Majyyk & Psionics

- If your character does not have at least one rank in a magic skill, they cannot attempt to use the magic.
- Anyone may learn *Dark Majyyk*, *Pact Majyyk*, and *Primal Science*, and may attempt any of the specific sections within them.
- Only specific blood castes of trolls may learn *Psionics*, and only specific blood castes may cast from specific Psionic sections as listed in their character creation information.
- When your character casts a spell that requires a check *(whether or not the check succeeds)*, they suffer 2 strain after resolving the check.

Penalties While Casting Spells

CONDITION	PENALTY
The character does not have at least one free hand.	+ ■
The character is gagged, silenced, or experiencing other similar distractive penalties.	+ ■ ■
The character is wearing heavy armor that might hamper their gestures *(armor with +2 soak or more)*. This could include other restrictive outfits, at your GM's discretion.	+ ■
The character is in circumstances that interfere with their ability to concentrate, such as trying to cast while swimming or hanging from a rope, being buffeted by a sandstorm, or casting a spell that doesn't target the person they're fighting in hand-to-hand combat.	Upgrade the difficulty once (or more at your GM's discretion).

Spending Threat & Despair on Magic Skill Checks

COST	RESULT OPTION
⟐ or ⊗	- The magical energies exhaust the character, and they suffer 2 strain or 1 wound *(controlling player's choice)*. - This character and all allied spellcasters in the encounter add 1 Setback (■) to any attempts to cast spells until the end of the controlling player's next turn.
⟐ ⟐ or ⊗	- The spell doesn't take effect until the start of the next round, or after a minute in narrative gameplay. - If the character is using a magical item, it becomes damaged one step. - Until the end of the encounter, enemy spellcasters add 1 Boost (▫) when casting a spell that targets this character.

� ☗ ☗ or ⊗	• The spell is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the spell as well. • All other spellcasters and creatures attuned to magical energies within a day's travel become aware of the character *(and depending on their disposition, may be very interested in finding them and doing them harm)*.
⊗	• The character overexerts themself or loses their magical connection and is unable to cast spells for the rest of the encounter or scene. • The GM picks the target of the character's spell. If the caster is an NPC, the controlling player picks the target of the spell instead.
⊗ ⊗	• The character completely lose control of their magical energies or draws the ire of their deity, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some of terrible or hilarious misfortune, such as temporarily being turned into a small woodland creature, being struck by lightning on a clear day, swapping bodies with someone else in the encounter for the remainder of the day, or summoning an avatar of divine or infernal wrath). • If the character is using a magical item, it is completely destroyed.

Dark Majyyk (Intellect)

"To control the Dark Majyyks is to skirt the very power of those that exist beyond the veil of comprehension."

Dark Majyyk represents a character's grasp of the vast otherworldly knowledges, the powers that it presents, and how to harness it for themselves.

Attack

Select a target at short range (but not engaged), then perform an Easy (◆) Dark Majyyk check. If successful, the attack deals damage equal to your Intellect, plus 1 damage per uncanceled Success (☀). The attack has no set Critical rating, so you may only inflict a Critical Injury with a Triumph (✦).

Before performing the Majyyk check, choose any number of additional effects listed on the table below. These effects are added to the check.

EFFECTS	DIFFICULTY
Blast: The attack gains the Blast quality with a rating equal to your ranks in Knowledge.	+ ◆

Close Combat: May select a target engaged with your character.	+ ◆
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to your ranks in Knowledge.	+ ◆
Fire: The attack gains the Burn quality with a rating equal to your ranks in Knowledge.	+ ◆
Ice: The attack gains the Ensnare quality with a rating equal to your ranks in Knowledge.	+ ◆
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to your ranks in Knowledge.	+ ◆
Lightning: The attack gains the Stun quality with a rating equal to your ranks in Knowledge. The attack also gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to your ranks in Knowledge.	+ ◆ ◆
Empowered: The attack deals damage equal to twice your Intellect (instead of just your Intellect). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+ ◆ ◆

Barrier

Select a target at engaged range (which can be yourself), then perform an Easy (◆) Dark Majyyk check. If successful, until the end of your next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled 2 Success (✸ ✸) beyond the first.

Before performing the Majyyk check, choose any number of additional effects listed on the table below. These effects are added to the check.

EFFECTS	DIFFICULTY
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend 1 Advantage (⋀) to affect one additional target within range of the spell (and may trigger this multiple times, spending 1 Advantage [⋀] each time).	+ ◆

Range: Increase the range of the barrier by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Knowledge.	+ ◆ ◆
Empowered: The barrier reduces damage equal to the number of uncanceled Success (✸) instead of uncanceled 2 Success (✸ ✸).	+ ◆ ◆

Pact Majyyk (Presence)

"While some bookworms may pour over lost tomes for sought power, an uncomfortable context exists in their minds. It is a power not solely capable of being harnessed. It is a power capable of being bestowed."

Pact Majyyk is very similar to Dark Majyyk. It comes from the same otherworldly source, but rather than harnessing the eldritch energies through intense study, practitioners of the pact majyyks harness their power through direct, and oftentimes risky communion.

Summon

Perform an Easy (◆) Pact Majyyk check. If successful, summon an eldritch minion no bigger than silhouette 1 at engaged range. The summoned minion remains present until the end of your next turn.

The creature behaves in the best approximation of its natural instincts (as determined by the GM). It is not controlled by the character, and may even be hostile to them. In a structured encounter, it takes its turn immediately after you.

Before performing the Pact Majyyk check, choose any number of additional effects listed on the table below. These effects are added to the check.

EFFECTS	DIFFICULTY
Additional Summon: You summon one additional minion. In addition, after casting the spell, you may spend 2 Advantage (⋀ ⋀) to summon one additional minion (and may trigger this multiple times, spending 2 Advantage [⋀ ⋀] each time).	+ ◆
Medium Summon: You may summon a rival no larger than silhouette 1.	+ ◆

Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Summon Ally: The creature you summon is friendly to you and obeys your commands. You may spend a maneuver to direct the creature, determining its action and maneuver. (If you summon multiple creatures, you may spend one maneuver on your turn to direct the turns of all summoned creatures.)	+ ◆
Grand Summon: You may summon a rival of up to silhouette 2.	+ ◆ ◆

Templates

These are the templates used when summoning creatures with a Summon skill check. You may spend a Triumph (⊗) to have the summoned creature benefit from Madness (Instead of rolling for Critical Injury inflicted by eldritch creatures, you may choose to apply the Fearsome Wound result). An additional Triumph (⊗) may be used to add Adversary 1.

<div align="center">

Eldritch Minion

Brawn: 3 **Agility:** 2 **Intellect:** 1 **Cunning:** 2 **Willpower:** 2 **Presence:** 1
Soak: 2 **Wound Threshold:** 4 **Defense:** 1|1
Skills (Group Only): Brawl, Resilience, Vigilance.
Attack: Brawl, Damage: 4; Critical: 4; Range: Engaged, Ensnare 2
Abilities: Immune to Coercion and Fear

Eldritch Rival

Brawn: 3 **Agility:** 2 **Intellect:** 2 **Cunning:** 2 **Willpower:** 2 **Presence:** 2
Soak: 5 **Wound Threshold:** 12 **Defense:** 1|1
Skills: Brawl 3, Perception 2, Resilience 2, Vigilance 2.
Attack: Brawl, Damage: 6; Critical: 3; Range: Engaged, Ensnare 2
Abilities: Immune to Coercion and Fear

Grand Eldritch Rival

Brawn: 3 **Agility:** 2 **Intellect:** 2 **Cunning:** 2 **Willpower:** 3 **Presence:** 2
Soak: 6 **Wound Threshold:** 18 **Defense:** 2|2
Skills: Brawl 3, Perception 2, Resilience 2, Vigilance 3.
Attack: Brawl, Damage: 8; Critical: 3; Range: Engaged, Ensnare 2, Vicious 1
Abilities: Immune to Coercion and Fear

</div>

Curse

Select a target within short range, then Perform an Average (◆ ◆) Pact Majyyk check. If successful, until the end of your next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one Ability [◆] from their checks).

Before performing the Pact Majyyk check, choose any number of additional effects listed on the table below. These effects are added to the check.

EFFECTS	DIFFICULTY
Enervate: If the target suffers strain for any reason, they suffer 1 additional strain.	+ ◆
Misfortune: After the target makes a check, you may change one Setback (▪) to a face displaying a Failure (✕).	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend 1 Advantage (⋀) to affect one additional target within range of the spell (and may trigger this multiple times, spending 1 Advantage [⋀] each time).	+ ◆ ◆
Despair: The target's strain and wound thresholds are reduced by an amount equal to your ranks in Knowledge. This effect may not be combined with the additional target effect.	+ ◆ ◆
Doom: After the target makes a check, you may change any one Difficulty (◆) or Challenge (⬠) not displaying a Despair (⊗) to a face displaying 2 Failures (✕ ✕), 2 Threat (☄ ☄), or 1 Failure, and 1 Threat (✕ ☄). Alternatively, you may change any one Ability (◆), Proficiency (⬠), or Boost (▫) to a face displaying nothing. Alternatively, you may change one Setback (▪) to a face displaying a Failure (✕) . (Effectively, you can change any single die face the target rolls to any different face- but it's harder to visualize in an online medium.)	+ ◆ ◆

Primal Science (Cunning)

"The myth of the primal sciences may intrigue some, but are discarded by most. Easily deduced to its most basic sum, one thing rings certain. It is definitely not magic."

The Primal Sciences are the already-refuted, long-abandoned shamanistic practices of a more primal age.

Augment

Select a target at engaged range (which can be yourself), then Perform an Average (◆ ◆) Primal check. If successful, until the end of your next turn, the target increases the ability of any skill checks they make by one.

Before performing the Primal check, choose any number of additional effects listed on the table below. These effects are added to the check.

EFFECTS	DIFFICULTY
Vitality: The target increases their wound threshold by a value equal to your ranks in Knowledge for the duration of the spell.	+ ◆
Haste: Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).	+ ◆
Primal Fury: The target adds damage equal to your ranks in Knowledge to unarmed combat (Brawl) checks, and their Critical rating for unarmed combat (Brawl) checks becomes 3.	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Swift: Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.	+ ◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend 1 Advantage (△) to affect one additional target within range of the spell (and may trigger this multiple times, spending 1 Advantage [△] each time).	+ ◆ ◆

Heal

You may use Primal Magic in place of a Medicine check in order to remove damage or heal Critical Injuries. Select one target at engaged range (including yourself) that is not incapacitated, then perform an Easy (◆) Primal check. If successful, the target heals 1 wound per uncancelled Success (✦), and 1 Strain per one uncancelled Advantage (△).

Before performing the Primal check, choose any number of additional effects listed on the table below. These effects are added to the check.

EFFECTS	DIFFICULTY

Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend 1 Advantage (⋀) to affect one additional target within range of the spell (and may trigger this multiple times, spending 1 Advantage [⋀] each time).	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Restoration: Select one ongoing status effect the target is suffering. This status effect immediately ends.	+ ◆
Heal Critical: Select one Critical Injury the target is suffering. If the spell is successful, the Critical Injury is also healed.	+ ◆ ◆
Revive Incapacitated: You may select targets who are incapacitated.	+ ◆ ◆
Resurrection: You may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.	+ ◆ ◆ ◆ ◆

Psionics (Willpower)

"Those who seek true power must simply look inside themselves. After all, we are conquerors."

Psionics are the unique and exclusive powers of the Alternian trolls. Varied between the castes, it is a pillar in their galactic dominance, as well as in keeping societal order.

Control

You may only choose specific targets with Control depending on your blood caste. You may freely communicate with your target telepathically.

Caste	Creature Type
Burgundy	Undead (Ghosts, Zombies, etc.)
Bronze	Beasts and Underlings
Cerulean & Purple	Humanoids (Humans, Trolls)

Select a single creature or minion group target within short range, and make a Psionics check. The default difficulty of this check is Average (◆ ◆) . If the check is successful, you may immediately make a social skill check against the target, upgrading the check by one. At the end of the spell's duration the target becomes aware that they were under the effect of a spell, though not necessarily who cast it.

Before performing the Psionics check, choose any number of additional effects listed on the table below. These effects are added to the check.

EFFECTS	DIFFICULTY
Intense Emotions: The target is filled with an overwhelming amount of a specific emotion of the caster's choice, such as anger, calm, disgust, fear, friendliness, or peace. The caster learns the Strength or Flaw of the targeted character. May spend 1 Triumph (⊛) to downgrade the ability of social checks made by this character by one for the duration of the spell.	+ ◆
Suggest: The target will follow a short command spoken allowed by the caster as long as no direct harm would come to the target or their allies. If the task cannot be completed during the spell's duration the Suggestion ends.	+ ◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend 1 Advantage (⋀) to affect one additional target within range of the spell (and may trigger this multiple times, spending 1 Advantage [⋀] each time).	+ ◆
Compulsion: The character can select one non-nemesis target that, if successful, will believe any untruths that the character tells them while under the effects of the spell. In addition, they will also aid the character in anyway possible as long as it does not bring direct harm to it or it's allies. The target is aware of its actions, and once the spell has expired, the target will immediately know that they were magically influenced, and all future social checks with the character will be upgraded in difficulty twice.	+ ◆ ◆

Energy Beams

Select a target at short range (but not engaged), then perform an Easy (◆) Psionics check. If successful, the attack deals damage equal to your Willpower, plus 1 damage per uncanceled Success (☼). The attack has no set Critical rating, so you may only inflict a Critical Injury with a Triumph (⊛).

Before performing the Psionics check, choose any number of additional effects listed on the table below. These effects are added to the check.

EFFECTS	DIFFICULTY
Blast: The attack gains the Blast quality with a rating equal to your ranks in Knowledge.	+ ◆
Close Combat: May select a target engaged with your character.	+ ◆
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to your ranks in Knowledge.	+ ◆
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to your ranks in Knowledge.	+ ◆
Lightning: The attack gains the Stun quality with a rating equal to your ranks in Knowledge. The attack also gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to your ranks in Knowledge.	+ ◆ ◆
Empowered: The attack deals damage equal to twice your Willpower (instead of just your Willpower). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+ ◆ ◆

Telekinesis

Select an object no bigger than silhouette 1 within short range, then perform an Easy (

◆) Psionics check. If successful, you levitate the object in the air until the end of your next turn. You have basic control over the object, able to adjust the rotation of it at will, and it moves with you as you move.

Before performing the Psionics check, choose any number of additional effects listed on the table below. These effects are added to the check. The base difficulty of the check persists should you use a concentrate maneuver to keep the object under your control, and add an additional effect to the next check.

EFFECTS	DIFFICULTY
Attack: Select a target at short range. If the check is successful, you hurl the object at the target, dealing damage equal to your Willpower, plus 1 damage per uncanceled Success (☼) to both the target and the object if it is a creature. The attack has no set Critical rating, so you may only inflict a Critical Injury with a Triumph (✹).	+ ◆

Creature: You may select a minion creature as the object.	+ ◆
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to your ranks in Knowledge.	+ ◆
Move: You may spend 1 Advantage (⋀) to move the object up to one range band in any direction.	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Size: You may increase the maximum silhouette of the spell by one. This may be added multiple times, increasing the maximum silhouette of the object up to a maximum of silhouette 3.	+ ◆
Empowered: Attack, except it deals damage equal to twice your Willpower (instead of just your Willpower).	+ ◆ ◆
Medium Creature: You may select a rival creature as the object.	+ ◆ ◆

PvP Modifications

If in a situation where PvP (Player-versus-player combat) is permitted, nearly all spells and their difficulty level modification work the same way, with a few exceptions.

Control

The difficulty for any *Control* check becomes upgraded by a value equal to the target's lower value between their Willpower and ranks in Discipline, to a minimum of 1.

For example: Player A wants to cast *Compulsion* on Player B. The normal difficulty of this check is Daunting (◆ ◆ ◆ ◆). Player B has 3 Willpower, and 2 Ranks in Discipline. The lower value between the two is 2, so the check is upgraded twice (⬠ ⬠ ◆ ◆).

Telekinesis

Telekinesis difficulty only becomes changed if the character is selecting the opposing player as the target that is being levitated. Not if the opposing player is the target of what is being thrown.

First, the target player chooses between their Athletics or Coordination. The base difficulty to select the player as the target being levitated in the air by *Telekinesis* becomes Hard

(◆ ◆ ◆), plus additional modifiers. It is then upgraded by a value equal to the target's lower value between their Brawn and ranks in Athletics, or Agility and ranks in Coordination, to a minimum of 1.

For example: Player A wants to use *Telekinesis* to lift Player B. The normal difficulty of this check is Hard (◆ ◆ ◆). Player B has 3 Brawn, and 2 Ranks in Athletics. The lower value between the two is 2, so the check is upgraded twice (⬠ ⬠ ◆).