in Same Region

Roll your POW vs their RES. For each point you succeed by, the target drains one point from their MP, which is restored to your own MP. You can gain more than your full MP through using this spell, but if the Mana is not used or redirected to another target before the end of your next turn, the Mana fades away and your MP is reduced back to its maximum.

Transfer

- **Flow Levels 1-6**
- Complex
- Single Target in Same Region

Roll your POW. For the amount rolled, you may drain up to that amount from your own MP, and refill an allied target's MP by the amount drained.

Dissipating Impact

- **Flow Levels 1-3**
- Simple Action
- Single Target in Same Region

An unarmed strike that not only knocks the spot out of your opponent, but also their Mana. Roll your POW versus their RES. For the amount you succeed by, plus the spell level, you drain the target's MP by that amount. This MP does not restore your own. Instead, the Mana simply fades away.

Overload

- **Flow Levels 4-6**
- Exclusive Action
- Single Target up to your CLV Regions away

You break open the Manapulative floodgates and begin bombarding an enemy target's Manastream with obscenely high amounts of Mana, overwhelming them. Roll your POW, versus their RES. You fill their MP by the amount of the Spell Level plus the amount you succeeded by. For each point over their maximum that you fill them by, they take one point of damage.

Average

- **Flow Level 3-6**
- Exclusive Action
- Same Region, or Single Adjacent Region

All targets in the affected Region must roll their RES versus your POW to resist the effects of this spell. Add together the current MP belonging to each affected target (including you, if you are casting this on your own region), and then divide it by the total number of targets affected (rounding up to the nearest full number). Each affected target loses whatever MP they had, and regains the number of MP that resulted from this calculation (such that all targets now have exactly the same number of MP). If a target gains more MP than their maximum MP through this way, then they have until the end of their next turn to use it, or else it fades away and their MP is reduced back down to its maximum.

ELEMENTALISM

Zap

- **Focus Levels 1-6**
- Simple Action, Not Sustainable
- Single Target, up to your CLV Regions away from you

You summon a focused ball of Lightning and fling it at an opposing target. Roll your POW vs their DEF. If you succeed, you deal an amount of damage to the target equal to the Spell Level, plus the amount you succeeded by.

Torch

- **Focus Levels 1-6**
- Simple Action
- Single Adjacent Region

You envelop an entire region in a torrent of Fire, subjecting all within that region to its mercy. Every target in that region, friend or foe, must roll their choice of DEF or RES. If your roll is successful versus a target, they take an amount of damage equal to the Spell Level, plus the amount you succeeded by.

Chill

- **Focus Levels 1-6**
- Simple Action
- Single Target, up to your CLV Regions away from you

You create an orb of pristine Ice and fling it at an opposing target. Roll your POW vs their RES. If you succeed, you deal an amount of damage to the target equal to the Spell Level, plus the amount you succeeded by.

Forceful Impact

- **Focus Levels 1-3**
- Complex Action
- Single Target in the Same Region

You summon a great wind, channeling it into an unarmed strike against a single target. Roll your POW versus their DEF. If you succeed, deal an amount of damage to the target equal to the amount your roll succeeded by, and push them up to a number of regions (in the direction of your strike) equal to the Spell Level.

Burning Impact

- ***Focus Levels 1-3***
- Complex Action
- Single Target in the Same Region

You set your fists ablaze, channeling your inner fire into an unarmed strike against a single target. Roll your POW versus their DEF. If you succeed, deal an amount of damage to the target equal to the amount your roll succeeded by, multiplied by the Spell Level.

Frigid Impact

- ***Focus Levels 1-3***
- Complex Action
- Single Target in the Same Region

You freeze your fists solid and make an unarmed strike against a single target. Roll your POW versus their RES. If you succeed, deal an amount of damage to the target equal to the amount your roll succeeded by, multiplied by the Spell Level.

TRANSMUTISM

Fortify

- **Flow Levels 1-6**
- Simple Action to cast, Sustainable with a Simple Action per target, per turn
- A number of targets equal to the Spell Level, up to your CLV in Regions away from you.

When a target affected by this spell is attacked, replace their defensive roll with your POW, regardless of the nature of the attack. If they take damage, it is dealt to your MP before the target's HP is affected.

Restore

- **Flow Levels 1-6**
- Simple Action to cast, Sustainable with a Simple Action per target, per turn
- Self, or Single Target in Same Region or Adjacent Region

Roll your POW, and restore the target's physical health by an amount equal to the result of your roll, plus the Spell Level.

Healing Wave

- **Flow Levels 3-6**
- Complex Action to cast, Sustainable with a Complex Action each turn.
- All Targets (friend or foe) in a Single Region up to your CLV Regions away from you.

Roll your POW, and restore each target's physical health by an amount equal to the result of your roll, plus the Spell Level.

Invisible Form

- **Flow Level 2**
- Complex Action to cast, Sustainable for 1MP per turn
- Self Only

Roll your POW greater than or equal to twice your BRN stat to make your physical form disappear, such that other people and creatures cannot see you. If a creature is attempting to target you for a single-target attack, they must make a successful AWR check versus your POW to hear you before they can attempt the attack roll.

Forceless Form

- **Flow Level 3**
- Complex Action to cast, Sustainable for 1MP per turn
- Self only

Roll your POW greater than or equal to twice your BRN stat to make your physical form fade into the Global Manastream, such that you cannot affect the physical world, nor be affected by it. You are able to pass through any object smaller than you freely, but if the object is equal or larger than your physical size, you must spend an additional Complex Action to pass through it. The form is sustained at the cost of 1 MP per turn. As soon as your MP hits zero, the effects of this spell fade.

Transform Other

- **Flow Levels 4-6**
- Exclusive Action, Sustainable by spending MP equal to the Spell Level each turn
- Single Target up to CLV Regions away from you

Roll your POW versus the target's RES to transform them into a static object or small creature as long as the spell is sustained.

Transform Self

- **Flow Levels 4-6**
- Complex Action to cast, Sustainable by spending MP equal to the Spell Level each turn
- Self Only

You change your form into a beast of the wild. The maximum size of the animal is linked to the Spell Level (4=small, 5=med, 6=large). While in this form, replace all rolls for BRN and AGL with your POW. This form takes one point from your Mana Pool to sustain each turn. If you run out of MP, you revert back to your regular form. Any damage you take while in this form is done to your MP first, and then to your HP.

COMPANIONISM

Summon Familiar

- **Focus Levels 1-6**
- Complex Action to Cast, Sustainable with a Simple Action if MP isn't empty
- Cast in Same Region, Can be Sustained up to your CLV Regions away

You summon the spirit of a creature to fight for you. On your turn, you may command it to make POW + Spell Level attacks on a single target with a Simple action. If your Familiar is attacked, it defends with RES + Spell Level, and the damage is drained directly from your Mana Pool. Your Familiar stays in combat as long as your Mana Pool stays above Zero.

Enforced Mercy

- **Focus Level 2**
- Complex Action, Sustainable with a Complex Action
- Single Target up to your CLV regions away

Roll your POW. As long as the Spell is sustained, the target's rolls to make any attack must exceed the roll of your Spell, or else they find themselves feeling unusually merciful, and unable to inflict harm upon another being.

Mandatory Truth

- **Focus Level 3**
- Complex Action, Sustainable with a Complex Action
- Single Target in Same or Adjacent Region

Roll your POW versus their DIS. If you succeed, the target is unable to tell lies or withhold information whenever they are asked a question, as long as the spell's effects remain in place. On their turn, the target is able to spend a Simple Action to make a DIS roll versus the POW of the Caster sustaining the spell. If their roll is successful, they break free from the spell.

Aggressive Persuasion

- **Focus Levels 1-4**
- Exclusive Action, Sustainable by spending MP equal to the Spell Level each turn
- Single Target up to CLV Regions away from you

Roll your POW versus the target's DIS to take control of their physical actions, such as talking, moving, and even making physical attacks. Their place in the initiative order remains the same, but during their turn, you take control of an amount of their remaining Simple Actions equal to the Spell Level (though these Simple Actions can be combined into greater actions).

Weaponized Confusion

- **Focus Levels 1-6**
- Exclusive Action, Sustainable with an Exclusive Action.
- Up to a number of targets equal to the Spell Level, within your CLV in Regions away from you.

For each target, roll your POW versus the target's DIS, afflict them with a horrible bout of confusion if they fail. The amount that your roll succeeds by is the number of Simple Actions that the target is prevented from using for that turn. At the end of their turn, they may make a DIS check versus your POW to free themselves from the effects of the spell.

Conscript

- **Focus Level 3**
- Complex Action, Sustainable with a Complex Action
- Single Target up to your CLV regions away

You take complete control over a nearby person or creature, temporarily forcing them to forget their former goals and fight for your side. Roll your POW versus their DIS, and if you succeed, the target must fight for your side as long as the spell is sustained. Though you don't have direct control over the actions they make, the affected target is not allowed to make actions that would bring harm to you or your allies, and/or put you or your allies at a tactical disadvantage. However, affected targets are allowed to do one thing of their own free will: at the end of their turn, they are allowed to make a single DIS check versus your POW to break free. If they succeed, the spell ends.

Telempathy

- **Focus Level 2**
- Simple Action
- Single Target within up to your CLV in Regions away from you.

You open a channel of telepathic thought with a willing target to communicate with them through mental images and emotions (rather than words), transcending the barriers of language so that you can communicate with those who speak other languages, and even wild creatures. If you wish to send a message to an unwilling target, you must make a POW versus DIS check on the target you wish to Telempathize with.

NULLISM

Ward

- **Flow Level 1**
- Simple Action to cast, Simple Action each turn to sustain
- Single Target within Same or Adjacent Region

You create a Ward, a one-way void that restricts Mana from entering its space, and apply it to a nearby target. Roll your POW, and as long as the spell is sustained, all Spellcasting rolls made against the warded target are reduced by that amount.

Seal

- **Flow Levels 1-6**
- Complex
- Single Target in Same Region

You place a Seal on an enemy target, creating a one-way Void around them that restricts Mana from leaving their space. Roll your POW vs their RES. If your roll succeeds, all Spellcasting rolls made by the affected target are automatically reduced by the amount of the Spell Level, until the end of your next turn.

Null Blade

- **Flow Levels 1-6**
- Simple Action to Cast, Simple Action to sustain
- (Usable by) Self Only

You summon a blade of pure Void that can be used like a regular sword. Whenever you make attacks with the Null Blade, all rolls for SWG are replaced with your POW, though the target still defends with their DEF. On a successful hit, you have the option to replace the damage you would deal to the target with a sealing effect; reducing their Spellcasting rolls by the amount of damage you dealt, plus the Spell Level, until the end of your next turn.

Warded Zone

- **Flow Levels 3-6**
- Complex Action to cast, Simple Action per region, per turn to sustain
- A number of connected Regions up to equal the Spell Level, which are up to your CLV in regions away from you.

You place a widespread Ward over one or more connected Regions. Roll your POW, and as long as the spell is sustained, Spellcasting rolls made against targets within the Warded Region(s) are reduced by that amount.

Cancel

- **Flow Levels 1-3**
- Complex
- Own Region, or Single Region up to your CLV regions away from you.

Roll your POW versus the POW of the Caster creating the sustained effect. If your roll succeeds, the sustained Spell is ended immediately, and no effects may be reapplied to the region for a number of turns equal to the Spell Level.

Void Armor

- **Flow Levels 3-6**
- Simple
- Self Only

Roll your POW. For a number of turns equal to the Spell Level, *all* Spells targeting you (including helpful spells), and/or cast by you, are reduced by the amount you rolled.

ITEMS AND EQUIPMENT

Cynosia and Deluth both use relatively similar monetary systems. There are Gold, Silver, and Copper Coins; 1 Gold is equal to 100 Silver, and 1 Silver is equal to 100 Copper. Merchants and vendors trading within the borders of one nation will accept the currency of the other – but at half its usual value. Most items come in at least one of three levels of quality: **Cheap**, **Standard**, and **Grand**.

Weapons

Actual “weapons” aren’t usually a staple among Casters. Most prefer to rely on their Magic for all combat, though some prefer to keep one or two physical combat options handy in case of emergencies. Others prefer to wear them more for decoration, as a status symbol.

Melee Weapons

All Melee weapons require a base amount of either Agility or Brawn to use, and require either one or two hands free to wield (denoted by 1H or 2H respectively). If a character fails to meet the requirements for a weapon, the final result of all their rolls for attempting to use the weapon are halved.

1-Handed Weapons

Weapon	Requirements	Die Roll	Cost
Knife/Dagger	AGL 1	AGL + 2	5c
Rapier	AGL 3	AGL + 3	25s
Shortsword	BRN 3	BRN + 3	10s
Small Axe/Hammer	BRN 4	BRN + 4	15s
Decorative Rapier	AGL 2	AGL + 1	1g
Ornamental Dagger	AGL 1	AGL + 1	75s

2-Handed Weapons

Weapon	Requirements	Die Roll	Cost
Longsword	BRN 5	BRN + 6	50s
Brass Knuckles / Gauntlets	BRN 3	BRN + 4	20c
Spear/Polearm	BRN 2	BRN + 3	5s
Giant Scimitar	BRN 3 & AGL 2	BRN + 5	75s
Scythe	BRN 4 & AGL 1	BRN + 5	2g

Ranged Weapons

Like Melee weapons, some Ranged Weapons also have base Agility or Brawn requirements to be able to use them properly. When used in combat, they are able to hit targets in a number of regions up to their

Range away from the user. After a single use, the user may need to spend a simple action to reload them before they can be reused.

Weapon	Requirements	Die Roll	Range	Cost
Bow	AGL 2	AGL + 4	3 Regions	75c
Longbow	BRN 3	AGL + 5	6 Regions	2s
Blowgun	AGL 1	AGL + 2	2 Regions	1s
Net	BRN 2	BRN + 3	1 Region	1s
Throwing Daggers/Axes/Stars	AGL 3	AGL + 3	2 Regions	50c each

Armor

Most Casters who expect to see battle prefer to don at least some sort of armor to keep them safe. As many casters expect to meet other casters in battle, some types of armor are crafted with that in mind, while others are more standard and intended to protect the wearer from physical damage. Some of the weightier types of armor are particularly heavy, so they require a base amount of Brawn to be able to wear without penalty. If the wearer doesn't meet these requirements, then the user's Agility is reduced by the amount of Brawn they currently lack to meet the requirements.

Armor Type	Requirements	Armor Values (Dice Rolled)	Cost
None	None	DEF + 0, RES + 0	Free
Clothing	None	DEF + 1, RES + 0	10c – 5g
Warded Robes	BRN 1	DEF + 1, RES + 1	50c
Light Armor	BRN 2	DEF + 3, RES + 0	1s
Warded Light Armor	BRN 2	DEF + 2, RES + 1	5s
Medium Armor	BRN 3	DEF + 4 RES + 0	25s
Warded Medium Armor	BRN 3	DEF + 3, RES + 2	50s
Heavy Armor	BRN 4	DEF + 6, RES + 0	1g
Warded Heavy Armor	BRN 4	DEF + 5, RES + 3	1g, 50s

Other Items

A wide variety of other supplies and goods are available throughout The World of Maj. Depending on where you purchase certain items, they may or may not be more expensive, either due to their limited availability, or due to local views on their necessity.

Item	Cost (Cynosia)	Cost (Deluth)	Description
Runepainting Supplies	1g	50s	A set of the magic implements that Runecarvers need to create Painted Runes
Runecarving Supplies	2g	1g	A set of the magic implements that Runecarvers need to create Carved Runes
Rope (20ft)	20c	20c	A length of strong, hempen rope.
Paper (1 sheet)	1c	2c	A single sheet of clean parchment, perfect for writing, drawing, or making a charcoal rubbing.
Ink (1 bottle)	3c	2c	Ink harvested from coastal squid and bottled for convenience. Used by scribes everywhere.
Charcoal (5 pieces)	1c	1c	5 sticks of wood burned to a crisp and perfect for drawing with (as long as you don't mind your hands getting messy).
3x3m Net	1s	1s	A strong net made of rope that can be used to cover an entire Region. Can be thrown as a weapon in combat, or used to set up traps.
Backpack	5s	5s	A sturdy leather backpack that can be used to hold all sorts of useful (or not) items.
Empty Bottle	10c	10c	A corked glass bottle, currently holding nothing but air (and probably dust).
Bedroll	1s	1s	A sleeping mat and headrest for the weary traveler to use on the road.
Medal of Service	---	---	A medal earned for a soldier's merits during the last war. Both countries issued these. Presenting this item to shopkeepers of the side it belongs to sometimes earns you discounts.
Arrows x 10	50c	50c	10 standard sharp pointy arrows.
Rations (1 day)	2c – 5g	2c – 5g	Packed meals ready to be eaten on the go. Made with ingredients equal to the quality you can afford.
Clothes (of various qualities)	10c-5g	10c-5g	Clothes of varying qualities.
Fishing Supplies	4c	2c	Hooks, bait, and a fishing rod, to help you spin your very own version of "The One That Got Away."
Twine (3ft)	2c	2c	A thick type of string made from dried plant fibers and sealed with wax. Useful for fishing, or binding small objects together.

Poisons	50s-5g	50s-5g	Various types of poisons, ranging in effects from mild nausea to instant death.
Small mirror	20s	20s	A small mirror that you can use to observe your appearance, or reflect beams of light into other people's eyes.
Hairbrush	10s	10s	A rough brush with coarse bristles, used to tame the wildest hair and beards. Owning one means that you generally care about your appearance at least a little bit. Easy to lose.
Quiver	25c	25c	A cylindrical leather pouch that can be used to hold up to 30 arrows.
Torch	50c	50c	Can be used to light dark areas.
Bound Journal	1s	1s	A book of leatherbound paper that you can use to record just about anything in. From deep, dark secrets, to shopping lists, or even just doodles of your favorite things.
Merchant's License	2s	5s	A license that allows you to peddle your wares at one of the public market stalls within any major city.
Diplomat's License	5g	5g	A license that might just help you gain access to audience with the Elite of both nations, and their higher ruling bodies. Also issued for free under certain circumstances.
Rite of Free Travel	15g	15g	A document that allows you to freely travel between the borders of Cynosia and Deluth, unmolested by the border guards. Depending on one country's stance towards the other, the price of these documents has been known to fluctuate.
Soldier's Issue (Cynosian)	---	---	A document proving your standing in the Cynosian military. Earned after you complete your basic training.
Soldiers's Issue (Deluthian)	---	---	A document proving your standing in the Deluthian military. Earned after you complete your basic training.
Forged Document	---	---	Not sold by standard merchants.
Dice	2c	2c	A pair of cubic playing dice, for gambling or just rolling in your free time.
Lockpicks (5 count)	25c	25c	For picking locks, unlocking doors, unlocking chests, or just plain picking your teeth.

CREATING CAMPAIGNS

Problem-Solving and Attunement Points

As mentioned previously, **Attunement Points** (also referred to as AP) are dealt out by GM's when player-characters manage to successfully solve *Problems*. Problems are actually quite self-explanatory; they are any issue that the players can be tasked with solving. When the players successfully solve a problem, it's the GM's job to reward them appropriately in AP, money, items, and other things, depending on the *Scale* of the problem. All problems have their own level of **Scale**, which is defined by just how many people the problem affects. Problems of larger scales are harder to solve, but the payoffs are usually greater.

Level of Scale	Examples of cases that would fit this scale level	Points Earned (min to max)
Internal	Issues between the party members, or problems that a single party member has. Bob's Rent is due; Bob and Joe are parts of opposing allegiances.	0 - 1
Minor	Problem within your village or the immediate area. Pest control, courier jobs, research, helping the old lady get her cat out of the tree. Some internal issues may also be considered at this level, if they're big enough.	1 - 2
Moderate	Problems that affect several nearby towns, or a city. Bandits are harassing travelers along a highway. A troll has been taking everyone's sheep. The next mayoral election is approaching and the opposing candidate has gone missing.	2 - 4
Major	Problems that affect a large region/province. There is a disease affecting all the fish in the lake. A corrupt official is causing problems in a large city. The lumber mill workers are looking to start a strike.	4 - 8
Grand	Issues on the international/continental level. Assassinate the Cynosian King. Plant evidence that will lead the nations to war. Slay the dragon of Cynis pass.	8 - 16
Epic	Global/universal matters. A cult is trying to perform a ritual to end the world. A dragon seeks to remove Magic from existence. Cast a spell that destroys the moon.	16 - 32

Earning these attunement points is based on participation. If you helped solve the problem, even if it's a party member's internal problem, then you still gain the points for it. It doesn't matter when the problem is solved – you earn the points then and there – but it's up to the GM to determine if the matter is actually solved, and how many points this particular matter gains you. While two events may fall within the same scale, they may not be worth as much compared to each other.

Creating an Adventure

GM's should keep in mind that most "adventures" contain multiple problems of multiple levels of Scale. Most of these problems should be determined by you, though if the players inadvertently create more through choices during play, you can also use those problems as things they can solve for rewards, if the players want to pursue those paths.

Bringing the Party Together

There are many reasons that Casters come together as an adventuring band, and depending on the makeup of characters in the party, finding a reason that suits the party may be a very difficult task. To help you with this, a good question to ask the party is "where were you during the war?" Though not all character backgrounds may have participated in the war, many characters may now be on a homecoming journey as a result of it. Others may have motives relating to the war that tie into their career. Another option, if you have a reasonable amount of characters who ally with Cynosia and Deluth, is to start them out at the negotiations table, and then have things go awry – calling them to a greater journey.

Career Bonuses

When you create campaigns, you should keep an objective in mind for each career the players bring into the party. If the character solves a problem for their career, or in a way characteristic of their career, they should gain 25-50% extra Attunement Points from the problem they solved. Below is a table of the Careers, and what conditions they should be gaining AP bonuses under.

Career	Conditions
Soldier	Problem solved with a climactic battle worth bragging about afterwards
Spy	Goals outlined in mission are achieved, and/or Problem solved harms enemy cause.
Doctor	Problem solved helps resolve negative side effect of war, and/or prevents further war-related conflicts from arising.
Hunter	Problem solved settles conflict between humanity and nature
Politician	Problem solved through political maneuvering, or solved in a way that earns you political supporters
Merchant	Problem ends with you making a profit
Other	Dependent on the conditions agreed between GM and player

MANA

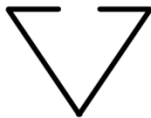
FOCUS



FLOW



CREATE



SUMMON



CONTROL



TRANSMUTE



DESTROY



BANISH



RELEASE



RESTORE



ELEMENT



AIR



WATER



FIRE



EARTH



ICE



CRYSTAL



LIGHTNING



FORM



**FORM
(PHYSICAL)**



**FORM
(ETHEREAL)**



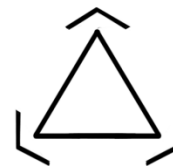
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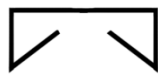
OTHER



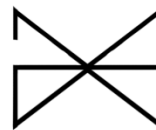
OTHERS



NAME



IDENTITY



VOID



TIME



SPELL



DISRUPT



(USUALLY DRAWN THROUGH A
RUNE TO REPRESENT IT BEING
ACTIVELY DISRUPTED)

IMPACT



(USUALLY DRAWN BELOW OTHER RUNES
TO SIGNIFY A TYPE OF IMPACT, AND/OR
ABOVE OTHER RUNES TO SHOW WHAT THE
IMPACT IS BEING MADE UPON)

SIGHT



SOUND



QUICK(EN)



SLOW(ER)



**STRENGTHEN/
INCREASE**



**WEAKEN/
DECREASE**



M.D.E.

For the Project

Magic has always been one of my favorite fantasy concepts to play with. I love playing as casters, but the big issue I have with most RPGs that feature them is that they all feel the same. You summon spells, fling them at people, run out of mana and then get horribly, totally trashed by some physical character that catches you at the wrong moment. There may be different sources of power, different steps you have to take to cast different spells, but all casters within their own RPG systems usually still follow the same system.

I wanted to make a game *just* about being a magic-user, and I wanted to have different types of magic-users that felt genuinely different to play.

The World

My primary reason for creating the world like I did was to further support my theme of Focus and Flow, as well as making each caster feel different. I kind of like to use some of the dynamics I see here at DigiPen as a good method of comparison. Everybody looks at each other differently based on the types of jobs they do – artists, programmers, designers, etcetera. In a world full of casters, it would make sense that they would treat each other with varying levels of respect, fear, uncertainty, etcetera.

Having the two countries at odds with each other was, admittedly, due to the fact that I recently saw *The Third Man* as part of my Film class this semester. I was kind of inspired by the fact that Vienna was this split city on the edge of war and peace, and so many conflicts were arising because of it. I'm also part of that odd group of people who thinks that saving the world is starting to become overrated, so I wanted to create problems for players to solve that weren't as large in scale. I do throw in a few example issues like that in case players want to aspire to that level of issue, but there are more pressing issues of culture, personal problems, political allegiances, and more that they have to deal with before they can make up and work together.

Character Creation

Again, my biggest goals were “Keep it simple” and “make the casters feel different.” In real life, everybody has their own limits. When I originally set out to make this project, I wanted to make sure that certain Crafts had certain strengths and weaknesses. I attempted to do this in project 2 by including an abilities system, and giving each Craft some of these abilities sooner.

This time, I decided to nix my entire Abilities system and stick to giving each Craft 2 abilities. The abilities not only include the base stat bonuses given to each Craft, but also the innate abilities that originally were “Craft-Exclusive.”

As I had planned, I also expanded upon my Backgrounds system. I compartmentalized it so that each character knew they needed an Allegiance, a Background, and also a Career.

Careers came about for a few reasons. One, many of the Background ideas I had trouble with implementing in Project 2 were Career-based. Second, I also find it difficult as a GM to know how to craft campaigns that players will actually be interested in. Careers were a way to provide hooks for GMs to know what campaigns their players might be interested in, as well as a way to flesh out exactly what Casters *do* in Maj (because not everybody can just be destructo-mage all the time).

Nullists and Voids

When I first playtested the Channeler craft, I had people confusing them with Runecarvers. The name of “Channeler” also didn’t imply the fact that their abilities were based on stopping Mana. I also didn’t have a very clear explanation for what Nullification was, and that was already a part of the Lore, so I decided to name the Craft after the thing they are actually known for. Calling the “entities” they create to cause Null states “Voids” was a half-joke made by a friend of mine that I actually decided to use because I couldn’t think of anything better.

The Stats

The complexity of my stats system is there partially for the Gamists and Simulationists, because I’m part gamist myself. I really wanted to keep the stats as simple as possible, but I also think that there is a certain level of depth that you need to keep so that players know what they need to roll for different situations.

This is especially true for when my spell system gets thrown into it. I wanted to have enough simple variations on spells so that players could style their casters in the way that they wanted to, but I still do my best to add in enough variety of rolls being made that players can still feel like these spells are actually different.

The Primary Stat once known as MANA is now Connection, because having “Mana Pool” and “Mana” as two different stats was just too confusing. Also, I wanted to make the point clear that in the lore, the reason why not everyone has natural abilities is due to their “Manastreams”, and that Manastreams are basically a person’s natural connection to Mana.

I also have another secondary stat called “Discipline” because Companionism’s spells largely began to use Sway, and I didn’t want players rolling their secondary stat of Power versus a primary Stat, because the primary stat rolls would always lose.

Schools of Magic

Originally, these came about because I realized that the way I was organizing my spells was awful. In my efforts to make a bunch of different kinds of spells to support different types of casters, I also was at a loss for how to gauge how many spells of different categories I actually had. Schools of Magic have

made it much easier for me to see where I'm lacking content as far as Spells are concerned, and it's also allowed me to make abilities specifically for the Runecarver and Nullist that give them benefits from Spells relating to how I intended them to be used.

Advancement System

Though I love the simplicity of Ellinger's level-based advancement system, including how it fits into the number of adventures that players go on, I hate how limiting it actually is. You always get some minor stat increases, plus an ability. What if I don't care about that ability, and just want the stat increases?

It's always going to be a fact among players that some will prefer more dice, whereas others will prefer having more fun things to try with those dice. Why not give them the opportunity to choose?

The ramping costs for levels of stats and spells/abilities is there to let GM's give the players tons more points. Gaining points feels rewarding, no matter who you are – especially more of them! How many achievement-based games buff numbers with zeroes for no other reason than to make the player feel rewarded?

The only big thing I did this time was change the system so that it was now a matter of "Invested" Attunement Points to reach each level. The old way I was doing this was far too confusing for players (and also myself – when the designer has trouble understanding their own game, you know there's a problem!).

Combat Rules

I have entirely simplified my Combat systems since last time because my old way completely missed its intent. The old system was meant to make players feel like they could do a certain amount of things in a certain amount of time based on how fast they were, but this proved to be far too complicated for both players and GM's to keep track of. This was another case where I could not make sense of my own content. One big action breaks down into smaller and smaller actions to somewhat keep that feel, while keeping everything as clean and simple as possible. I've kept the Regions system I had before, and it still worked well with my changes, so everything involving movement has just been converted into actions.

Items and Equipment

I ended up choosing to not expand upon this very much. In fact, I may have even minimized it because I nixed the idea of Resonators. I simply couldn't think of a way to justify their existence without rewriting a whole bunch of my lore, and I also still wasn't sure how I wanted them to work.

I've filled in new descriptions for all the items, made sure they had prices, and that's about it. Anything else I expect players to be able to come up with on their own.

Runes

This was, one of my top favorite parts about working on this RPG. Since my preteen years (and probably earlier), I've created dozens of sets of symbols meant to be the start of my own languages. I like drawing random symbols, and then trying to come up with meaning, so I had tons of fun with having a meaning and coming up with symbols that mean that.

The big tipping point for me was when I came up with the symbols for Create, Control, Transmute, and Summon, because simply flipping them over gave them whole new meanings. I don't have the time (nor patience with MS word's ability to handle images) to create the assets for it, but out of the symbols I provided here it is possible to create a Rune for each and every one of the spells in my spellbook, and more. I created Runes for Sight and Sound, with the intention of adding spells relating to that, but I'm at the point where I need to study for other finals so I don't have the time to create that content.

PLAYTESTING

GM Ragequit

My first test occurred just after Project 2 got turned in. I tested a one-off campaign where a Runeist, a Runecarver, and two Channelers (Nullist) were escorting a Mage noble to a Gala he was attending in the river town of Galeth. Along the way, they encountered a bunch of Unallied bandits, and a battle ensued. This was where I found out that my combat system was far, far, far more complicated than I had ever intended, and as a GM for this thing, I hated it. Then and there I nixed the previous actions system and went down to the Exclusive – Complex – Simple system I had, and replaced the Initiative order and cost for a simple turn order.

Doppelganger Fight

After having someone create a character in my system, I had two other people take his character and fight each other as their "doppelgangers." Neither one was sure who was the real one, after all – so they had to figure it out in combat. This was where I identified an issue with letting "The character with the highest stat" solve certain tiebreakers, because as both characters in the fight were doppelgangers, the tie could not be solved in this way. My combat system functioned pretty well otherwise.

One Merchant, Two Spies, and Five Firebreathing Bears

Using the "final" version of everything I have here, I had a party of 3 players create characters and run an off-the-cuff campaign idea I had. Two of the party members were Cynosian and chose Spy as their career, while the other was a poor Deluthian merchant, who I suddenly decided couldn't actually afford a merchant's license. The merchant had been brought in by Cynosian intelligence to act as a buyer so that the two spies could get in contact with an undercover agent, who had been working undercover as a weapons dealer. The contact's name was Sylon, and they found him easy enough. They plan to meet in his room where they won't be disturbed, but shortly before they head up, a stranger heads up the stairs.

The stranger turns out to be an assassin, which they swiftly dealt with. The combat encounter for that goes very smoothly – in fact, smoother than I imagined, because I didn't stat the assassin for combat with more than a single character. Recovering from his wounds, Sylon tells the Spies that the Deluthians have been working on something big in a cave nearby. Smoke has been pouring out of it for weeks, while caravans of questionable goods enter nightly. The party decides to scope out the situation, so they send in the merchant to go approach an incoming cart. The merchant fails a check against the cart driver's Aggressive Persuasion, and is told to forget what he saw and leave. The spies send the merchant back to do the same thing again, and the merchant fails his check again, this time being told to convince his friends that the area is really dangerous and they should leave. The spies decide to attack the cart driver, and a fight begins. The cart driver had the same stats as the assassin with a +2 buff to everything (to hopefully mitigate the fact that this was a 3v1 fight). Due to time, we only get a few turns into the fight before something goes wrong in the cave and 5 fire-breathing bears come barreling out. All 3 party members are chased away. The bears would have been the climax (and there would have been fewer of them) but once again, it was getting late. For saving Sylon, the party gained 2AP per person.

INTENSITY CURVE

I'm going to use the last playtest's adventure as the topic for my intensity curve this time. The adventure started officially with the party showing up in the tavern, looking for Sylon.

1. Finding Sylon in the bar, and arranging the private meeting.
2. First bump was when the strange guy turned out to be an assassin, and the fight that resulted from that.
3. Small valley when talking to Sylon and getting further details about what to do, also walking to the forest area before the cave and discussing what to do.
4. Next bump when the caravan is spotted, with a gradual rise during the whole deal with the merchant getting aggressively persuaded.
5. Peak during the fight with the cart driver.
6. Firebreathing bear ending. Cuts off here because the campaign had to come to a close.
7. Ideally, we would have had time for them to subdue the driver, slip into the cave, and fight the guards before they released the bears.

