

Magic 1	Social 26	Spirit 1	Tech 28
---------	-----------	----------	---------

Akasha

The Law of Diversity

Akasha accepts the unknown and seeks to understand it. Abilities which normally require the World Laws of a character's reality (★) do not cause contradictions.

The Law of the Void

Akashan reality has been utterly devastated. This means:
 1. Spending a Possibility to add a die does not grant a minimum result of 10.
 2. Players' hand size is reduced by 1.
 3. Glory has no effect.

Magic 9*	Social 9	Spirit 12	Tech 8*
----------	----------	-----------	---------

Mechopotamia

The Law of Mythic Tech

The Tech Axiom is treated as 25, but only for things that replicate Mechopotamian myths and legends.

Examples: Fusion power spears, protective force auras, robotic monsters, and insectoid mechs.

The Law of Scientific Magic

The Magic Axiom is treated as 22, but only for creating gems which harness astrological power and devices empowered by these gems.

Akasha

Magic 1	Social 26	Spirit 1	Tech 28
---------	-----------	----------	---------

The Law of Diversity

Akasha accepts the unknown and seeks to understand it. Abilities which normally require the World Laws of a character's reality (★) do not cause contradictions.

The Law of the Void

Akashan reality has been utterly devastated. This means:

1. Spending a Possibility to add a die does not grant a minimum result of 10.
2. Players' hand size is reduced by 1.
3. Glory has no effect.

Mechopotamia

Magic 9*	Social 9	Spirit 12	Tech 8*
----------	----------	-----------	---------

The Law of Mythic Tech

Treat the Tech Axiom as 25, but only for things that replicate Mechopotamian myths and legends.

Examples: Fusion power spears, protective force auras, robotic monsters, and insectoid mechs.

The Law of Scientific Magic

Treat the Magic Axiom as 22, but only for creating gems which harness astrological power and devices empowered by these gems.