

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"/>

Roll	Result	Attack Checks	Skill Checks	Death Checks
<4	Major Failure	Attack Misses, Complications	Fail, Complications	Character Dies
4-7	Minor Failure	Attack Misses	Succeed or Fail, Minor Complications	-1 on Death Checks
8-11	Minor Success	Roll Damage	Succeed, Minor Complications	No Effect
12-14	Moderate Success	Roll Damage, gain 1 Attack Effect	Succeed	+1 on Death Checks
15+	Major Success	Roll Damage, gain 2 Attack Effects	Succeed, Benefits	Lose Dying, Gain 1 Health, Gain Wounded
<p>All Checks are done by rolling 2d8 and adding any relevant modifiers.</p> <p>Exert - put in extra effort to increase the chance a Check succeeds. Strain the Attribute used for the Check and Roll 2d10 (instead of 2d8).</p> <p>Attack! (AW) [NA] {SP} - Make an Attack Check with a Combat Technique, Resolve using the Attack Check Results table. Strain an Attribute determined by the Combat Technique being used. Each additional Attack! Action during that round increase the Strain amount by one.</p> <p>Skill Checks are used to determine the outcome of many actions where the result is uncertain. The Game Master will determine which Skill and Attribute should be used for the Check.</p> <p>Simplified Skill Checks - Not resolved normally, the source of the Simplified Skill Check will specify how to resolve the Check.</p> <p>Dying - Can only make Death Checks. They cannot perform Normal Actions, Reactions, or gain Health. Attack Checks against them gain a +1 bonus. Dying Characters are Helpless.</p> <p>Stabilizing a Dying Character A Character can attempt to assist in stabilizing a Character with the Dying Condition by making a relevant Skill Check. The Dying Character gains +3 on their next Death Check.</p>				