

Tab 1

▼ **The world of Phantasia** - Aphantasia is a setting focused on archeology, history and magic, and provides a wide set of tools for both players and **GMs** to use in play in order to enhance storytelling and make the world more alive.

The setting typically starts with a small adventure, where players are set in the town of **Phantom** after it was abandoned by the **Phantasms**, leaving behind nothing but empty buildings, roads and tools that they used to control the Phantasia in the place.

As the Verianes reach the realm and settle in across a few generations, the players come into place to research an old library of **Rubik**, an ancient Phantasm that made the building to hold plentiful of **Phalanx** crystals and gadgets that use it, on top of many books that share story of the land in a language that is slowly being mastered by researches.

The upcoming sections will explain everything in detail:

Where do we come from? - We are **Verianes**, coming from the realm of **Ver**, where the sea is made of water, and there is no barrier at its bottom that connects to another realm. The realm of **Ver** is about **500 kilometers** away from the Realm of **Phantom**, by about **300 kilometers** away the sea of salty water is ever thinning into a mist until it becomes clouds that the ships slowly sink into, before falling.

Some did not realize this until their ships fell through the clouds into the realm of **Proxima**.

Ver is a massive continent whose time in technology is between the **industrial** era and the **Basic** era. They have ships, guns, some expensive ones are more compact. They have good quality clothes and enough "good" medicine that deaths are mostly attributed to human stupidity rather than "things beyond our comprehension." They do know you should wash your hands before doing things, though.

Why are we here - To explore, and because we want to. **Verianes** are archeologists by nature. They have been held in shock from magic ever since it was discovered, with the Phalanx crystals, Arcadians being born and their realization that their realm holds a massive core of Phantasia that fuels spells.

Soon, with the discovery of "realms.", they decided to set a journey along the continent and seas to see if they could find more realms to explore.

What is a realm? - A realm of a place that has a **Core** crystal. It absorbs mana within a certain area, and supplies a Fate that is high enough to change small aspects of its area. Magic is essentially small realms made temporarily using Phantasia, and people's bodies are also small realms.

Realms resist one another by making small barriers that push against each other, made from the small push of Phasia particles. This barrier is more subtle the bigger the realm, small realms, like people, have measurable ones for those who can see or feel Phantasia.

Due to the nature of realms, they can have variable effects. People have no problem crossing into realms, the barriers exist to make this change subtle and increasing, so a realm that has 10 times the gravity of earth would not instantly flatten you to the ground.

Realms are often measured by having a "Fate" that is "Exploded" in rage across the zones continuously. A fate of 30d would give a radius of **45km**.

The closer you get to the core, the more pronounced are the effects, and many of them are dangerous and lethal, such as "Heat" or "Gravity" or "Ice."

Some effects can be resisted by Fate directly, such as "Gravity." while others cannot be resisted like "Heat."

This makes cores nearly inaccessible, and leaves areas of nearly 20km of inhabitable area. Sometimes just 1 kilometer of travelling could be the difference between weighing 500kg to the ground being flattened into glass, diamond and obsidian, as all changes get exponentially more dramatic the closer you get.

Ver had about 41d Fate; it was huge. At **Two thousand kilometers radius**, or about twice that in diameter.

Phantom has about 34d Fate; 175km radius, or 350km diameter.

What is Phalanx? - Phalanx are crystals that grow inside the pores of dead skeletons about 10 years after the dead. Their toughness and power are typically equivalent to the amount of Phantasia (Fate) the person had in their life. They are considered to be representations of a person's will, left behind after death to help the living, and most often are considered religious items with sentimental value and treated with respect.

▼ **Phantom realm** - The realm of Phantom was given this after investigations done by Verianes arrived at the conclusion that **all of them** ascended at the same time. Possibly due to damage to their **core** crystal.

The realm was estimated to be in a technology era of **Basic**, with medieval constructions, castles and weapons.

The distance to reach Phantom was big enough that even across 200 hundred years of adaptation, most of the technology from **Ver** is still in Ver. The realm is now being used as a massive archeological archipelago, due to how dense in history the Phantasms were, and how they managed to make such interesting apparatus with the Phalanx crystals that Verianes couldn't compare.

Eventually it was found that their core was damaged a long, long time ago, even before they ascended, and that has crippled their ability to use magic in the area. In fact, the core is so weak by now that they barely qualify as a medium-sized country.

And that's for the better, as the main effect of the Phantom core is to turn water into mist. Causing everything in its realm to behave like a dense magical cloud that one can drink and chew, but not swim, unless they are Arcadians.

Even the ships from Ver had to be heavily specialized with strong crystals to be able to float in the sea of clouds around the realm. Nobody who fell into the hole ever came back, and nobody wants to know why.

Phantom Proxima - The word "Proxima" in Phantasmica means "Right next to" or "Adjacent." and Proxima was given its name for being "Right below" Phantom.

It was found a couple decades ago that the sea of clouds did not lead to pure death by fall, but that it leads to a world that nearly always rains, called "**Proxima.**" Both realms share the same core, but Proxima has no Phantasia in its boundaries, and worse of all, its side-effect for being a dead realm is that all water evaporates fast, fueling the realm of Phantom above.

It is nearly impossible to go back up from Proxima without heavy preparation, as the realm has no Phasia to fuel Phantasia, not even Phalanx crystals can aid sorcerers, and the only exception are the **Arcadians**, who can control the Phantasia in their bodies.

Proxima was as empty as Phantom, but with the drop and the survival of a couple explorers, the realm slowly started to become lively again.

What is Phantasia? - Phantasia comes from the **Versian** language for "**Magical power.**" and is derived from the word **Phasia**, meaning "**Mana.**"

The correct way to pronounce it is "Fan-tah-zi-ah." instead of "Fantasia.", and "Fa-zi-ah." instead of "Fasia".

The **Versian** language has a lot of "**Ph**" and names derived from it, it reminds them of the word "Phantasy.", which means "Wondrous story."

Phantasia indirectly translates to "**Imaginary prowess.**", and there are many bits and bobs for the language such as this.

Phantasia is also their magic. What they use to cast and control spells and what to search for when there is a lot, or very little of "Sorcery" going around.

The derived word "**Phasia**" is related to their fueling energy, what we call "Mana" they call "Phasia."

Someone with a lot of **Phantasia** would be a powerful sorcery, someone with a lot of **Phasia** would be either a Phalanx thief, a very dangerous adventure or a very stupid one.

What is the Ascension? - Ascension is weird, and it relates to the Ether. Differently than some settings that harbor strongly to the "magic side", souls in **Aphantasia** do not give you magic, many objects **do not** have a soul, which is about **99.999%** of them, or something akin to "You will not find this in a couple lives if you don't search for it."

But in some cases, bodies are treated just like **Phantasia** and ascend along with their souls. This typically happens when damage to a realm's core creates a wave of magic so strong that those with strong Phantasia are hit with so much pressure that their bodies "disappear." Typically to be teleported to the Ether, where their bodies die and they appropriately become souls to wander.

The downside is that no body is left behind to fuel the cycle of Phalanx on the land, and that's also good, as it prevents the mana the Core has expelled from coming back and causing another catastrophe.

Luckily, once an Ascension happens, the realm stabilizes and rarely ever explodes again, and the explosion shoots many Phalanx crystals on the surface far to its edge or into other realms, preventing a single realm from hogging all of the Phantasia to itself in a horrible and poorly predictable phenomenon.

▼ **Character creation** - In **Aphantasia**, characters are expected to be at **80A** and **80S**, at slightly above the average of **70**. It's not that they are expected to *not* be cinematic heroes, but that **Aphantasia** is a very encrypted campaign, as you'll read about in the **deep dive** section.

Characters start from the realm species of **Ver**, called **Verianes**. They are essentially humans, and their attributes average about **7**, with a fate averaging **4**.

Ver is very attuned to magic, and allowed for humans to evolve to harness it more easily, although it is very difficult to be born an **Arcadian**.

Characters can take a maximum of **40** points from traits, although some **GMs** may want to start the campaign with *more* points, they should not allow more than 40 points from traits - *It keeps things reasonably tame*.

One thing to keep in mind about the setting is that while it is not meant to be a "gritty fantasy" where everything is bad and can kill you with a sneeze, you still have to worry about your characters a reasonable amount.

Not many **Players** want to think about "What could go wrong." in many situations, such as carrying around a massive Phalanx crystal, or abusing your spells whenever possible. But the worst that could happen is someone searing a Phalanx crystal to your skull and arms to prevent your spellcasting (In **Arcadians**), force-feeding you Weak Phalanx crystals until you cannot swallow any more, right **after** they cut your stomach open to remove the useful ones you already swallowed (In **Phalacias**), or simply make you blind so you cannot hunt for materials for your alchemy (In **Alchemists**).

There is no "best use of magic.", and magic is well understood **and** well controlled by generations of knowledge people have gathered.

A few might slip through the cracks, but just like in real life, you need to be a **professional** to get away with crimes, **especially** those related to magic.

Verianes hate the abuse of magic and Phalanx crystals.

While that is said and done, *it is not a crime if nobody sees it...*

Ages in **Aphantasia** are largely ignored. Simply because people don't grow weaker with age like normally. They might *look* older, but they are not *older* in mechanical terms.

This is largely thanks to the realm of **Ver** and the Phantasia the Verianes carry. And yes, it does lead to situations **we** would find funny or unbelievable.

Rather, older people in **Aphantasia** are typically **stronger** than younger people, largely due to experience, and so pretty much **everyone** gets a bonus to **Skill points** equal to their age (As per in **EABA v1.1**).

Players benefit slightly from this. Instead of getting **+10S** and being older they can get **+1** to Fate instead.

One of the reasons why the average Fate is **4**, is because a lot of people of mature age or younger have a better potential.

If you want to ignore this, you can simply use the recommended amount of points **80A, 80S**, which is already factored in for players of up to Mature age.

▼ **Traits - Aphantasia** has a neat selection of traits that help sorcerers and even some mundane people. Usually there is no requirement for any traits, but some GMs may lock them behind **Unusual backgrounds** to make sure nobody is being a little bit too greedy.

Blessing/curse - These are the most pronounced of the setting, for multiple uses.

Phalx Alcacy - Usually, most people don't have a choice, they either lose the Fate after casting spells, or they don't cast it. This blessing reduces the amount of Fate they lower equal to **1** for each **10A** spent to buy it, and for each spell you cast. The first level also allows **Luck** (see below) to never reduce your Fate. Most Arcadians have 1 or 2 levels of this, enough that they can cast weak spells if necessary at 1d to 2d fate without any downsides. Anything at 3 or higher would put in the strongest, most dangerous ranks of Sorcery.

Aphasiac - Normally, having your Fate reduced to **0 kills you**, and while this trait doesn't change that fact, it puts a **new** fact into the mix. The people who simply **do not** have Fate. This is a mix of Blessing and Curses, you gain **+20A** from it at the benefit that **no luck** can affect you, you cannot be hindered in movement by **Phantasia** and its density, and all spells **completely ignore you**. Including those that are not directly resisted by fate, such as fire, heat, lightning, melee damage, etc. But, your fate is permanently at 0. You cannot feel fate, you cannot use crystals to cast spells, but you can still do **Alchemy** and be affected by it, resisting it with your health as normal.

▼ **Note** - Being Aphasiac is a detriment. You go right through the sea of clouds with no slowdown of your falls, you cannot defend against indirect uses of magic and while you are immune to the downsides of magic, you are also immune to the upsides. *Though your clothes are not.* Being Aphasiac should be heavily considered. It is often better to have low Fate and use Phalacia than be immune and have no resources for when things go bad.

Burning Phalaxi - This trait costs **20A** and gives you a **health** attribute equal to 4d+0, regardless of what your health is, so as long as you have a fate of 1d+2 or more.

This is essentially a permanent spell that acts as health for +4d effect (Your Fate lowers your Fate, so only the bonus applies).

It typically costs **30A** to get **12** health, and most people would have to spend at least **1A** into it. This power is not as imbalanced as you may first believe.

Genius - This trait costs **10A** and allows you to make **Industrial era gadgets**, which are the same level of the **Phantasms'** Phalanx technology. You can upgrade this to **20A** cost and get larger than life to use **any type** of spellcasting skill, including **Luck**.

Alignment - Some people are aligned to Realms or certain elements that are powerful (Meaning *not themselves*). This costs **10A** and gives you **+1d** Fate to cast certain types of spells (for their Effects) and also gives you Larger than life when casting said spells, or inside said realm. *If you want it to apply to the initial town, this also costs 5A for an unusual background.*

Relic bearer - Some people simply have a random fucking relic with them. The things that priests leave locked with their strongest spell? Far up high? Near the cemetery in view of at least 1 person every hour? You have it, for *some reason*.

This doesn't need to be a religious Phalanx, it could be a sword, clothes, amulets, anything that became the host of **Phantasia** and have special properties.

This trait costs **10A** and gives you **+20** cost limit to make a Gadget with a **Framework** modifier of **-50** that is magical. For each **+3A** you spend, you get **+10** to the cost limit. The gadget works exactly like a spell and an item should, but it typically cannot be dispelled by damage. Yes, *you can make a relic that increases your fate*.

Tough skin - Some **Verianes** have thick skin that is good enough to protect them against some pretty damning damage, like stabs, weak gunshots and most falls. This trait costs **10A** and gives you **1d** armor for your entire body.

BiPhalaxi - Also known as "Double Spirit.", are people who, for all intents and purposes have 2 **Phantasias** in their bodies. Whenever 1 reserve taps out, you can just switch to the other and act as if that one was your main reserve. This makes you susceptible to having it absorbed, anyone who tries to steal your Phantasia and succeeds gets **double** of your fate, and you also take **double** the penalties for **Aphasia**.

This trait costs **10A**.

Realm Proxima - Also known as the "twins' disease.", it makes 2 people, biologically related or simply born at the same time near each other to share their realms, their Fate. If 1 Fate lowers, the other lowers, if you suffer **Aphasia**, the other also does. The death of one will simply mean the other is cured, and some cultures force the twins to fight each other to death.

This trait gives you **+10A**.

▼ **Phantasia skills** - Defined by the study of the **Phalanx** crystals that absorb mana, and also encompassing the areas of **Phasia wavering** that is most commonly known as "Spellcasting."

The vast majority of people have Phantasia in their bodies, but cannot absorb any, and thus cannot use their Phantasia for spells. For that, they use **Phalanx** crystals that absorb both their own Phantasia and the ambients' in order to be controlled for spells.

It is **extremely** rare to find anyone capable of controlling Phantasia without a Phalanx crystal, and the natural reaction to this are bodies who can absorb Phasia naturally. This allows them to use magic in realms where no **Phalanx** crystals exist, Including **Proxima**.

Brewing(Awareness) - Brewing is also known as **Alchemy**, and is an awareness skill that is used to brew potions and liquids used for magic effects.

Brewing works like a Sorcery skill, but you do not need to know each spell individually in order to use it, and its small mix of "enchanting" and "spellcasting."

You also don't need a fate of 5+ in order to use alchemy, as the magical properties are from the ingredients themselves.

The following modifiers are used for **Alchemy**, and apply to all concoctions:

Requirements	Cost
Framework base	-20
Hierarchical powers	-5
Resisted Effect	-15
Side Effect	-10
Total	-50

The **Framework base** is a free bonus to all spell designs, or in this case "Alchemy designs."

It is followed by **Hierarchical powers**, which means you need to know a lesser version of a potion or brewery before making a better, more complex one.

The **Resisted effect** is against the higher of **Fate** or **Health**. The body sees the things trying to affect it as harmful, and those who have naturally high **Phantasia** in their bodies also have a much higher resistance to magic, even if it is beneficial.

In normal circumstances, a mage can temporarily reduce their **Fate** to **0d+1** for every **1d** or fraction of it, in order to "**Digest**" the potions, or receive beneficial spells

from **Phasia wavering**, but since **Health** will eventually be higher than **Fate**, there is a limit for how much it helps. If you decide to lower your **Fate** to digest the potion, then you need to keep it lowered for the entire duration it takes for the potion to take effect. But for emergencies, you can allow your fate to reach it's maximum level for about 1/6th of the time it takes to digest it, or about a **Time level -5**.

EXAMPLE: An alchemist brews a healing potion that takes 1 hour to properly digest the potion that has a **Fate of 3d+2**. An adventurer with **1d+2** Fate would normally lower the potion to **2d+0**, but he decides to calm his **Phasia** and reduces his fate to only **0d+2** (0d+1 for 1d of fate, and another 0d+1 for the 0d+2). For 1 hour he has to keep his Phasia calm, but if he wishes to, he can increase it to its max for no more than **10 minutes**.

Brewing is considered an **Enhanced** skill.

Phalacia(Awareness) - Is considered the standard method of "Magic.", called **Phasia Wavering**, or just **Phalacia**. This method, however, requires the presence of **Phalanx** crystals, used to supply the user with Phantasia that he can control.

This is usually done by gestures and speech that change the mana being absorbed by the crystal in such shapes that allows the user to refine it into a spell.

This implies that **Everyone** can cast spells, and that is correct, but only in contact with **Phalanx** crystals. The gestures and words allow for the mana being absorbed to move into shapes, and the sounds to vibrate the Phasia until it reacts with a desired effect.

Without the **Phalanx** Crystals in hand, the Phantasia will not gather around the individual well enough to allow spells, unless the person has enough Fate to cast spells without a crystal.

It works similarly to Brewing, but the **Resisted effect** is only at **-10**, and you do not need **Hierarchical powers**. This totals **-40** as a **Gameworld base**.

So as long as you know how to utter the words and gestures, you can cast any spell using a **Phalanx** crystal, but not all Crystals have enough **Fate** to cast the necessary spells.

Each Spell using this method must be learnt by spending **5S** for each one, but mages **are** allowed to **add** any modifier from **-5** to **+5** to the spell at a **+1** difficulty increase to cast the spell, you can only add **one** modifier, and it only works for the casting it is being added to.

A piece of trivia - Phalacia requires constant contact with a Phalanx crystal, but not all spells for this method require gestures **with** the Phalanx crystal.

Such spells that require a Phalanx crystal **on** your head for the gestures usually give **-5** to the modifier of **gestures**. But Sorcerers often **eat** the Phalanx crystals given to them to prevent them from losing them, in this case it stays in your stomach until you die or is forcibly removed.

Trying to cast a spell that requires you to be *holding* a Phalanx crystal in your hand will give you **+4** difficulty when doing it with your stomach. *You will look goofy doing it, but some people can pass it as a **dance**.*

There are no downsides to eating a Phalanx crystal, it stays in your stomach occupying space and will never be digested. The downside is that if you ingest a big crystal, or multiple small ones, you might starve yourself to death. *Some people eat the crystals to lose weight!*

Sorcerers who use the **Phalacia** method of casting spells sometimes are killed and butchered for their crystals, but only by the most vile, hardened or desperate of sorcerers, and many achieve great power after killing strong sorcerers this way.

In a more "Acceptable form.", sorcerers of power, belonging to schools or institutions "donate" their Phalanx crystal after they die, usually to the next in the lineage, or whoever takes upon his role or position. Yes, this is gross, but such Phalanx crystals are powerful and rare, and it is much cheaper and faster to wash it with soap, roll it in a piece of meat and shove it into someone's throat.

If there was a better **known** way to pass on the crystals in a semi-permanent **safe** way, this culture would not exist, and in a few cases, mages die trying to swallow more than they can fit.

Note: While Alchemy *usually* involves drinking potions, not all potions need to be ingested, or drunk. Mere contact can lead to the effects.

Potions that **need** digestion are at **-5** modifiers for "Vocalization.", and those that can be used either way are at **-2** instead.

If a potion is weaker when touched rather than ingested, you can assign **-4**, and apply **-1d** to the Effect.

Arcadia(Will) - The hardest and rarest form of magic, it is what "true sorcerers" rely on. **Arcadians** are nearly extinct after the ascension of the **Phantasms** ascended from **Phantom Arcana**.

It requires the sorcerer to have **at least 2d+2** Fate in order to work, and its **Gameworld base** is equal to **Alchemy**, but at **-50** total due to **-10 resisted effect** and **+10 Minimum Fate of 8**, with no **Hierarchical powers**.

Those who rely on **Arcadia** do not need any gestures or vocalization, nor need any Phalanx crystals, and they **cannot be robbed** of their talents, not even by the realms. *If someone fell into Proxima with a Phalanx crystal, they could still use magic, but only at a very small scale, but someone who is an **Arcadian** would be able to use it with no downsides.*

Arcadians are those who not only have Phantasia in their body, they can absorb ambient Phantasia and manipulate their own to cast spells.

The downside is that Phasia needs time to recover, and not everyone can just shoot it at a whim. Those who have the bare minimum talent for this form of spell casting usually have to rationalize what spells they use if the realm or place they inhabit has little or no mana.

▼ **Fate and Phantasia** - Fate directly correlates to how much “**Phasia**” or “Mana” you have in your body. Some people use the whole word “**Phantasia**” instead, which means **Magical power**.

Almost everything alive has Phantasia, and thus “Fate,” only small critters, insects and animals would have such an insignificant amount that it could be considered **None**.

Most animals, like Dogs and cats, and most children will have **0d+1** Fate, this also includes most metals. Normal humans will usually range from **0d+2** to **1d+1** Fate, with biological materials like wood, blood, hair having **0d+2** default, and possibly more depending on their source.

A fate of **1d+2** allows you to “Feel” **Phantasia**. This is because your presence has so much of it that when it moves, it also tries to move you.

This allows you to “**Hear**” Phantasia near you by using your **Fate** as if it was awareness. The **GM** can assign bonuses to difficulty based on nearby Phantasia sources that are stronger than the one you are trying to feel.

This typically is **+2** difficulty for each **1d** the other source has of interference, and **+1** for fractions.

EXAMPLE: If you have a Fate of **1d+2** and you focus to try and feel someone nearby who has **1d+0** Fate, but a nearby person has **1d+1**, you would roll at **+1** difficulty. The **GM** could give you a difficulty range of **10** for **11** meters. And you could spend a **Major action** to reduce it by your Fate of **5**, giving you a difficulty of **5**, then increasing it to **6** because of interference.

The upside is that this method does not care if the person is “Sneaking,” the only way to use “stealth” is by *hiding your aura*, and *blending in*.

This can be as easy as lowering your fate nearby something with more fate than you, but mages can deliberately match their fate with nearby objects, as long as they can decrease their fate that far, or have enough fate as the object.

Doing this is an **Arcadia** roll that works in the same way as **Sneaking**. You don't **need** to blend your Fate to nearby objects to do it, but for each **+1** you have of Fate **higher** than the nearby sources of Fate, you add **+2** to the difficulty of Blending in.

A fate of **2d+2** allows you to **See Phantasia**, and this is typically the tell-tale of an **Arcadian** being born.

▼ **Note** - If your character has a Fate of 7 or less, you **can never** increase your Fate above 7.

This works similarly to “Feeling” Phantasia, but you can apply **twice** your fate to reduce the **range** penalties, just like real sight.

This also makes it very difficult for **any** person to blend in, since the watcher would have both normal sight and a magical one. And the player can choose which method he thinks is the best.

An especially “attuned” **Arcadian** would have a Fate that is equal to, or higher than their senses. Allowing them to roll to see or feel fantasia, but use either difficulty without having to pick that is most beneficial. *This means they don't have to guess if their sight is better to see someone, or if their sixth sense is better.*

Particularly for **Seeing** Phantasia, you get a flat reduction of **(Your target's Fate dice)-1** to the difficulty of seeing their Phantasia, but only if the target is not surrounded by any other **Aura** (see more below), and with a minimum reduction of **+0**.

EXAMPLE: If someone has **2d+0** Fate, they would be at **+1** difficulty to be seen (**+2** from fate dice, minus **1**). If they were near other things that have an aura similar to him, even if he was not hiding, you would reduce this to **+0**.

Any fate above **8** usually just means more of the same, but also **a lot more** of the same. In game purposes, it has **no effect**.

Most **Arcadians** who have the **bare minimum** talent will usually have so due to a **Forte** for **Phantasia** that gives **+1d** to their Fate for the purposes of using and controlling **Phantasia**.

The downside is that it **will not** give them more **Phasia**, and it will not count for their magical senses. So it is possible for an Arcadian to be born without seeing or hearing Phantasia, and still be able to use Arcadia.

Reminder to write about Fate giving more resistance in places with higher Phantasia.

▼ **Aphantasia** - Is the term used for when someone has "lost their imagination." and more specifically their "Magical power."

This comes in degrees, and the lower ones typically are neglectable, while the higher ones can be dangerous.

When casting spells, the player decides how much of their fate they can use, limited by how much they can decrease their fate.

Someone with 2d fate can cast spells at 0d+2 minimum, while someone with 6d+1 fate always needs 2d+1 minimum.

For every **1d** or **Fraction** of Fate you use, you lower your **Fate** by **1** temporarily.

This only affects your **Phasia** aspect, meaning how much **Phantasia** your body is "holding." and it will slowly increase back to normal as time goes on. Being in places with high Fate allows you to recover faster.

It also means you can cast **Full power** spells about **2** to **4** times, depending on how much **Phasia** you have. *Yes, you can get a **Forte** to increase this, and it will also increase the rate at which you regain it.*

EXAMPLE: Someone with 2d+2 Fate wants to cast a spell that they deem is very necessary, so they use 2d+2 Fate for it. This is enough to lower their Fate by 3 down to **1d+2**.

This loss of Fate does not affect your ability to feel Phantasia, but it does affect your **Luck** (more on that soon).

This loss of fate is typically normal, and you recover lost fate equal to your **Phasia** dice (this is typically your **Fate**) per hour, modified by their Fate loss.

EXAMPLE: Someone who has lost 3 Fate and now has 1d+2, they recover **1 fate** per hour. Until they reach their normal level.

Crystals usually don't lose Fate this way, because they **require** ambient Phasia, rather than they **use** the Phasia inside of them, so Phalacia users don't have to suffer through this.

Characters can get **+1d** to **+2d** bonus to their Fate for resting and being in "Good resting places.", the first is **required** for **any** fate that is below 1d to allow recovery.

People who have **1d+2** Fate can also use the help of Phalanx crystals to help them recover.

The crystals give them a bonus to the Fate of the user, depending on how much Fate they have compared to the crystal:

Phalanx Fate vs User's Fate	Effect
≥6 less	+0
3-5 less	+1
1-2 less	+2
0-1 more	+3
2-3 more	+4
4-5 more	+5
6 more	+6
>6 more	Phalanx' Fate

EXAMPLE: If someone has 3d fate and loses 6 fate from "Arcadianism", they would have 1d left. Meaning they recover 1 Fate per hour. The GM then gives the character a 1d+2 Phalanx in the game, as a result of their search. The difference is 2 more, so the character gains **+4** to their own Fate for the purposes of recovering their Fate.

This happens so long as the person is in contact with the crystal, and yes swallowing will count for this purpose. Though most **Arcadians** don't do this, as the crystals would try to absorb their Phantasia as well.

Whenever an **Arcadian** tries to cast a spell using any method **other** than **Arcadia**, they get a **penalty** to their **Fate** equal to the **bonus** the **Phalanx** crystal gives to their Fate for recovering.

EXAMPLE: Having 3d Fate while in contact with a 3d Phalanx crystal would be a 0-1 more difference, and you would take **-3** penalty to your Fate for casting purposes while in contact with the Arcadia crystal.

If the Crystal has **6** or **more** Fate than you, you lose your Fate by the amount it has over. *10 Fate over you means you lose 10 Fate.*

This has been a method to make sure **Arcadians** were properly able to be jailed, restrained and in many cases, tortured, by forcing them to swallow Phalanx, or embedding many small crystals into their skin in places where removal was *extremely painful or deadly*.

But this was costly, and so any mage that made "too much effort" to get rid of the measurements was hanged and their Phantasia used to help make new Phalanxes.

A method of prevention from this was cunning and deception. Many Arcadians were taught to **never** reveal their full power unless it was **absolutely** necessary, keeping their fate at any level below **3d**.

Every Arcadian needs 2d+2 to cast spells, and this is known by comparison in the world, even if they have no concept of "Fate."

This allowed margin for error beyond people's inability to tell someone's aura accurately. It meant that, to the wardens imprisoning the sorcerers, they have to guess between anywhere from **3d** to **6d** Fate for the Phalanx crystals, or use a **ton** of weak ones.

None of which is fast or cheap, and once found, many are "persuaded" to show their Phantasia in full, or be hanged.

But why is it so important? Because any Arcadian who comes into contact with a Phalanx crystal that has a Fate equal to or higher than theirs can **absorb** the crystal's fate, gaining a bonus to their Fate equal to the table above, but also destroying the Crystal in the process.

The Fate absorbed is temporary, it does not go down, and it will not go up by any other means except by absorbing more and more Phalanx crystals.

This is what allowed many sorcerers to reach over **6d** in Fate.

Once you cast spells that reduce your Fate, the bonus you got from the absorptions is reduced similarly. Meaning that for each point of fate you lost, you lose first the temporary ones gained, until you finally reach your normal level of Fate again.

▼ **Note** - Phalanx crystals are **Extremely** important for all forms of sorcery, but for different reasons. People **Do not** want to give them around, and while they are self-refueling, they are created slowly alongside the deaths of multiple people. Weaker ones that have only **1d** or less Fate are as common as dead people, except they are carried around for fashion, style or convenience. It is the ones who have **1d+2** or more that are rarer.

Phalanx crystals - Are created through Phantasia. Whenever someone or something dies, it leaves its Phantasia behind and its soul finds a place in the Ether where it can rest. The process for a body's phantasia to turn into a crystal is about 10 years. What is left from their body after decomposition is the bones, and the crystals are found inside the pores of it.

The stronger the person who died, the stronger their crystal will be.

This also means many people carry Phalanx crystals as memories of their dead ones, and while this is cute and loveable, do that across 10 generations of a *slightly* above average family lineage and you might find 1 individual carrying around a couple dozens of **1d+2** crystals in their drawers.

People *like* clinging to the past, and in the setting, you get rewarded for doing so. Seeing how many **powerful** things exist in the world, the crystals they give birth to, and how it can be both useful and dangerous for the usage of magic. It made Archeology a fantastic and well-paying line of work.

And it also has made **Taboo** to destroy a Phalanx crystal without a **good** reason. While not compared to Murder, many compare it to physical assault - Some consider it for "property" while others for "Their loved ones."

In the case where *multiple* people die within a radius level equal to a "catalyst", all their Phantasia is "robbed" and sent to the catalyst.

This catalyst usually is a **stronger** Phalanx crystal or a dead person. If this happens before 8 years into the death of someone, the stronger fate robs the Phantasia and starts to form (in 10 years) their own Phalanx crystals. *And anyone who dies within 8 years of the body will do the same.*

This happens in the same fashion as above, where the difference of Fate is compared, before adding a bonus.

This leads to multiple places, such as religious churches, to be considered powerful and holy places, as the heads of said temples and places will place a single strong crystal in their church, and build a cemetery around.

Across hundreds of years, the crystal will become an extremely important relic.

EXAMPLE: If someone with 1d fate dies and before 8 years pass, someone with 1d+1 fate dies within 1.4 meters of the other person (A distance of +4), the stronger person will absorb the Fate of the dead one and make a crystal with 1d+3 Fate, which translates to 2d+0.

The crystals inside churches often have a fate of **4d** depending on how old a church is. *Everyone is buried in that church and everyone will protect that church.*

▼ **Magical Inertia** - This is attributed to *having a lot of Phantasia*. It is a term for how "Heavy" your body is, and how much resistance it gives to all Phantasia around.

This is a direct effect for having too much Fate is that *nothing* can apply more "Strength" onto you than you have Fate.

This also means that anything with a Fate of 0 is considered to "not exist" for the purposes of spells, such as the "air."

But even the "air" has some Fate, just *extremely low* amounts of it.

Whenever you hit someone with a Fate of 1d+2 with an effect higher than it, you still get the "normal" effect, such as damage, slowing down and so on, but the person resists that effect by lowering your spell effect by their Fate, plus any aiding effect they have.

This **almost** always stops at this. Spells do not typically care about how much Fate you have, because they are trying to affect your *Body*, it is a fair trade-off, *most spells that target your Fate directly are harder to cast*.

But whenever you are presented by pure, raw Phantasia, you can *feel* it because it is *tangible* to you, and the more tangible, the *harder* it is to move through it.

Having little Phantasia means you can barely feel if a gust of pure Phasia passes through you, but if it happens when you have 4d Fate, it can literally knock you off cliffs or make you fly.

Phasia has density and your Fate is it somewhat.

In any area where the distribution of Fate is high, you get a penalty to Strength checks and your Health for the purposes of moving around, but only to a maximum of your **Fate**.

EXAMPLE: If you enter a room with 2d+2 Phantasia density, and your Fate is 1d+1, it means your strength and health take a -1d+1 penalty to movement. If your Fate was 3d+1, you would take a **2d+2 penalty to both!!!**

More is not always better. But the upside is that you **can** absorb the atmospheric Phasia into your body, it will just make you more susceptible to *other* future effects that you can also try to absorb.

But that also means Phalanx crystals can absorb your Phasia, and if done so strongly enough, they can essentially "suck you in." until your Phasia is gone.

Whenever a Phasia crystal is nearby you, you get your Fate of resistance against its effects, this is considered your "weight."

If the Crystal has more Fate than you, you get the normal penalties to movement (A lot of mana is being absorbed against you), and those penalties go up to Fate level. *2d fate means 4d effect would give you 2d penalties.*

The amount of effect that goes **through** your Fate has the strength to "move you." and the reason why you get to resist it and others don't is because you can consciously keep your Phasia in your body by controlling it, while others would have to use theirs to counteract any Phasia, or rely on simple strength or luck (See below).

If the Fate of whatever is absorbing Phasia is high enough, you can be lifted and carried to it like it was a gravity well. And its Fate would be so high that you cannot "Cancel it." by absorbing the Phantasia around.

EXAMPLE: If you have 2d+2 Fate, and weight 80kgs (2d+2 strength), being nearby a crystal that has **5d+1** Fate (Twice your Fate, and enough left to lift you), you could be lifted off the ground and be attracted to it at a **movement level of +0** (2 meters per second).

If you had enough Fate, you could theoretically do this to others, but **GMs** seldom do this in any way apart from the **Luck** method below.

▼ **Luck**- Is the main downside of Magical inertia. In **Aphantasia** (the setting), your Luck only helps you up to a limit equal to whatever is affecting you has Fate.

If someone shoots a wooden arrow at you (0d+2 fate), you could only reduce its damage by **0d+2** whenever you use luck, but if someone tried to *punch you*, and they had 3d Fate, you could apply up to **-3d** to their damage.

The same goes for Magic effects. If a Magic has an **Effect** of **4d**, you could lower its damage by **4d** with **Luck**, even if the mage casting the spell had only **3d** fate.

Luck works normally, starting at a difficulty of 1 and increasing by **+2** for each time you used it before, and each extra dice you want to put.

But here, you **always** get your **Full Fate** (or luck) as a bonus, at the cost of only being able to mimic "moving around objects.", which does include stopping them.

You are essentially pushing your Phantasia out of your body instinctively. It is tiring, but it can be very useful, especially when one of your spells does damage based on movement, or can be moved around.

Typically, the difficulty of using Luck at a distance is equal to the **distance level** of what you're trying to affect. *You have to hit it with your Aura.*

For extended use of Luck, you can typically get a **time level** usage equal to any amount of luck dice you are *not* dedicating to **Effect**.

EXAMPLE: If you have 3d fate and want to lift something small who is 5 meters away (+7), and this was your First test of Luck this adventure, you would roll against **8** difficulty. And the GM says you only need 1d of luck to move the small thing towards you, meaning your power has 2d left (+6) of time level, **8 seconds**.

To move something, you need enough Fate to lift it, and each **+1** you have over the weight necessary for it, adds **+1** to the **Size or movement** table.

EXAMPLE: If you have 3d Fate and wanted to lift yourself, while you weigh 80kgs (2d+2), you would add only a **+1** effect, which is a movement of 3 meters.

Each +2 you add to difficulty (as per above) gives you **+1d** to your Fate.

3d fate means you could get 4d Fate to move someone just by adding +2 to difficulty.

Luck recovers **1 difficulty** per day, until it reaches the base level of 1. And having a higher difficulty typically does nothing to how well you cast spells, but the **GM** can apply **-1** Fate to fate for each time you use luck. *This does get rid of temporary fate.*

This is the intended effect for the Campaign, but it can make "Luck" a bit annoying for what it's worth. You recover Fate per hour the same, and if you want to balance it, you can say each hour lowers **1 difficulty** instead of a day.

Or you can simply recover all Luck at the end of an adventure.

▼ **Note** - One thing to keep an eye out is how strong this can be for **Arcadians**. Normal people typically are unbothered by Fate, but could be reasonably slowed or impaired by someone using it. Arcadians with high Fate can pretty much fly without knowing a single spell, and this is done by **Instinct**, you don't need to be taught. It can be extremely powerful. Someone who hurls an "Arrow of light" at 3d effect could accelerate it for a further 3d effect and cause a massive amount of destruction. Beware of the methods to limit it, such as crystals and dense phantasia zones.

▼ **Matters of Strength** - A big deal about being an **Arcadian** is that you can gauge people's Phantasia with your eyes, and a small margin of people who are not Arcadians can still feel people's strength.

In general, everyone has an **Aura** that circles their body, extending to a **size/radius level** of **(Your Fate Dice)-1**.

This means your aura always extends about the resulting level away from you. *Having a lot of Fate means being very easy to see.*

EXAMPLE: With a Fate of 1d, your aura extends just about 2 meters, which is the same as your size, so everyone who looks at your Phasia sees your body outline in Phantasia. If you had 2d, your Phantasia would be a bit bigger, and so they would see a slightly bigger aura of 3 meters size, with a clear outline in the middle. If you had 4d, your aura would extend about 6 meters radius, and your body in the middle would be nearly an avatar representation of your physical self, and would hardly be seen.

These are tangible measurements, and fractions are proportionate enough that while they may not provide a size increase, they are still noticeable in game.

While the size of your aura doesn't say much, it does give a good idea to how strong you are, since even those who do not study the arcane can still draw forms of Phantasia (Luck) to affect others.

Against these people, **Mundane** items are the best solution, as they have low Phantasia, and can be affected less, but that also means the caster can do it for longer.

Phantasia is respected here, but it is not, by far, invincible. This is also mainly due to its greatest drawbacks.

▼ **Aphasia** - Aphantasia is basically the common version of Aphasia. Where one is described as the increasing inability to imagine and control magic (Aphantasia), the other is the crippling side-effect of pushing yourself too far.

Aphasia happens when your Fate falls below One-third (rounded down) of its full value. *This is the value you get for 0d+1 for each full dice and fraction of a dice.*

If your Fate goes **below** this level, you take **-1** penalty to all your attributes for each point it is below, and you also take **1d6** Half-lethal damage for each Fate point you lose below that threshold, either before or after hitting it.

EXAMPLE: With 2d+2 Fate, your threshold for Aphasia is 1d+0, so you could cast 2 full spells before hitting it. 1 would reduce Fate by 3 to 1d+2, and the second would reduce fate by 2, to 1d+0. If you then wanted to cast another spell, you would lose 1 fate, going to 0d+2 which is below the threshold of 1d. You would take **-1** to all attributes, and then take **1d6** Half-lethal damage.

If your Fate was 2d+1, the second casting would put you at 0d+2, which would give you the same effects. If you somehow managed to put yourself at 0d+1 after reaching 1d fate, you would take **-2** penalties total to all attributes, and take **2d6** Half-lethal damage, or **1d6** non-lethal and **1d6** lethal.

Aphasia is crippling, and dangerous the higher your Fate goes. And one of its side-effects is a form of "zombification" of behavior, where people disassociate and grow into a slightly vegetative state the stronger their penalties.

For some reason, Aphasia also gives people the ability to see the Ether. Many scholars believe this is because the Aphantasia is responsible for binding a soul to a physical body, and when there is too little of it, the soul starts to split into a second conscience, as you get closer to death.

This would also imply that, if someone managed to survive the ascension, they would be able to see the physical world with no spells. And that haunts some people at night.

▼ **Ambrosia** - Typically, one dies of Old age when they have no Phantasia to hold their soul in their bodies (As mentioned above), or their bodies to no longer be able to hold their soul.

The former rarely happens naturally, there are very few people willing to "spell their way to death."

The latter is miles easier, and it is how people pass on, by falling down the stairs and cracking their souls out of their skulls, or being stabbed, or being shot; You get the gist.

Meanwhile, some *choose* to pass on by expelling their Phantasia out of their bodies. This is as easy to do as the "Luck" method, and since you *do not need to succeed* to count as having it used, **anyone** with Fate should be able to do it, at least in **some** capacity, though the GM could say you need to pass a Difficulty 12 Will roll to do it, being unable to try more than **once a month**.

Being older gives you enough opportunities to lower the self-preservation personality trait. *Older people have less willingness to live on average.*

But the former method is not always intentional. Some people can have their Fate actively absorbed by someone else. This is often a usage of luck, but your Fate is actively lowered by your opponent's before you can roll to see if you succeed.

The interesting thing is that if both people have the same luck, nobody can absorb nobody and a few people make friends this way, especially at higher levels.

If you succeed on your Fate roll, the Effect you get is the amount of Fate you can steal from them, gaining it temporarily as if it was a Crystal. You cannot steal anymore unless they recover back to Full Fate.

If someone doesn't want to resist this, they can lower their fate and let you steal more, but some people on their first time bring someone to Aphasias by doing this.

EXAMPLE: If you have a Fate of 2d+2 and your opponent has 2d+0, you beat his fate by 2. You then have to roll Luck to see if you can steal his fate (A fate of 0d+2 means you can only do it if you didn't use Luck yet for a while). If you succeed, you steal **2 Fate** from him, reducing his Fate to 1d+1 and increasing yours to 3d+1.

Many people **NEVER** lower their Fate because they got unlucky enough to be drained dry by an **Arcadian**. It is not a nice experience, but the act by itself is not unlawful, as many people use it to help those in Aphasias get out of it quickly.

The upside is that your Fate is not counted as reduced for the purposes of absorbing other people's Fate, simply because your ability to do it is not tied to your **Phasia** but your **Phantasia**. It also means your fate does not count as *increased* either, but you **do** get more **luck**, so while you may not absorb more Fate from others, you can still be more likely to do it, or do it more often.

EXAMPLE: If your base Fate is 3d and you absorbed 4 fate from someone else, boosting your Fate to 4d+1, someone with 2d+2 would still reduce your base fate to 0d+1, but you would have 1d+2 of **luck** to roll, thanks to previous absorptions.

It may be slightly counter-intuitive, since having lower fate **does reduce** how quickly you gain Fate back, but that is not an effect of your Phantasia being weak, and more of an effect of your Phasia well being very depleted.

Arcadians when it involves normal people usually have a difference of 1d+1 of fate. Their fates would drop from 2d+2 to 1d+1 and they would drop people from Aphasias straight to **ascension**. Except this method does leave a corpse, and it is considered **murder**.

People do get their full fate for luck to resist the absorption, and this typically means it is very hard to do it against anyone who is even above average in Fate, since they can reduce your Effective Fate (The Fate that's reduced by them) by their **Full fate**.

So if you were unopposed, you could kill the average person, as an Arcadian, about 1 to 3 times a day, through touch or a small distance.

But if they do try to defend, you'd be able to do it maybe once or twice a day, with some heavy luck, and perhaps only once a day if they **really** get lucky.

EXAMPLE: Like the above, 2d+2 vs 1d+1 means you get 1d+1 fate back. This would technically mean 50/50 chance of working against a resisting person, but the resisting person only needs to succeed in 1 fate roll to avoid losing their fate, while you need to succeed in 2 to absorb about +1d fate instead (1d+1 is being reduced by 1 of their luck rolls, and you get +1d over due to rolling luck at +2). It gets more and more difficult the harder you try, but you can do multiple attempts, rather than one really hard one.

Again, people do not fuck with sorcerers, especially if they are criminals. *At least in a fist fight you can run, but some people can steal your soul at a range.*

▼ **Physics of Phantasia** - Phantasia, while not behaving like normal matter, is still a property of physical objects just like how gravity is a property of mass.

Phantasia, when coming into direct contact with Phantasia, mainly through the form of **spells**, is resisted by Fate, of either living or dead things.

The few exceptions are in the form of raw energy, like heat, flames, lightning, or directly against most damage sources, usually because the damage source is hurled at you, or because its damage is a property of its form (A blade's sharpness is such not because of the *spell* but how the spell is formed, for example).

In other cases, where magic indirectly affects you, like someone hurling a rock your way, or dropping a wagon on top of you, your fate will not protect you, since the magic is not directly in contact with you.

Every other case, your Phantasia (Fate) will reduce the effect of whatever is trying to affect you. Telekinesis will struggle to lift you, mind control will have a harder time with you, and so on.

This property of fate is tangible, people can see it, and the more fate you have, the bigger the area you affect, typically at a -1d to your Fate for each **Size/Movement** range you have past -1 (1.4 meters).

EXAMPLE: With 4d Fate, the size of your Aura is 6 meters. This would give you an effective Fate of 3d on a range of 2 meters (just outside of your body), 2d on a range of 3 meters (Around you) and 1d in anything within 4 meters (A bit more than a leg's length). Your Fate would be visible to Arcadians, but essentially 0d for 2 last meters, doing no effect.

GMs can forgo having to bother with the entire math and simply say your aura encompasses you and anything you're wearing, including objects smaller than a longsword (a shortsword would be in range).

You may also have noticed that while the range is "2 meters", it is "just outside of your body.", this is because anything less than 2 meters would simply not encompass your entire body, it would be invisible, because it is **inside** of you. This means that you lose about **2 meters of radius** for the level of Fate you have.

People with Phantasia sight are still able to see your Phantasia, but it would just be **inside of you** instead. And **yes**, this does mean your effective aura size for the example above would be **4 meter radius** and not **6**.

Your aura still protects everything that is not you, if it is touching it. If someone turns the floor beneath you into quicksand, your aura would prevent your immediate feet, pants, shoes (etc) from touching it. If you walk around, you would still step on "solid ground", but that solid ground could easily be swallowed by the quicksand if it is deep.

This is why your Fate reduces the effects affecting you.

If you have too high a Fate, maybe your Aura affects an entire 2 meter radius around your feet, letting you stand more easily on the quick sand and preventing it from sinking, people near you could benefit just the same.

The size of your Aura is essentially just flavor with small benefits. Only if you are a demigod (6d fate) would the size of your aura be a tangible and effective benefit for you and others, since that level of range is 11 meters of size (9 meters of radius), and you would still get a 1d of fate from up to 8 meters.

This can be annoying to calculate and think about mid-session, so once again, you can just decide not to use it and just consider Aura to affect things up to a specified "closeness" to you.

Damage dispelling - Similar to Warp World, any impact made by a "Mana container", such as a person, spell or anything with Fate at 0d+1 or above, will dispel any magic it comes into contact with. A tree falling against a magic barrier, someone punching it, if any of it got through the barrier's **Armor**, the barrier would reduce the damage by the appropriate amount of the attack, and then it would **be gone**.

Small things like bullets have negligible "mana", and so they do not break spells.

This counts for **anything** magical, not just barriers. Items made of Phantasia, swords, shields, armor, force fields, telekinetic fields, if it can be beaten/resisted by a physical force, then a force that beats it will also dispel it.

In the case of tests, you typically roll to see if the Attribute roll can beat the Effective spell level. It prevents stronger mages from being overpowered and weaker mages from being useless.

Differently from Warp World, though, is that you cannot see spells - resisted or otherwise - unless you have enough fate to feel it or see it. This is a free property of the setting, and you only need modifiers if you want *those people* to not see your spells.

▼ **A dangerous wondrous world** - The world of Aphantasia has no real "True name.", because almost nobody, at least known to **Ver** has explored it. It was not until 200 years ago that Verianes found out that there is something more across the sea.

But new words are being sprung up among the years, one has just not been decided yet, and maybe more than 1 will exist as Verianes split into different realms.

The appropriate word for "Earth" or "World" in Aphantasia is "**Ravingar**."

Ravingar derives from the word "Rava" or "Impure.", also meaning "Unworthy.", followed by "Engar", which means "Landmass." The rough translation is **Broken world**.

While on a personal level, Aphantasia and its explorations are set to be wonderful and exciting, things start to unfold past the Library of Rubik. Secrets for the ascension, why many people, before ascending seemed to have been hugging their children. Why are there pillars of wood in some places in towns? Why does the water flow through the city like a mist when it rains? Why are there chains in the entrance of their sacred abode?
What we know as "Torii gates."

All of the above pertain more to Phantasms, but Ver is not pure. In fact, Ver can be worse, and all of it has to do with the **Phantom core's** real effect: **Obsession**.

The core of **Proxima** was not meant to be shared with Phantom, but they were born twins, with the unimaginable downside that Proxima's core was born with 2 cores.

Phantom became the host of Proxima's first core, but the second one was slowly being absorbed by Phantom due to its proximity, creating an imbalance and leading to Phantom absorbing Proxima's entire Phantasia, making a double effect realm.

While Phantom was supposed to be a small, weak archipelago, this caused an extreme imbalance that eventually led to the realm creating a double effect, one on the surface where the water turns to mist and that is weaker in proxima, and one in Proxima, where all the water pours, with the effect of obsession that is weaker in the surface.

Even though the effects are weak, they are still felt. Everyone who comes to Phantom slowly starts to gain levels of personality equal to their highest ones. This effect is exponentially higher in Phantom Proxima under the sea level.

The obsession, in normal circumstances, does not affect your "Self preservation.", but in cases where survival is your main concern, it can.

The first people who fell into Phantom Proxima eventually got hit by the overwhelming effect of obsession, and due to their self-preservation to lick their wounds and survive in an unknown hostile environment, their perception of reality was warped. They didn't become "more scared" or "paranoid."
They became more violent.

Depending on how long people have been there, and some have been there for **generations**, the personality levels they have is **Violence** between **3** to **6** levels.

Some people attack others on sight, no matter the reason, and they are locked in cages to protect others who are not so willing. Typically only because these people are useful.

While violence is pandemonium in Phantom Proxima, not everyone would act the way you expect. Not everyone will **jump on you**, but almost everyone will try to hurt you for some reason, in some way, that only the most empathetic of fools could relate to.

They would lie, assault, torture, break your Phantasia core and bring you Aphasia, embed the rare Phalanx they have into you, because they **think** it is necessary.

Some live their entire lives not by punching or bringing physical pain, but by lying, stealing and getting away with it.

Phantom Proxima is the closest representation to "Hell" we have in the **Aphantasia** setting. It is a stark contrast to the upside world who is obsessed with the past and archeology, and it is also the waking call for characters and players that the world is not a good place for them, they were just indoctrinated into seeing it this way.

The players go to Rubik because they are indoctrinated to search for the past. Not because they want to, but because everyone else wants them to.

Luckily, the stark effects of this manipulation **are** defensible, and while those who were born from said conditions are usually lost (Most people would be), the players can be "different."

You can escape the obsession, if you have enough Fate. And those with enough fate will also turn the mist into water once more.

