

Spellcasting Cheat Sheet

(Except Indirect Combat Spells)



What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Spellcasting

Options

Spell Cast

Force

Drain DV (per spell description)

Mentor Spirit Bonus

Spellcasting Focus

Wound Modifier

Variables

Your Hits

Actual Hits

Defender's Hits

Your Net Hits

Modified DV



What You Need to Do

1. Choose the spell you wish to cast at the target.

2. Choose a force for the spell, up to twice your Magic.

3. Add your Magic to your pool.

4. Add your Spellcasting to your pool.

5. Add the bonus for your Mentor Spirit to your pool, if applicable.

6. Add the bonus for a Spellcasting Focus to your pool, if it is of the correct type and you do not wish to save it to help resist drain later.

7. Subtract any Wound Modifier from your pool.

8. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.

9. Take the lesser of your hits and the spell's force; this is your actual hits total.

10. If the spell is resisted and your target is living, the gamemaster will roll resistance pool and subtract from your actual hits. If your target is non-living, the gamemaster will compare your actual hits to the threshold. If your actual hits is reduced to zero or less (in the former case), or if your actual hits falls short of the threshold (in the latter case), skip to step 12.

11. Tell the gamemaster your actual hits and the force of the spell. Your gamemaster will determine the effect of the spell.

12. Start a new pool, add your Willpower to it.

13. Add the Attribute that you use to resist Drain, according to your tradition.

14. If you did not add your Spellcasting Focus Rating to your spellcasting pool, add it now.

15. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.

16. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.