

Casting

<4	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

Cast 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. Outside of Combat Encounters you do not need to Strain to perform this Action.

Casting Aspect - When Casting, you must perform the criteria of your Casting Aspect.

Verbal Movement Object Mark

Channeling - The Character can not Cast another Invocation with a duration. 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 Exhaustion - 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.

Casting Exhaustion



Casting Attribute

Casting Talents

Altering	<input type="checkbox"/>
Enhancement	<input type="checkbox"/>
Interaction	<input type="checkbox"/>
Knowing	<input type="checkbox"/>
Prevention	<input type="checkbox"/>
Trickery	<input type="checkbox"/>

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