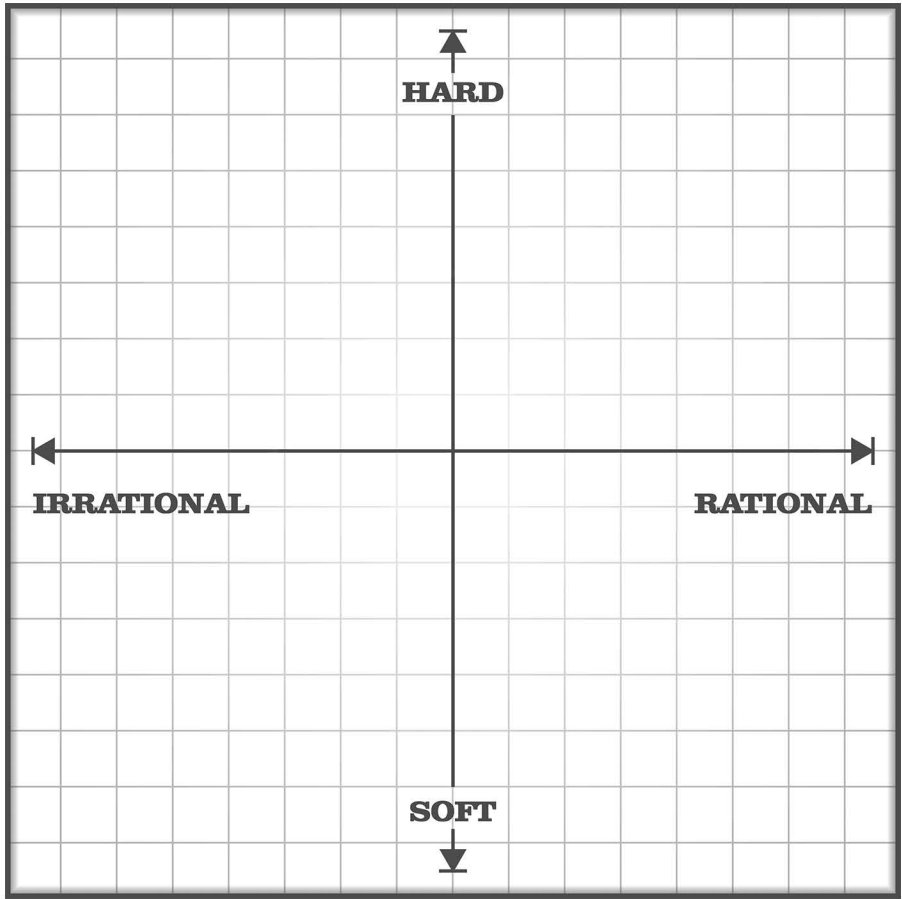


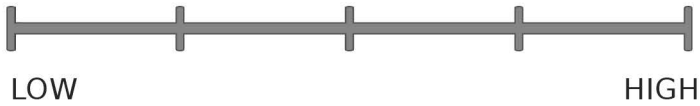
NAME: _____

Seed Crystal: _____

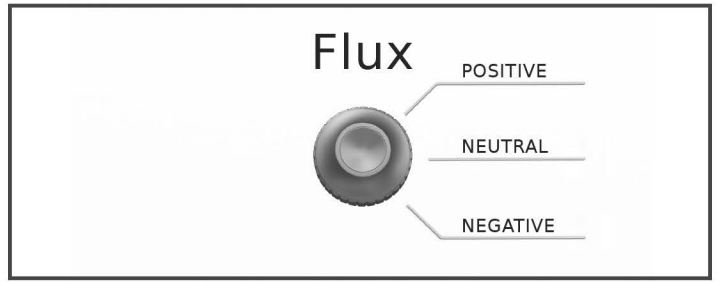
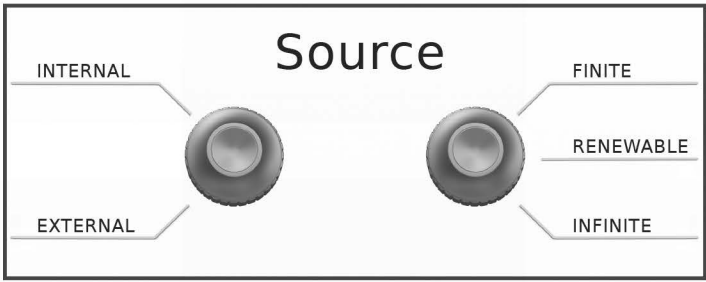
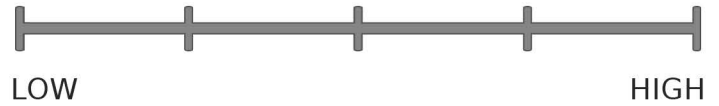
Perspective: _____



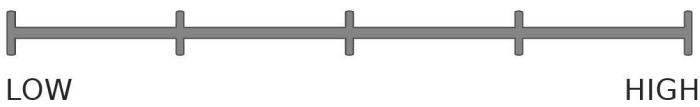
Transference



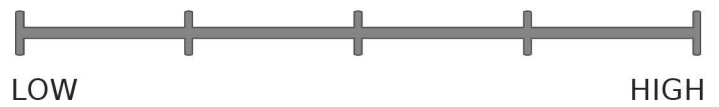
Prevalence



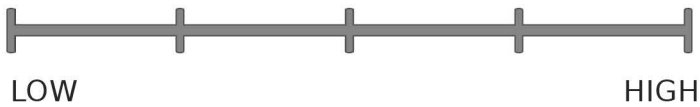
Naturalness



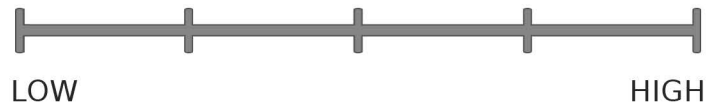
Ease of Use



Reliability



Consistency





Seed Crystal

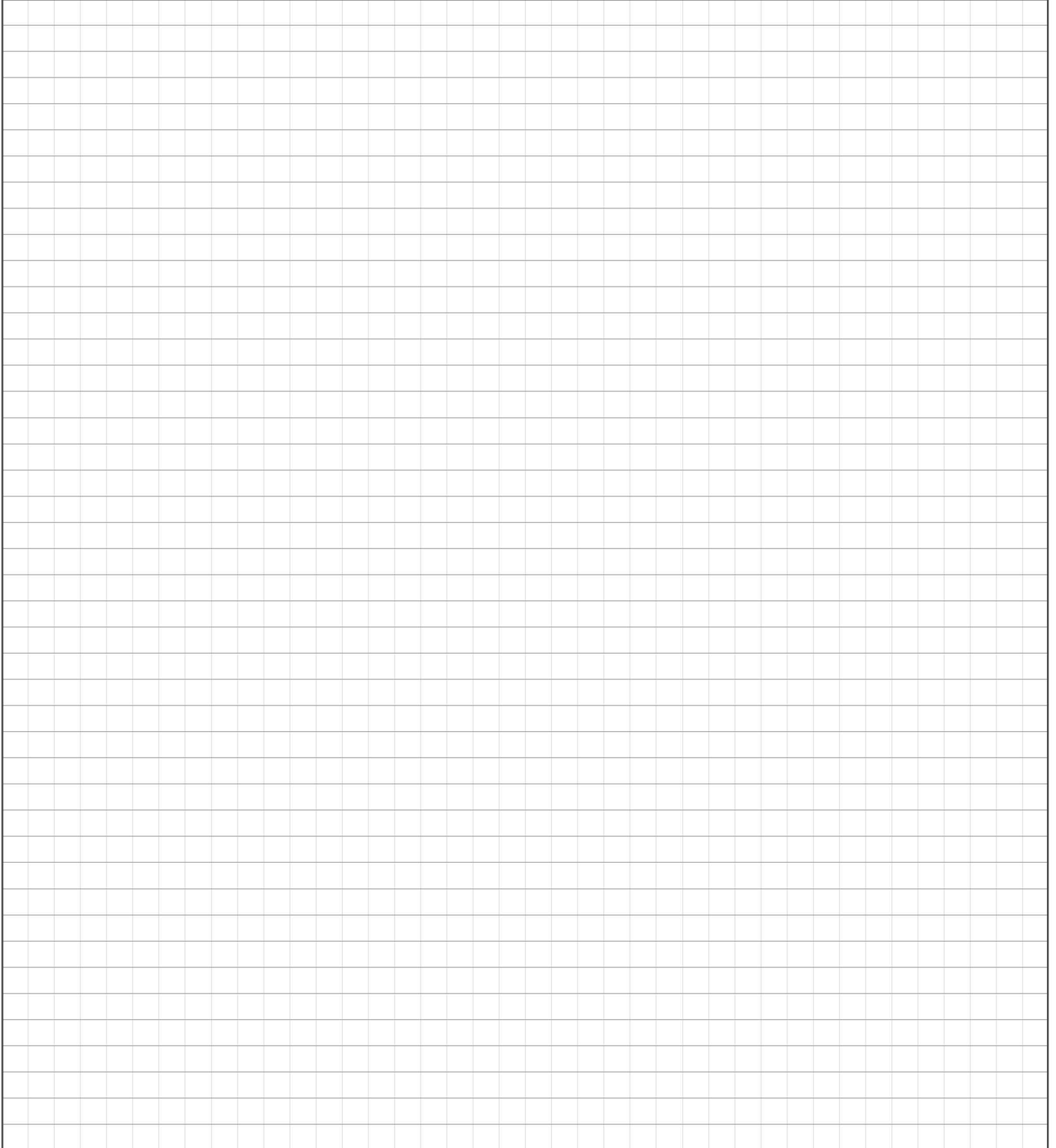
The Seed Crystal is the core concept or point of inspiration around which you will grow your entire magic system. This can be almost anything: an image, character idea, or a cool effect. Whatever it is, you want it to be short, to the point, and powerful.

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Perspective

Perspective is the angle or point of view you are examining the magic system from. Different perspectives will have drastically different views of the magic system and how it works. It is important to establish this before doing any more work on the Blueprint.





Types of Magic

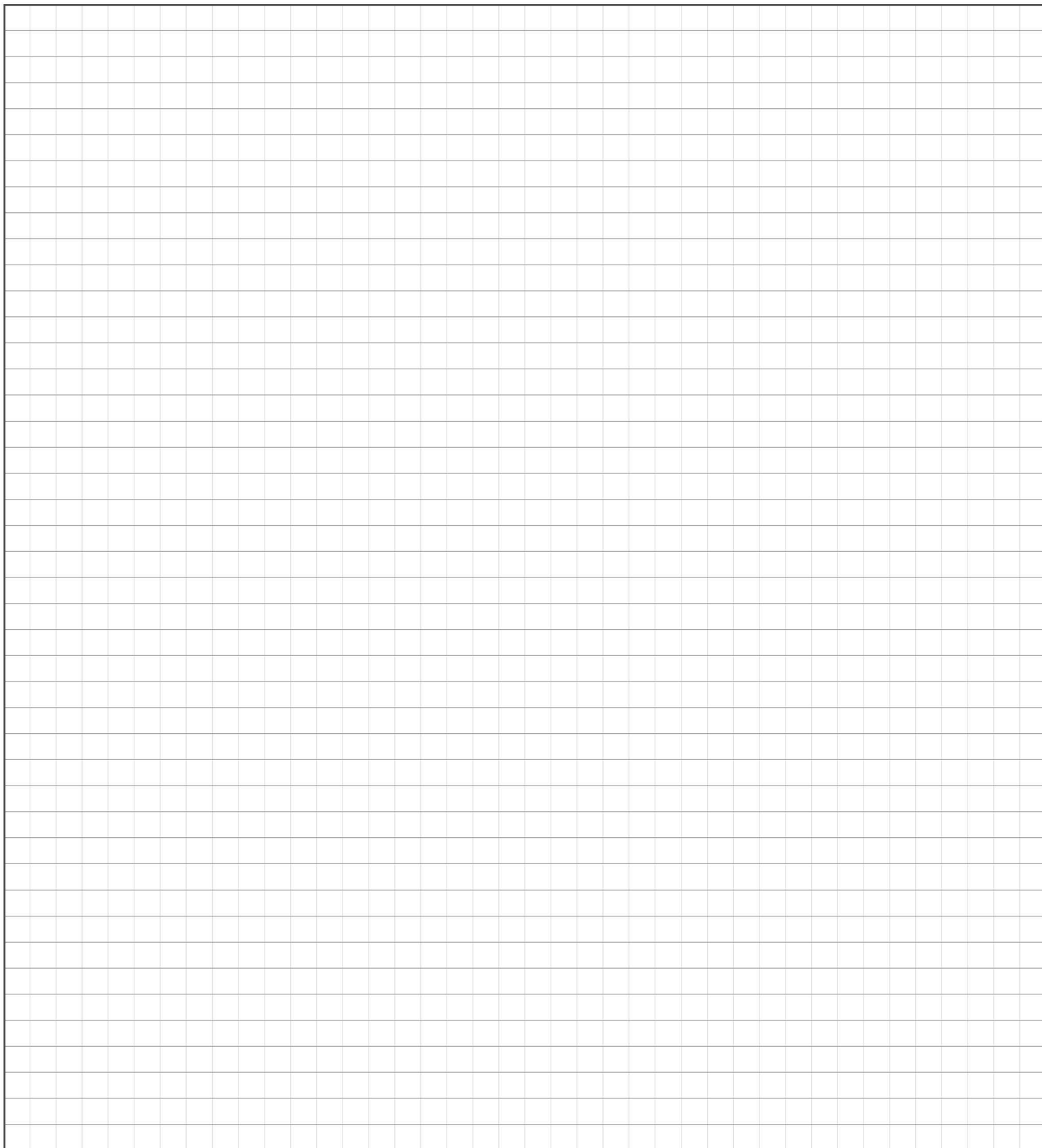
Every magic system can be placed in one of four categories. Which category it sits in is determined by a combination of two important attributes. One indicates how well known or understood the magic is (hard / soft) and the other indicates how logical is or how much reason can be applied to its functions (rational / irrational). When combined, these two attributes illuminate which type of magic a system belongs to.

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Transference

Transference is all about how the magic effects and abilities are gained, lost, loaned, or stolen from a magic-user. The more readily the power can be picked up, taken away, or shifted around, the greater the level of transference in the system.





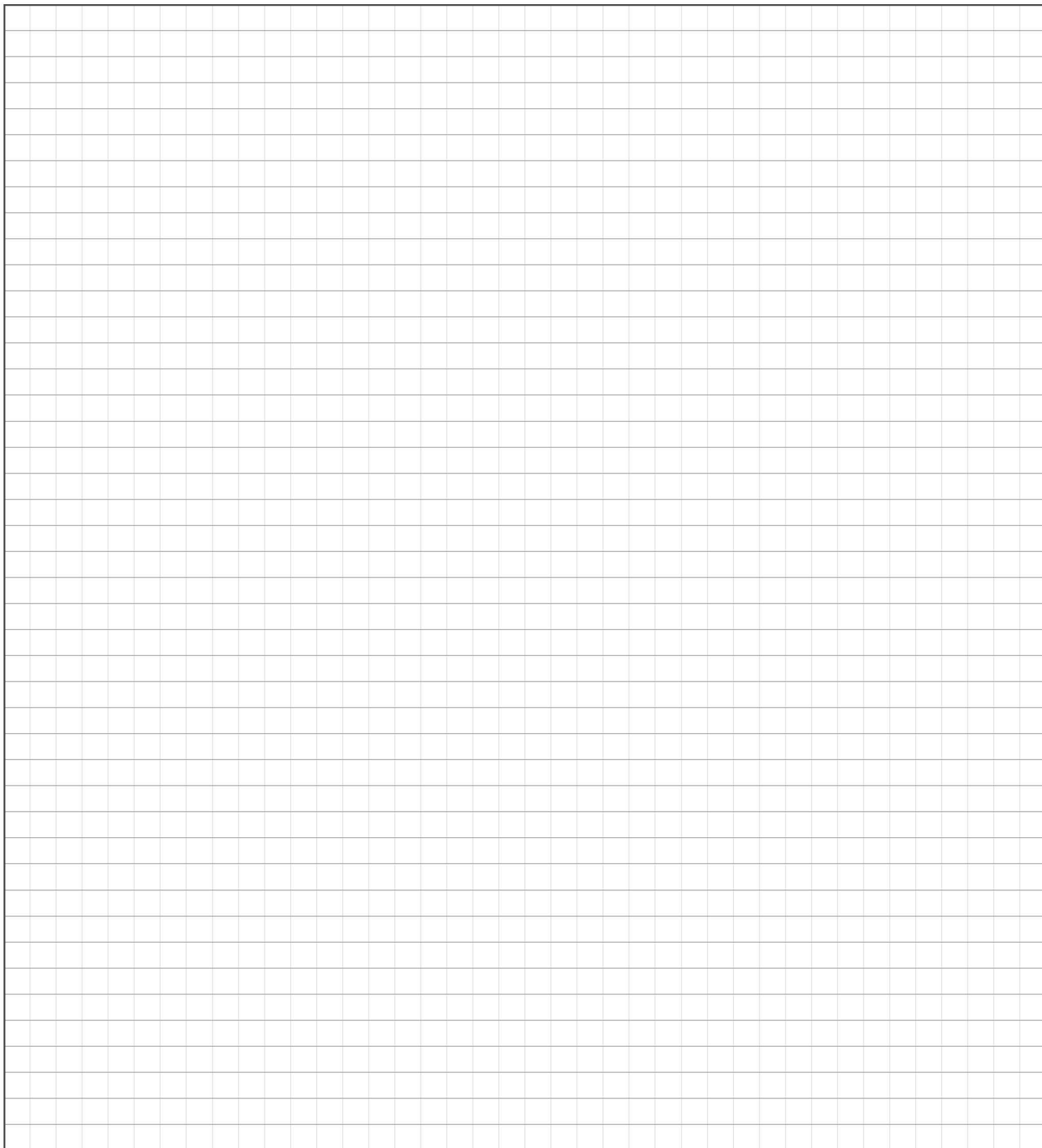
The source variable examines the power within a magic system and identifies where it comes from, how much is present, and whether it can run out or be renewed. It's all about the flow of power from its original form to the production of a magical effect.

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Prevalence

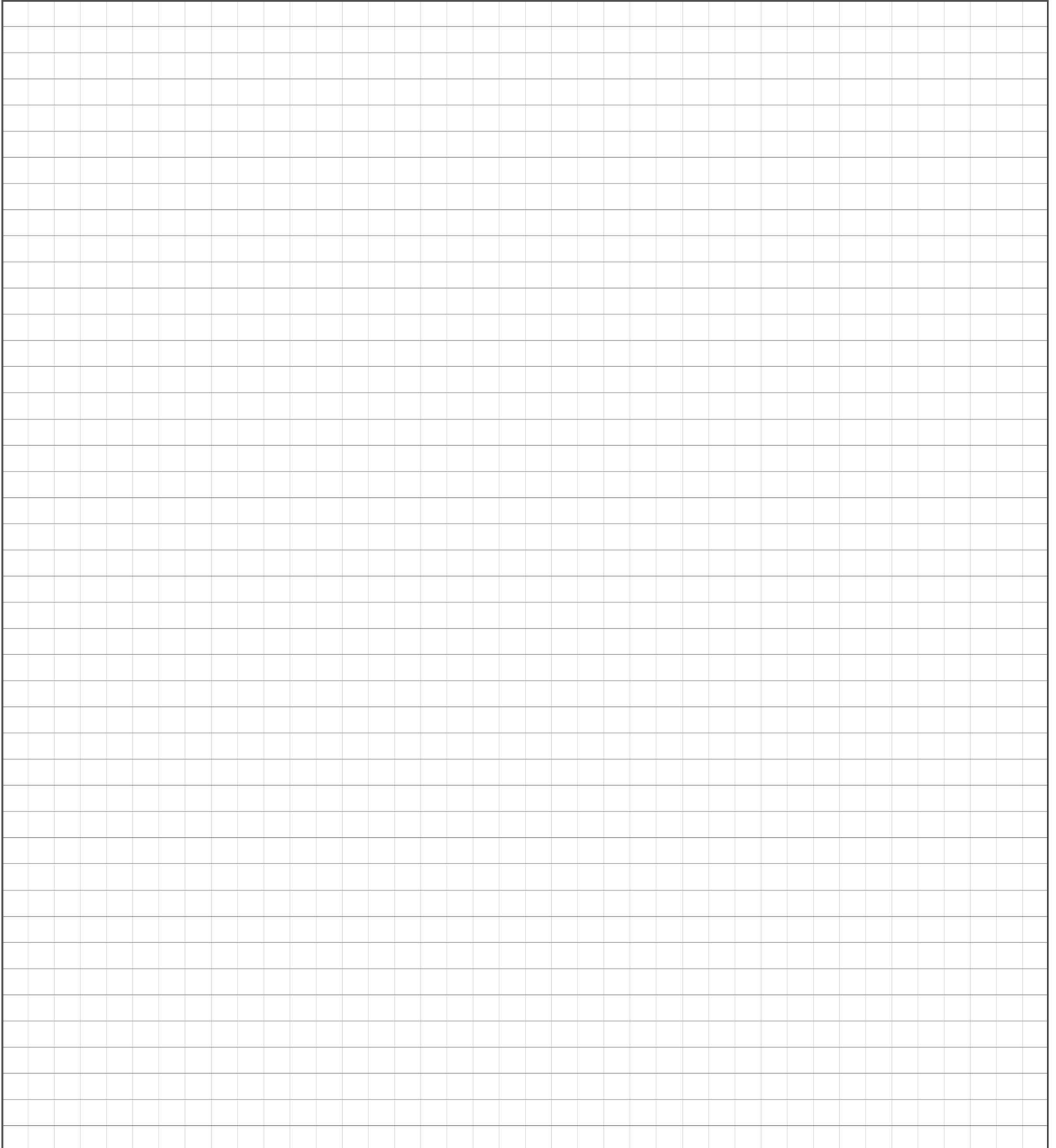
Prevalence examines how widespread and commonplace the magic is from the chosen perspective. The more common or ubiquitous the magic is within the setting, the greater the prevalence of magic.





Flux

Flux is the flow rate of energy into or out of a given system. In this case, we're talking magical energy flowing into or out of the scope of the chosen perspective. If more is entering than leaving, the flux is positive. Should more energy be leaving than entering, the flux is negative. In the cases that no energy is leaving or entering, or the amount leaving equals the amount entering, the flux is neutral.





Naturalness

The Naturalness variable determines how “natural” or “normal” the magic is compared to the rest of the setting around it. Systems with high naturalness feel like a smooth extension of the setting, often blending with other wondrous or strange elements until they’re hard to separate from each other. Systems with low naturalness will feel like a bizarre or aberrational addition to the setting.

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Ease of Use

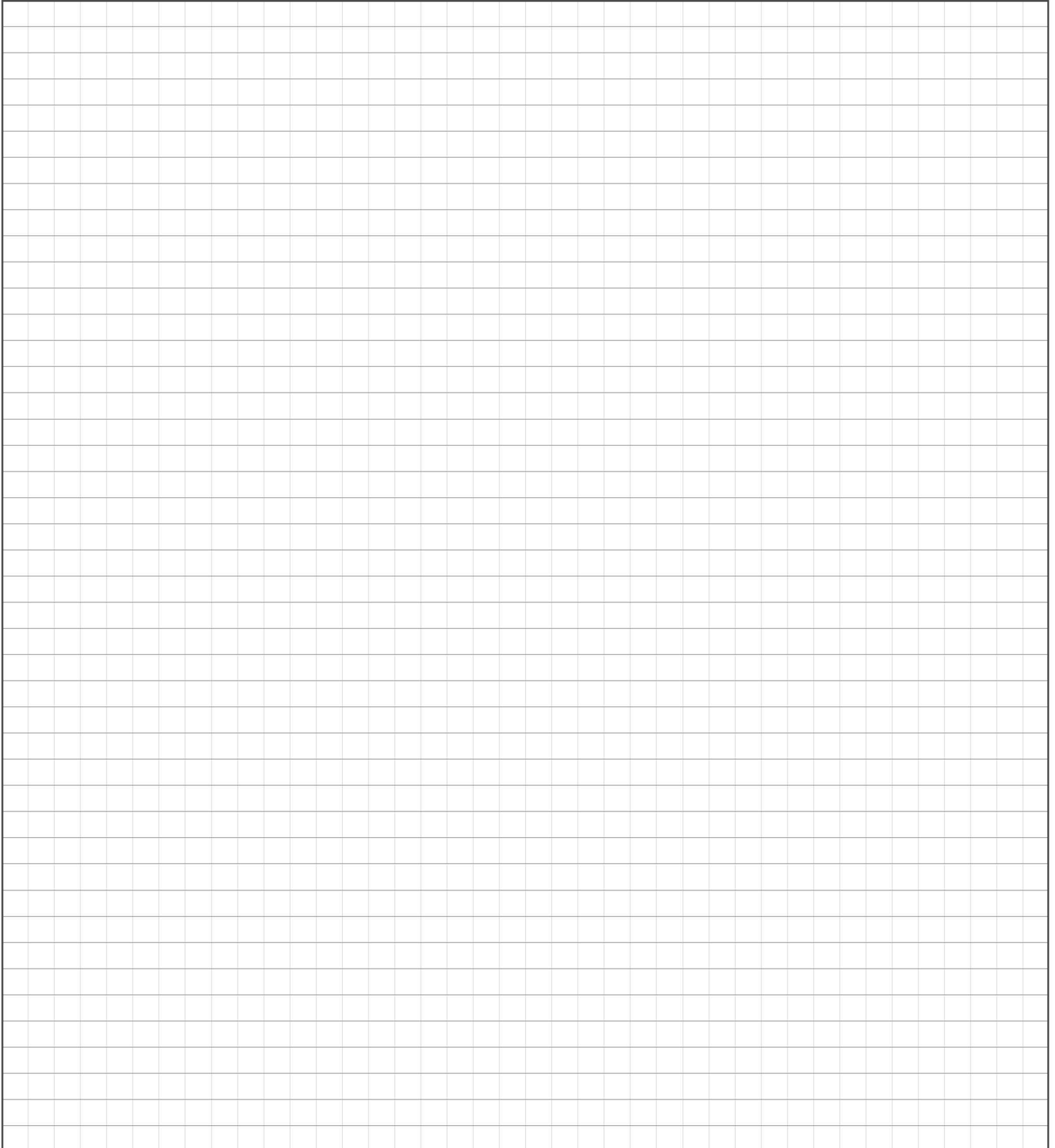
This variable covers how easy and intuitive it is to effectively utilize the magic in a safe manner. This is yet another sliding scale ranging from extremely easy to incredibly difficult. Some magic systems require years of training, rare materials, and great personal risk to use effectively; others can be wielded with a simple thought.

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Reliability

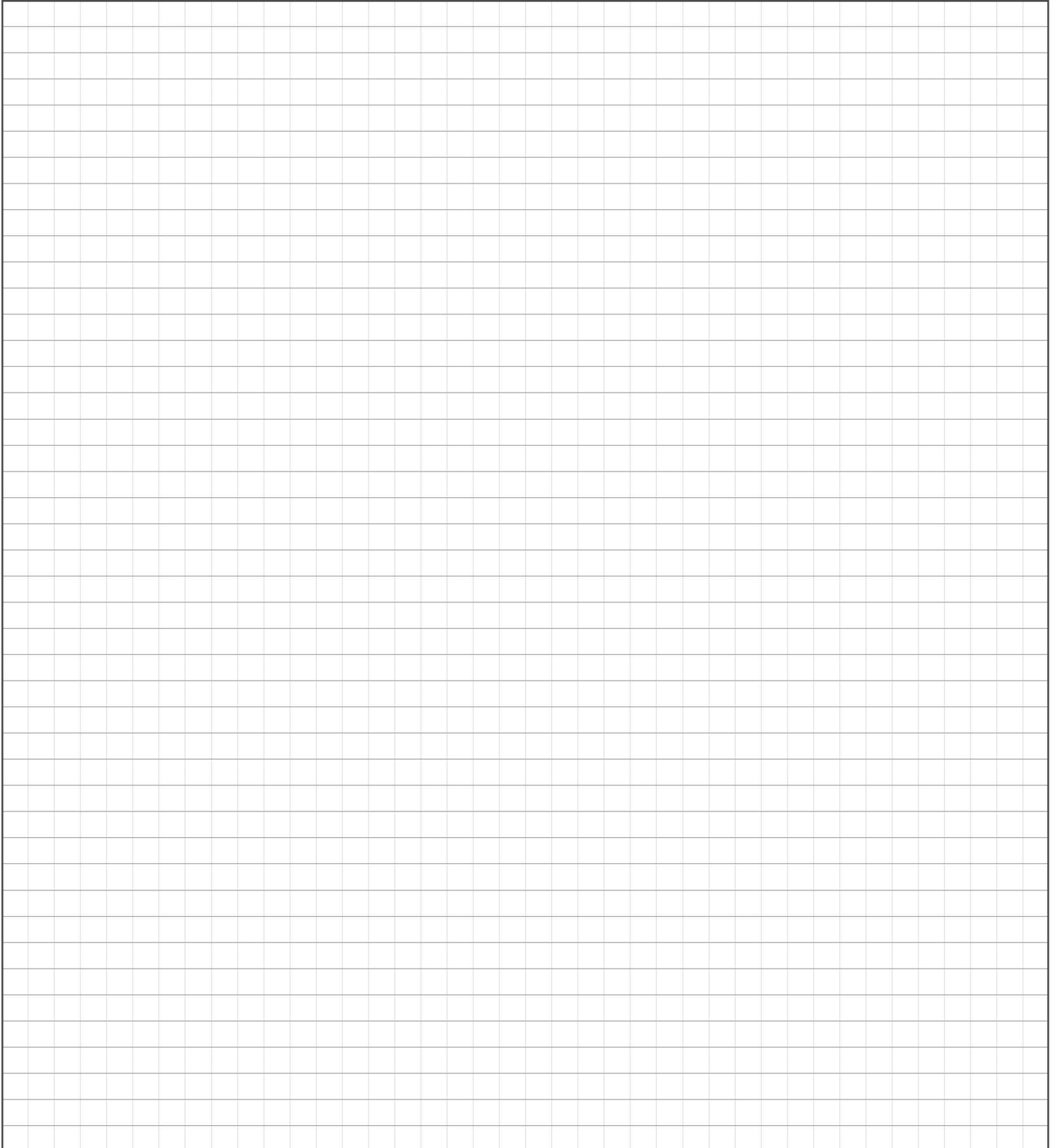
Reliability indicates the extent to which the magic consistently reproduces the expected results. As with many of the other variables, this is a sliding scale from high reliability to low reliability. In a high-reliability system, a magic-user can trust the magic to perform the way they need it to, when they need it to. If a system has low-reliability the magic-user is gambling that the magic will produce the result they want.





Consistency

This variable is particularly interesting and appears last on the Blueprint for a reason. Consistency looks at all the other variables and pieces of the system and indicates if and how much they deviate from the norm. It also takes into account the thematic and tonal consistency across all effects and users within the magic system. If there are a lot of exceptions and outliers in the system, this is how to account for them.



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