

SPELLCASTING

EVOCATION PROCESS

1. First, decide what effect you want: bash someone with cobbles flying up off the street, form armour of wind around you, make someone angry, *etc.* Also decide what element you are using – there are usually a few different ways to do anything you think of.
2. Decide if the action is an attack (hurting someone or something), a block (preventing something from happening), or a maneuver (sticking an Aspect on someone).
3. Decide how much power you're going to put into the effect.
 - For attacks, shifts of power equal the strength of the attack. You can also allot some shifts to affecting everyone in a single zone, or split the attack among multiple individuals by splitting the power between them.
 - For blocks, shifts of power equal the strength of the block. You can also allot some of shifts of power to covering everyone in a single zone, or use the block as armour – armour strength is half the shifts of power.
 - For maneuvers, you generally need three shifts of power. You can use more to make the Aspect sticky, meaning it lasts more than one use (otherwise it is fragile, and goes away after one tag), or to making the maneuver affect everyone in a single zone.
4. Compare the power you're putting into the effect against your Conviction, plus any focus items for this sort of evocation, plus any bonuses. If the power is less than or equal to this total, take 1 mental stress. If the power is greater than this total, take 1 mental stress plus 1 extra mental stress for every shift that the power exceeds the total.
5. Roll to control the power. This also acts as your targeting roll for attacks or maneuvers. Roll your Discipline, plus any focus items for this sort of evocation, plus any bonuses.
 - If you succeed, you safely control the power you've summoned. If the evocation is an attack or a maneuver, the roll is the difficulty for the target to resist or dodge it. If evocation is an attack, you do a number of shifts of damage to the target equal to the number of shifts by which you beat the target's defense roll plus the number of shifts of power in the evocation.
 - If you fail, one or more shifts of power are uncontrolled. You can choose to take these levels as Backlash or Fallout.
 - Backlash does one shift of mental or physical stress to you for each shift of uncontrolled power, but the evocation goes off as intended.
 - Fallout does one shift of damage to the environment around you for each shift of uncontrolled power, and the evocation's power is reduced by the uncontrolled shifts of power.

SPELLBOOK

NOTES

None selected.

NON-ROTE EVOCATIONS

FIERY LOCKSMITH

Type: Fire evocation, maneuver

Power: 3 shifts

Stress: 1 point

Control: Discipline (+3) vs. difficulty of 3 (the shifts of power in the spell) – need 0 or better on the dice. No targeting roll required.

Options: More power may be necessary for unusually large locks, or for superior lock material.

This evocation heats a metal lock to such a point that its workings become soft and malleable, allowing the lock to be forced open with ease. It adds the Melted aspect to the lock, which can be tagged to open the door.

HOLOCAUST CLOAK

Type: Fire evocation, defensive block (armour)

Power: 4 shifts for Armour:2 for one round

Stress: 1 point

Control: Discipline (+4) vs. difficulty of 4 (the shifts of power in the spell) – need 0 or better on the dice. No targeting roll required.

Options: Increase the shifts of power by 1 for each extra round of duration added. Increase the shift of power by 2 for each extra point of armour. Turn into a shield (normal block) of strength 4 instead of armour. Use burning body as a Weapon:2 attack with Fists.

This evocation surrounds you with intense flames, burning weapons used to strike you. It lasts for a single round unless you channel extra power to extend the duration.

PYROMANIA

Type: Fire evocation, maneuver

Power: 5 shifts

Stress: 2 points

Control: Discipline (+3) vs. difficulty of 5 (the shifts of power in the spell) – need +2 or better on the dice. This also acts as the targeting roll against a living target.

Options: Increase the shifts of power by 2 to affect all targets in a single zone. Reduce shifts of power by 2 for a temporary Aspect.

This evocation surrounds lights the target on fire, placing the sticky aspect Ablaze (or something similar) on the target. Living creatures get a defense roll using Discipline to avoid the maneuver.

FLAME BLAST

Type: Fire evocation, attack

Power: 4 shifts for a Weapon:4 attack

Stress: 1 point

Control: Discipline (+3) vs. difficulty of 4 (the shifts of power in the spell) – need +1 or better on the dice. This also acts as the targeting roll.

Options: Increase or decrease shifts of power to make a more or less damaging blast. Increase the shifts of power by 2 to affect all targets in a single zone. Split the power and the successes on the targeting roll among multiple targets.

This evocation blasts the target with a wave of flames. It does damage equal to the difference between the targeting and defense rolls plus 4 for the strength of the blast.

PURIFYING FLAMES

Type: Fire evocation, attack

Power: 4 shifts for a Weapon:4 attack

Stress: 1 point

Control: Discipline (+3) vs. difficulty of 4 (the shifts of power in the spell) – need +1 or better on the dice. This also acts as the targeting roll.

Options: Increase or decrease shifts of power to make a more or less damaging blast.

This evocation uses the idealized purifying force of fire to consume and destroy a magical spell. The attack roll is against a target of +0 and, if the result of the attack equals or exceeds the complexity of the ritual that you're trying to dispel, the target spell is consumed and destroyed. This is an all-or-nothing contest – failure means the target spell is unaffected.