

# Threads and Shadows

## Magic System Tiers

Sanity loss *	Otherworld Skill								
	1	5	10	15	20	25	30	35	40
0	0	0	0	0	0	0	0	0	0
2	2	10	20	30	40	50	60	70	80
4	4	20	40	60	80	100	120	140	160
6	6	30	60	90	120	150	180	210	240
8	8	40	80	120	160	200	240	280	320
10	10	50	100	150	200	250	300	350	400
12	12	60	120	180	240	300	360	420	480
14	14	70	140	210	280	350	420	490	560
16	16	80	160	240	320	400	480	560	640
18	18	90	180	270	360	450	540	630	720
20	20	100	200	300	400	500	600	700	800
22	22	110	220	330	440	550	660	770	880
24	24	120	240	360	480	600	720	840	960
26	26	130	260	390	520	650	780	910	1040
28	28	140	280	420	560	700	840	980	1120
30	30	150	300	450	600	750	900	1050	1200
32	32	160	320	480	640	800	960	1120	1280
34	34	170	340	510	680	850	1020	1190	1360
36	36	180	360	540	720	900	1080	1260	1440
38	38	190	380	570	760	950	1140	1330	1520
40	40	200	400	600	800	1000	1200	1400	1600
42	42	210	420	630	840	1050	1260	1470	1680
44	44	220	440	660	880	1100	1320	1540	1760
46	46	230	460	690	920	1150	1380	1610	1840
48	48	240	480	720	960	1200	1440	1680	1920
50	50	250	500	750	1000	1250	1500	1750	2000
52	52	260	520	780	1040	1300	1560	1820	2080

\* Relative to an arithmetic "normal" of 53

- Tier 0 - Less than 100 aggregate points
- Tier 1 100 - 299
- Tier 2: 300 - 799
- Teir 3: 800 - 1499
- Tier 4: 1500+