

Invocations

Roll	Result	Outcomes
≤3	Major Failure	Invocation Fails. Suffer 1 Casting Exhaustion, Complications
4-7	Minor Failure	Success.Effects are Weakened and Suffer 1 Casting Exhaustion
8-11	Minor Success	Suffer 1 Casting Exhaustion or Effects are Weakened
12-14	Moderate Success	You may choose Strengthened, if you do, Suffer 1 Casting Exhaustion
15+	Major Success	Effects are Strengthened

Casting Checks recieve a bonus to your Roll determined by your Talent Proficiency Tier with that Talent. Additionally, each instance of Casting Exhaustion Inflicts a -1 penalty to Casting Checks. At the end of a Full Rest remove all Casting Exhaustion you have.

Channel Invocation (1R) [NA] {1 Casting Attribute} Select an Invocation, perform your Casting Aspect, and make a Casting Check. Alternatively, you may forgo performing your Casting Aspect but suffer 1 Casting Exhaustion. Gain the Channeling Condition.

Channel Little Magic (1R) [NA] {1 Casting Attribute} Specify a minor effect, perform your Casting Aspect, and make a Simplified Casting Check. On any result, the effect happens. On any Failure, you gain 1 Casting Exhaustion.

Channeling The Character can not Cast another Invocation. Additionally, any time that Character Suffers Damage they must make a Simplified Casting Check. On any Failure the Effects of the Invocation end and the Channeling Condition is removed from the Character. Additionally, as a Reaction the Character can choose to end the Invocation and remove the Channeling Condition.

Casting Attribute

Casting Aspect

Casting Talents

The Tree

The Grafted

The Storm

Casting Exhaustion

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