	NAME:				
Seed Cr <u>ystal:</u>		Perspecti	ve:		
CR		HARD			
CRROWENSON.COM					
	IRRATIONAL		RATIONAL		
		SOFT			
Transference			Prevalence		
LOW	HIC	GH LOW		HIGH	
INTERNAL Source FINITE			Flux		
EXTERNAL	RENEWAB	LE	NEUTRAL NEGATIVE		
Naturalness			Ease of Use		
LOW	HIC	GH LOW	Consistor	HIGH	
Re	liability ——————	- ⊢	Consister	icy	
LOW	HIC	GH LOW		HIGH	



Glossary

Consistency: the extent to which the system can deviate from its defined settings

Ease of Use: how easy and intuitive it is to use the magic safely and effectively

Flux: whether Prevalence is increasing, decreasing, or remaining the same over time

Name: the term or terms used to reference the magic system itself

Naturalness: how natural or normal the magic is compared to the rest of the setting

Perspective: the specific point of view the magic is being analyzed from

Prevalence: the abundance or absence of magic in the world

Reliability: the extent to which the magic repeatedly produces the expected results

Seed Crystal: the core concept or point of inspiration for the entire magic system

Source: where the magic comes from, how much is present, and whether it can run out

Transference: how readily the magic can be picked up, taken away, or shifted around

Types of Magic

Hard magic: magic that is thoroughly explained and understood

Soft magic: magic that is mysterious, hidden, and unknown

Rational magic: can use logic to extrapolate and predict unseen portions of the system

Nebulous magic: the details remain uncertain and cannot be extrapolated or predicted without first being shown