

Casting

<4	Major Failure	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.

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 ends 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.

Cast Invocation (1R) [NA] {1 Casting Attribute} - Select an Invocation and make a Casting Check. Outside of Combat you do not need to strain to perform this Action.

Casting Exhaustion - Each level of Casting Exhaustion Inflicts a -1 penalty to Casting Checks. Remove all Casting Exhaustion at the end of a Full Rest.

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"/>

<input type="text"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<div></div>	<div></div>	<div></div>	<div></div>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>