

Invocations

Roll	Result	Outcomes
<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.

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 Aspect

Casting Talents

Altering

Enhancement

Interaction

Knowing

Prevention

Trickery

Invocations

Roll	Result	Outcomes
<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.

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 Aspect

Casting Talents

Altering

Enhancement

Interaction

Knowing

Prevention

Trickery