

Since there were so many replies (over 30!) to my post, I'm going to put the answers to everyone's questions into this document, and hopefully this saves me some time.

1. What's the setting / lore / rules?

The setting is generic fantasy land for the time being. I'm focused on rules for now. The last complete draft should also be attached to this message. There's been a little errata since it was written, but not enough to make a difference with regards to spell casting.

In brief: The system is a hack of the old Saga System. If you played Fifth Age, or the version of Marvel Superheroes that used a Fate Deck, then you're familiar with the basis of my homebrew. (If you haven't played either of those, no worries.)

2. How much do you need?

I currently have six schools of magic. That could be revised, but for now: six. I'd like enough spells to have some interesting choices, and for not every sorcerer to be exactly the same. So I figure that means at least 3 spells in each school. A quick review of a couple spell systems (D&D, Shadowrun,...) seems to indicate that a spell can be expected to be about 100 words on average.

6 schools \* 3 spells \* 100 words = 1800 words. So let's round to 2000.

3. When do you need it?

I'd like to have it by the end of the month. July 31st, 2020. That's 17 days from now.

4. **How much are you paying?**

Bearing in mind that I'm a hobbyist, not a publisher, and I'm basically funding this out of my beer money:

**\$0.03 per word.**

(Highlighted, since it's a frequently asked question.)

5. **Who owns the rights when it's done?**

**I do.** I will own distribution, reproduction, and all other rights. If I get my act together, this will probably go to DriveThruRPG someday. I don't expect it to be a megahit, but that makes it especially silly for me to end up in a legal dispute over some part of the design. That said, if you would like to use the work in your portfolio as a design example, you will retain the right to do so. I don't want to be unreasonable, I just want to avoid potential legal issues.

Additionally, I've talked to one designer already who asked to be named in the credits of the project if it does eventually get published. This is a completely reasonable request, and I intend to honor it for all contributors.

6. How much lore / fluff would you like with your spells?

Nearly none, please. An explanation of what it does, and a name, is sufficient.

7. How can we contact you with more questions?

You can reach me on Reddit as u/HereticLeague, on Discord as Zudz#4522, or via e-mail at Zudz@PuppetShowJustice.com.

Please take some time to review the terms here, and the rules in the playtest document. If you're still interested in contributing, let me know. Thanks!

Spell Template:

**Spell Name:** Meep-morp

**School:** Telekinesis

**Duration:** Instant / Sustained

**Target(s):** 1 unliving rock

**Effect:** Creates a piece of abstract art out of an unliving rock. Test against Sorcery 8.

This spell takes 10 minutes, -1 minute for every point over difficulty.

Difficulty guide:

Difficulty 8 (pretty easy)

Difficulty 14 (Not too hard for primary focus, tricky for non-primary abilities)

Difficulty 16 (pretty much top out for level 1-2 characters)

Difficulty 20 (possible only with good equipment at level 1)