

HIGH FANTASY MAGIC

CHEAT SHEET

To use magic, you need:

- A Permission Aspect - An aspect that describes the source of your magic. Available sources:
 - Ancestral Heritage* - Rapport/Flashy (Sorcerer)
 - Divine Patron* - Empathy/Careful (Acolyte, cleric)
 - Relentless Training* - Lore/Clever (Wizard, sage)
- One or more Magic Disciplines

MAGIC DISCIPLINES

(Cost: first is free; 1 refresh for each additional)

- Air - Control, and animate air
- Death - Control necrotic energy and animate the dead
- Earth - Control and animate stone and dirt
- Energy - Control arcane energy, and animate objects
- Fire - Control, create, and animate fire
- Illusion - Control what is seen
- Life - Control life force and begin healing process
- Mind - Read minds and place thoughts in them
- Nature - Control, create, and animate plants
- Sight - Discern truth from deception and look in on a target
- Teleport - Teleport yourself and/or others
- Transform - Change the shape of yourself, others, or objects
- Water - Control, create, and animate water and ice

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