

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 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.

THAUMATURGY PROCESS

1. First, decide what effect you want: change your shape, make a potion, bind a ghost, divine someone's true name, *etc.* Also decide what type of thaumaturgy you're using – there are usually a few ways to do anything you might think of.
2. Determine the complexity of the ritual. Complexity is both how complex and time consuming the ritual is, and how much power it requires. Determining complexity is a little tricky, but these are the basic guidelines:
 - If what you're doing could be done with a skill given ideal conditions, then the complexity is generally equal to what you'd need to roll on that skill check to accomplish it. For example, if you're trying to locate someone, that could be accomplished using the Investigation skill, with, say, a Great (+4) roll, so the complexity of a spell to accomplish the same thing would be 4 shifts.
 - If what you're doing is targeting a living, sentient creature, you need to be able to overcome the defense of the creature. So, if you're targeting a sleep spell against someone with Good (+3) Conviction, you want 8 shifts of complexity, because the highest that person could roll as a defense is 7.
 - If what you're doing is targeting a living, sentient creature with an enduring effect – something that lasts more than a scene – you need to do it by inflicting consequences. This means that, in addition to beating their defenses, you need to overcome the stress track, plus whatever level consequences you need to produce the effect. So, if you're trying to give a cold to someone with Good (+3) Endurance, you want 13 shifts of complexity: 7 to match the best Endurance roll he could make, plus 4 for the physical stress track (he'd have 4 dots), plus 2 to inflict a minor consequence like I Have A Cold.
 - Increasing the number of targets, or the area covered, or the duration increases the complexity.
3. Determine how much preparation you need. You do this by comparing the complexity of your spell to your Lore, plus any bonuses or focus items. If your modified Lore meets or exceeds the complexity of the spell, you can go ahead and start casting it – see step 5. Otherwise, you need to do some preparation – see step 4. Note that, regardless of whether or not you need preparation, you need a place to perform the ritual (doesn't have to be fancy, but you need at least a few minutes uninterrupted with your magical tools) and a symbolic link to the target.
4. Prepare for the casting. This means augmenting your Lore skill until it meets or exceeds the complexity of the spell. Once it does, you can move on to step 5. You can augment your Lore skill in the following ways:
 - Spend a Fate Point to get a +1 to your Lore. This is the least cost-effective way to augment your Lore, but it's fast.
 - Spend a Fate Point to invoke a relevant Aspect to get +2 to your Lore. More cost-effective than above, and just as fast, but it still costs a Fate Point.
 - Use a skill to make a declaration, putting a temporary Aspect on the spell that you can tag once for free, gaining a +2 to your Lore. You can do this multiple times. It is very cost effective, not costing a Fate Point, but takes time – a short scene every time you use it, to create a little montage of you building the spell. Some examples:
 - Use Lore to do further research in old tomes and modern grimoires – Aspect=Careful Research.
 - Use Resources to buy special ritual components – Aspect=Mystical Components.
 - Use Contacts to talk the ritual over with another wizard – Aspect=Peer Reviewed.

- Use Discipline to undergo a cleansing meditation before beginning – Aspect=Ritually Purified.
 - Use Burglary to steal an item of the target’s clothing – Aspect=Symbolic Link.
 - Use Intimidation to force a young witch to help you cast the spell – Aspect=Conscripted Assistant.
 - Accept or inflict consequences. You can accept a minor consequence (any of the three types) for +2, a moderate consequence for +4, a severe consequence for +6, and an extreme consequence for +8. Note that this governs not just things like sacrificing your own blood to power the spell, but also mental exhaustion that you undergo during preparation, or oaths that you swear to something else in return for aid. You can gain the same benefits from inflicting consequences on another creature – sacrificing someone to fuel your spell grants 20 shifts (more, if it’s someone tough like Emeric), for example. But that has its own problems, including the problem of violating the Laws of Magic.
 - Skip a scene to gain +1 to your Lore. This is pretty sub-optimal, because it means you sit around doing nothing while Clint and I play through a scene, and it only gets you +1. On the other hand, if you need to step away from the game for a bit, we can just say you’re researching a spell, and bank it towards your next ritual.
5. Cast the spell. To successfully cast the spell, you need to gather a number of shifts of power equal to the complexity of the spell, but you can do it over a number of rounds. Each round, you decide how much energy you’re going to try and gather, then you roll your Conviction, plus any bonuses or focus items, vs. the difficulty of the shifts of power you’re gathering this round.
- If you succeed, you safely control the power you’ve summoned. If you now have enough power gathered to equal the complexity of the spell, you have successfully cast the spell. If not, gather some more next round.
 - If you fail, all the power you’ve gathered up to that point gets away from you. You can either take the resulting shifts as Backlash, or let it go as Fallout.
 - Backlash does one shift of mental stress to you for each shift of uncontrolled power, but the ritual goes off as intended.
 - Fallout does one shift of damage to the environment around you for each shift of uncontrolled power. If any shifts of power are released as Fallout, the spell fails.

SPELLBOOK

ROTES

QUICK VEIL

Type: Spirit evocation, defensive block

Power: 7 shifts - 3 for strength of veil, 2 for seeing out, 2 for 2 extra rounds duration

Stress: 2 points (1 for the basic evocation, 1 stress for 1 level of uncontrolled power)

Control: None needed (rote).

This rote lets Izabela very quickly make herself invisible for 3 rounds. The difficulty for penetrating the veil is Good (+3), and Izabela can see out with no difficulty. Casting this rote requires that Izabela have her focus ring on her hand.

SHIELD

Type: Spirit evocation, defensive block

Power: 6 shifts - 5 for strength of the shield, 1 for 1 extra rounds duration

Stress: 1 point

Control: None needed (rote).

This rote gives Izabela a strength 5 shield for 2 rounds. This blocks 5 shifts of damage per attack until a single attack does more than 5 shifts of damage, at which point it collapses, and the extra damage comes through. Casting this rote requires that Izabela have her focus ring on her hand.

WHIRLWIND

Type: Air evocation, offensive maneuver

Power: 6 shifts - 3 for effect, 1 for the maneuver to inflict a sticky (non-temporary) Aspect, 2 for wide effect (an entire zone)

Stress: 3 points (1 for the basic evocation, 2 stress for 2 levels of uncontrolled power)

Control: None needed (rote). Make a Discipline roll to target the spell; this sets the difficulty of the Athletics roll by the target to avoid the spell.

This rote targets every person in the zone. If a target fails to beat the targeting roll with its Athletic roll, it gets the Aspect Knocked Prone, which is sticky (meaning you can tag it more than once). The first time you attack a target with this Aspect, you can tag it for free. After that, it costs a Fate Point as usual. Casting this rote requires that Izabela have her focus ring on her hand.

NON-ROTE EVOCATIONS

FORCE BOLT

Type: Spirit evocation, offensive attack

Power: 7 shifts for a Weapon:7 attack

Stress: 1 point

Control: Discipline (+6) vs. difficulty of 7 (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 the amount of power in the spell.

This evocation fires a blast of pure force at the target, who must make a defense roll (usually Athletics to dodge) against your targeting roll (the same roll you made to control the energy). If you hit (*i.e.*, the target fails the dodge), you do damage equal to the number of shifts by which you beat the dodge roll plus 7 (for the power you put into the bolt). The numbers above assume that Izabela is wearing her Spirit Ring.

TANGLING GHOSTS

Type: Spirit evocation, defensive block

Power: 7 shifts – 5 for the strength of the block, 2 for 2 extra rounds

Stress: 1 point

Control: Discipline (+6) vs. difficulty of 7 (the shifts of power in the spell) – need +1 or better on the dice. No targeting roll required.

Options: Target multiple creatures in the same zone for 2 shifts of power. Extend the duration by 1 round per extra shift of power (this can be done on subsequent rounds, but requires another casting roll). Increase the strength of the block by 1 for every extra shift of power.

This evocation conjures a number of minor ghosts and spirits to swarm around the target, holding it in place and interfering with anything it tries to do. If you successfully cast the spell, the target has to beat a difficulty of 5 to move, attack, or do anything except defend itself. If it manages to beat that difficulty, it escapes from the ghosts. The numbers above assume that Izabela is wearing her Spirit Ring.

MAKING A DOOR

Type: Earth evocation, offensive attack

Power: 5 shifts for a Weapon:5 attack

Stress: 1 point

Control: Discipline (+4) vs. difficulty of 5 (the power in the spell) – need +1 or better on the dice.

This also acts as the targeting roll.

Options: Increase or decrease the amount of power in the spell. Drop it to 3 shifts and use it as a maneuver, placing an Aspect like Crumbling Walls or Toppling Masonry on the target.

This evocation weakens the structure of a wall or building. You do damage to the wall equal to your targeting roll plus 5 (the power in the spell), and can inflict a consequence like Crumbling Wall (minor), Hole In the Wall (moderate), or Collapsed (severe). The wall doesn't make a defense roll, and most walls have 3 stress, so the minimum you're going to do on a successful casting is a minor consequence.

THAUMATURGY

LONG-TERM VEILING

Type: Spirit thaumaturgy, defensive block

Complexity: 7 shifts – 3 for the strength of the veil, 2 for seeing out, 2 for it to last an afternoon/evening/morning (roughly 8 hours)

Preparation: With a Lore of Great (+4), you need to make up 3 shifts to be able to cast this. This can be done in a few ways:

- Tapping an Aspect and spending a Fate Point will give you 2 shifts.
- Using a skill to make a declaration on the spell will tag it with an Aspect that you can tap for free and get 2 shifts. This is stuff like:
 - Using Lore to attune a crystal statue to help the mystical resonance – Aspect = Attuned Crystal Statue.
 - Using Resources to buy the rare incense you need to cast the spell – Aspect = Rare Incense.
 - Using Contacts to get a map of the current flows of energy through the city – Aspect = Ley Map.
 - Using Endurance or Discipline to ritually fast or undergo a purifying meditation – Aspect = Purified.
- Sitting out a scene to do research and preparation (sub-optimal in a two-player game).
- Sacrifice. Inflicting a consequence on yourself will give you a number of shifts equal to the amount of stress the consequence would offset. Dangerous. Or, inflict the consequence on someone else for the same number of shifts. Evil.

Casting: You need to gather 7 shifts of power (equal to the Complexity) for the spell to be cast. You decide how many shifts you want to try and gather in the first round, and make a Discipline roll against that target number to control the power. If you succeed, do it again, and again, until you've managed to control all the power you need for the spell. If at any point you fail to control the power you're gathering in a given round, ALL the power you've gathered so far escapes, either as Backlash (damage to you) or Fallout (damage to everything around you).

This ritual lets Izabela make herself invisible for about 8 hours. The difficulty to penetrate the veil is Good (+3), and Izabela can see out just fine.

CAT FORM

Type: Biomantic thaumaturgy, transformation

Complexity: 20 shifts – to completely change your body, you need to overcome all four of your physical consequences (2 for mild, 4 for moderate, 6 for severe, 8 for extreme). The transformation lasts until the next sunrise. Each extra shift of complexity extends the duration for another day.

Preparation: With a Lore of Great (+4), you need to make up 16 shifts to be able to cast this. This can be done in a few ways:

- Tapping an Aspect and spending a Fate Point will give you 2 shifts.
- Using a skill to make a declaration on the spell will tag it with an Aspect that you can tap for free and get 2 shifts. This is stuff like:
 - Using Lore to attune a crystal statue to help the mystical resonance – Aspect = Attuned Crystal Statue.
 - Using Rapport or Survival to befriend a cat – Aspect=Cat Ally.
 - Using Resources to buy the rare incense you need to cast the spell – Aspect =Rare Incense.
 - Using Endurance or Discipline to ritually fast or undergo a purifying meditation – Aspect=Purified.
- Sitting out a scene to do research and preparation (sub-optimal in a two-player game).
- Sacrifice. Inflicting a consequence on yourself will give you a number of shifts equal to the amount of stress the consequence would offset. Dangerous. Or, inflict the consequence on someone else for the same number of shifts. Evil.

Casting: You need to gather 20 (or more) shifts of power (equal to the Complexity) for the spell to be cast. You decide how many shifts you want to try and gather in the first round, and make a Discipline (+1 for your Biomancy specialty) roll against that target number to control the power. If you succeed, do it again, and again, until you've managed to control all the power you need for the spell. If at any point you fail to control the power you're gathering in a given round, ALL the power you've gathered so far escapes, either as Backlash (damage to you) or Fallout (damage to everything around you).

This ritual lets Izabela become a cat until sunrise. It doesn't grant any special skills, and her physical skills reflect her cat form (probably an increase to Stealth, decrease to Might, stuff like that). Also, she gets an Aspect reflecting her cat form that she can use while in this form. Her clothes and equipment do not transform with her.

HEALING

Type: Biomantic thaumaturgy

Complexity: 2 for a minor consequence, 4 for a moderate consequence, 6 for a severe consequence.

Preparation: With a Lore of Great (+4), you don't need to make any preparations for healing a minor or a moderate consequence. For a severe consequence, you need to make up 2 shifts to be able to cast this. This can be done in a few ways:

- Tapping an Aspect and spending a Fate Point will give you 2 shifts.
- Using a skill to make a declaration on the spell will tag it with an Aspect that you can tap for free and get 2 shifts. This is stuff like:
 - Using Scholarship to examine the injury – Aspect=Diagnosis.
 - Using Resources to buy the rare medicines you need to cast the spell – Aspect =Rare Medicines.
 - Using Lore to know an ancient, lost healing technique for this type of injury – Aspect=Secret Healing Lore
- Sitting out a scene to do research and preparation (sub-optimal in a two-player game).
- Sacrifice. Inflicting a consequence on yourself will give you a number of shifts equal to the amount of stress the consequence would offset. Dangerous. Or, inflict the consequence on someone else for the same number of shifts. Evil.

Casting: You need to gather shifts of power equal to the Complexity for the spell to be cast. You decide how many shifts you want to try and gather in the first round, and make a Discipline roll against that target number to control the power. If you succeed, do it again, and again, until you've managed to control all the power you need for the spell. If at any point you fail to control the power you're gathering in a given round, ALL the power you've gathered so far escapes, either as Backlash (damage to you) or Fallout (damage to everything around you).

This ritual lets Izabela treat an injury (consequence), so that the healing process can begin. This doesn't speed up healing – magic can't really do that in this system – but without the treatment, natural healing doesn't begin. Once the ritual is cast, the consequence begins to heal, and goes away in the appropriate amount of time: end of the next scene for minor, end of the next session for moderate, end of the current scenario for severe.

SCRYING

Type: Divinatory thaumaturgy

Complexity: 10 shifts – this will allow you to overcome the natural defenses (Conviction) of a target with a score of up to Superb (+5) (Highest they could roll on a Superb skill is +9, so 10 shifts overcomes it). Note that, if the target is behind a threshold (or you think the target is behind a threshold), you may need to boost the complexity. If you want to increase the time you get to view the target (default is one scene), you can increase the complexity by one shift for each step up the duration ladder.

Preparation: With a Lore of Superb (+5), you need to make up at least 5 shifts to be able to cast this. This can be done in a few ways:

- Tapping an Aspect and spending a Fate Point will give you 2 shifts.
- Using a skill to make a declaration on the spell will tag it with an Aspect that you can tap for free and get 2 shifts. This is stuff like:
 - Using Investigation to find a hair the target left behind at your last encounter – Aspect=Sympathetic Link.
 - Using Lore to attune a crystal pendant to help the mystical resonance – Aspect = Attuned Crystal Pendant.
 - Using Resources to buy the rare incense you need to cast the spell – Aspect =Rare Incense.
 - Using Contacts to give you an approximate location of the target – Aspect=General Location.
 - Using Endurance or Discipline to ritually fast or undergo a purifying meditation – Aspect=Purified.
- Sitting out a scene to do research and preparation (sub-optimal in a two-player game).
- Sacrifice. Inflicting a consequence on yourself will give you a number of shifts equal to the amount of stress the consequence would offset. Dangerous. Or, inflict the consequence on someone else for the same number of shifts. Evil.

Casting: You need to gather at least 10 shifts of power (equal to the Complexity) for the spell to be cast. You decide how many shifts you want to try and gather in the first round, and make a Discipline roll against that target number to control the power. If you succeed, do it again, and again, until you've managed to control all the power you need for the spell. If at any point you fail to control the power you're gathering in a given round, ALL the power you've gathered so far escapes, either as Backlash (damage to you) or Fallout (damage to everything around you).

This ritual lets Izabela observe (audio and visual) the target for one scene. The ritual causes a mostly-invisible, spectral projection of the caster to appear in the location she is monitoring. Increasing the complexity of the ritual can increase the difficulty of spotting this projection.

VOICES OF THE DEAD

Type: Ectomantic thaumaturgy, summoning

Complexity: 5 shifts

Preparation: With a Lore of Superb (+5), you don't need to make any preparation.

Casting: You need to gather 5 shifts of power (equal to the Complexity) for the spell to be cast. You decide how many shifts you want to try and gather in the first round, and make a Discipline roll against that target number to control the power. If you succeed, do it again, and again, until you've managed to control all the power you need for the spell. If at any point you fail to control the power you're gathering in a given round, ALL the power you've gathered so far escapes, either as Backlash (damage to you) or Fallout (damage to everything around you).

This ritual lets Izabela make a Contacts roll to gather information as if her Contacts skill was Superb (+5). When using this ritual, she talks to ghosts lingering in the city or graveyards, not to the living. She can improve her roll by increasing the complexity of the ritual, but then will need to make up the difference between her effective Lore and the complexity as noted in other rituals.