

# MAGIC SYSTEM RECIPE

## INGREDIENTS



Source



Accessibility



Disadvantages



Magical Effects



Depth



Usability



Terminology

## DIRECTIONS

1. Choose your source. Where does magic come from?
2. Choose the depth of your magic system.
3. Decide how accessible and transferrable your magic system is
4. Determine to what degree magic is usable.
5. Ground your system and humble it with disadvantages that make your system unique, interesting, and force your characters to struggle and innovate.
6. What is your magic system called and what terminology is or could be important to know in your story world?
7. Decide what magical effects your system has on your story and your world.



# My MAGIC SYSTEM



Magic Source:  Inherited  Objects  Environment  Faith



Magic Depth:  Hard Rational  Hard Irrational  Soft Rational  Soft Irrational



Who or what can and can't use magic?



Magic Transferability:



Magic Accessibility:



# My MAGIC SYSTEM



How to wield magic:

A large, empty rectangular box with a light gray background, intended for the user to describe how to wield magic.



Steps to learn magic:

A large, empty rectangular box with a light gray background, intended for the user to describe the steps to learn magic.



Magic Reliability and level of usability:

A large, empty rectangular box with a light gray background, intended for the user to describe the magic's reliability and usability.



# My MAGIC SYSTEM



Disadvantages to using magic (costs and limitations):



Important terminology:



Magical effects:

