

Magus: The Refinery

"To be a magus is to walk with death."

There are three types of magical energy: Mana, the free energy continuously generated by the world, Prana, Mana which has been processed through the Circuits of a magus, and Od, the energy generated within living things. Magi begin spells using od and complete them using prana. A Magus has three main magical stats:

Odic Capacity – The amount of od the magus' body stores. Since magi must use at least one unit of od to cast each spell, this is equivalent to the number of separate spells a magus can cast per day.

Odic Recharge Rate – The rate at which a magus' od is generated and stored, measured in units/day. Affected by the condition and location of the magus.

Magic Circuits – The number of magic circuits the magus has.

Circuit Quality – The number of units of prana each magic circuit can produce. Some magi have many low-quality circuits, others may have a few high-quality ones.

Maximum Output – The maximum amount of prana the magus can obtain from the activation of their magic circuits. This is Magic Circuits times Circuit Quality.

A magus will have a particular trigger, usually a mental image or spoken phrase, which they use to activate their magic circuits. This can either be done as a quick action by itself or tacked onto the beginning of another quick action, such as casting a spell, but it *must* be done.

A magus can only use the full capacity of their circuits once a day, so magi players should keep careful track of how many circuits they have used up.

Each spell has a cost that must be paid (with some combination of od and prana) to cast it. Certain spells and other magecraft have upkeep costs that must be continuously paid to keep it in effect.

The World itself pushes back on magecraft, rejecting it as something unnatural. When a roll to create magecraft or cast a spell has negative successes, the magus takes damage related to the type and rank of the spell attempted, at the GM's discretion.

When being magically controlled or coerced, a magus can 'cycle' their od through their system to flush the mind-controlling effect. Does not apply to certain special things, such as geas contracts.

Master: The Wielder

Masters are granted three command seals upon summoning a servant. These take the form of a tattoo-like design, usually on the back of the master's dominant hand. They can be used to give three absolute orders to a servant, and their power is such that they can even warp reality to their will. (An order for the servant to 'appear before me now' given by a command seal to a servant several miles away will result in them nearing light speed in transit.) The effectiveness of orders given with the command seals varies with the power of the master, the servant's rank in the magic resistance and/or independent action skills, and the nature of the command. Broad commands ("Obey my every order forever!") have little effect, but tightly focused commands ("Win this fight!" "Come to me!") have truly astounding amounts of power. These command seals can be transferred to others with the aid of specialized magical surgery. Once a master spends all their command seals, their servant is no longer contracted to them, and can find a new master.

When masters come within a certain distance of each other, their command seals begin to ache or pain them, alerting them to the nearby presence of another master.

Servant: The Weapon

If a servant ever runs out of prana, it disappears. Without a master, servants without the Independent Action skill will disappear within a few hours. Servant can bind themselves to existing masters, or even to those uninvolved with the Grail War.

Servants can assume spirit form to conserve prana, regenerate more quickly, become invisible, and conveniently pass through walls and other objects. While in spirit form, they are still visible to, and can be sensed by, other servants (and some magically-attuned beings), can be hurt by noble phantasms and other attacks by servants, and have no method of defense available. Some servants, due to an oddity of their existence, cannot assume astral form.

Since servants are practically constructed of prana, they can heal themselves by expending prana from their supply. They can only heal so fast, though...

When servants come within a certain distance of each other, they can sense that another servant is nearby. The skill Presence Concealment negates this.

If a servant puts on an outfit while in physical form, they can retain that appearance in spirit form. (It will be referred to as their 'casual appearance'.) They can also retain this outfit when switching back to physical form, instead of having to put said clothes back on again. (The physical clothes disappear when the servant astralizes. This is not an 'infinite clothes' hack.)

Contract: The Fuel

Masters can feel the death of their servant through the commands seals. Experienced magi can even view the battlefield through the eyes and senses of their servant.

A master with a properly-contracted servant will be able to send prana and od to their servant through their connection. Servants are summoned with a 'full tank' of prana, and drain it by existing, fighting and using noble phantasms. They have a nominal recharge rate. Masters can send them prana and/or od through the contract connection as a quick action, if their magic is in a working condition. Sending prana through the contract works like any other spell, except none of the cost needs to be paid in od. Sending od through the contract, which is always active, does not require the use of the magic circuit.

A servant can also refill its prana by eating people's souls and drinking blood (especially magi blood). Some servants will be willing to do these things, others may require the coercion of a command seal to commit what they perceive to be despicable acts. Tantric rituals can transfer prana between individuals, so it is possible for even a magus with a corrupted connection to their servant to transfer prana to their servant. Some schools even argue that tantric rituals can be used not only to transfer, but produce power. Other schools of thought condemn the first school as a heretical affront to magecraft, so it is wise for anyone playing a non-magus master to confirm which school their GM adheres to.