

Magic System (Revamp 4)

- ❖ Earth
- ❖ Atomic
- ❖ Nature
- ❖ Life
- ❖ Wind
- ❖ Sound
- ❖ Thermal
- ❖ Water
- ❖ Rift
- ❖ Electricity
- ❖ Light
- ❖ Shadow
- ❖ Illusion

Upon creating a character, you may choose two elements. A primary, and a secondary.

Your primary element is what you were born to do. It is not a skill, it is your art. Beyond all else, this is what you excel in.

Your secondary element is your strength. It will boost and change your abilities when you invoke it, altering the fabric of your Magic.

Below, I will give a general explanation of each element and what it does. Not all of them are offensive, just as not all of them are defensive. It is up to you, to determine your fate.

Primary Element: Your main form of attack or defense. This is the base for all of your abilities to build off of.

Secondary Element: This is your modifier. When used, it can change the effects of your abilities and attacks. However, it can't be used on its own.

Earth:

The very flesh of the planet bends to your will. You control the rocks and the soil, molding them and manipulating them. This is a Defensive elemental.

Primary:

As your primary element, it will give you control over the battlefield. You can change the landscape to suit your needs, create fortifications to defend yourself and your allies, or even summon the spirits of the rock to fight for you.

Secondary:

As your secondary element, it will empower your attacks and bolster your defenses. When paired with Thermal, magma can encase your enemies; or pair it with light to create hallowed grounds.

Thermal:

Thermal. Heat and cold. An eternal dance of energy, flowing eternally. This is an Offensive elemental.

Primary:

As your primary element, Thermal will leave your foes as charred husks upon the ground, or as frozen statues. Throw it from your fingers, or channel it through your weapon to leave a trail of destruction.

Secondary:

As your secondary element, Thermal will imbue your attacks and those of your allies. Pair it with electricity for some explosive fun, or join it up with wind to create firestorms and blizzards to rain death upon your foes.

Water:

Water is the great healer of the world. It flows through the rivers and valleys, just as it used to flow through our veins. This is a Support elemental.

Primary:

As your primary element, water can wash away your enemies or cleanse the wounds of your allies. Unleash the most devastating floods, or cure the worst of plagues.

Secondary:

As your secondary element, water will stop poisons in their tracks and douse the flames of your opposition. Pair it with Thermal to cloud the battlefield, or try it with sound and really up the pressure on your enemies.

Wind:

Wind goes where no one can follow. It curves and bends around the sturdiest of structures, beholden to nothing. This is an Offensive elemental.

Primary:

As your primary element, you can use wind to blow away your enemies or focus the winds into a blade to carve through opposition. You can go where you please, reaching the highest heights; or carving your way through battle with the force of a gale.

Secondary:

As your secondary element, you will find wind to be a playful companion. Paired with necromancy you can carry death and decay as a plague, or pair it with shadow for the powers of a true assassin.

Atomic:

Atomic forces holds the world together. Its subtle force allows it to shift even the largest of objects, or even defy much stronger forces. This is a Offensive/Defensive Element.

Primary:

As your primary element, Atomic can control the fundamental forces that shape the world. While magnetism is the easiest to wield, gravity, weak, and strong forces can also be controlled. Rip your foes asunder, or will them to disappear.

Secondary:

As your secondary element, you will find its subtle attractions drawing the enemies away from your allies and guiding you to the weakest points of your opponent. Pair it with shadow for some great tricks, or try it out with electricity and really generate some destruction.

Nature:

Nature is the lifeblood of the world, constantly growing and evolving. All medicine and poisons find their roots here. This is a Supportive Elemental.

Primary:

As your primary element, nature will allow you whip your enemies into shape, or drain them of their vitality while bolstering your own. It can also be used to create walls of vines, or to alter the genetics of a foe.

Secondary:

As your secondary element, nature will keep you healthy or destroy the health of your enemy. Paired with life, beasts of all shapes and sizes can be created; or try it with wind to spread the seeds of your will across the field.

Life:

The ebb and flow of life. It gives, and it takes. Life magic is the alteration of the threads of life, either destroying or repairing. This is a hybrid between healing and defensive element.

Primary:

As your primary element, life magic will allow you to summon hordes of the undead to overwhelm your enemy, or heal your allies. You can also summon ghosts to aid you in battle, incorporeal though they may be. Raising the dead, or breathing life into a soulless body is no longer out of reach, either.

Secondary:

As your secondary element, life will summon golems to attack your foes; or unleash plagues upon the unsuspecting opponent. Pair it with nature to create some truly horrific abominations, or use it with Thermal to turn your undead into firestorms.

Sound:

Sound is a vibration, and vibrations surround us and everything we do. It gets everywhere, and that is why it can do some real damage. This is an Offensive elemental.

Primary:

As your primary element, you can blast your foe with waves of sound or turn them into mush by increasing the pressure. Alternatively, you can vibrate your weapon, giving even the most harmless item the ability to cut iron.

Secondary:

As your secondary element, you can really shake things up, and put a tremor in the hearts of your foes. Pair it with shadow for a silent killer, or really increase the volume by pairing it with Wind.

Rift:

A rip in the fabric of reality, an impossibility made real. Tear your foes apart molecule by molecule, or just show them how deep the rabbit hole goes. This is an Offensive elemental.

Primary:

As your primary element, you can teleport around the battlefield with ease; or open up a rift in the middle of your opponent and show them the details of their anatomy.

Secondary:

As your secondary element, rift will allow you to shoot attacks from places unseen or really make things get intense. Pair it with Atomic if you feel like messing with gravity, or try it out with earth to really shake things up.

Electricity:

One touch and you're dead. This baby really knows how to use shock and awe. This is an Offensive elemental.

Primary:

As your primary element, you can shoot lightning from your fingers to strike your enemy dead; or revitalize a fallen friend with single touch.

Secondary:

As your secondary element, you'll find that your attacks deliver an extra charge that damages your enemy over time; or bring yourself back from the brink of death. Try pairing it with light for one hell of a laser pointer, or join it up with Thermal to lob balls of burning plasma into the battlefield.

Light:

Light is the great enemy shadow, chasing it away with the smallest spark. The Light can be wielded as either spear or mirror, and functions well in both regards. This is a Offensive/Defensive elemental.

Primary:

As your primary element, you can blind your foes with a flash; or bend light around yourself to become invisible. You can also create hard light constructs, to craft masterful combos.

Secondary:

As your secondary element, Light grants a certain... piercing... effect to one's magic, or can be used to distract and deceive the enemy. Pair it with Lightning to hand down divine judgement, or try it with Thermal to smite those who would oppose you.

Shadow:

The lack of light, or is light the lack of it? The Great Darkness looms, consuming all, and empowering the user of it. The element warrants caution, though, as it consumes the user as well. This is a Offensive/Stealth elemental.

Primary:

As your primary element, shadow will ensure that you are never seen. Or you can turn your opponent's' shadow against them, trapping and removing those who would stop you.

Secondary:

As your secondary ability, shadow will enable your magic to corrode those it touches, and even drain life out of those unfortunate enough to come in direct contact. Try it out with Thermal to go full demon, or mix things up by combining it with life.

Illusion:

Is it the world as it truly is, or simply smoke and mirrors? Either way, Illusion is a powerful tool in any arsenal. This is mainly a Supportive element.

Primary:

As a primary element, Illusion magic can affect a person's mind directly, drawing them into an illusory world, or making them believe their allies have betrayed them.

Secondary: As a secondary, Illusion magic allows the user to create or distort perceptions related to its primary. Combine it with Thermal to watch enemies run around wildly, believing they are on fire, or combine it with Light to become more thoroughly invisible.