

## Spellcasting Quick Reference

The steps for spellcasting are summarized here for quick and easy reference.

### Step One: Declare the Spell

Choose a spell from the descriptions listed with each Arcanum dot, pp. 133-267. The choice of spell determines the following:

**Action:** Instant (resolved in one turn with a single die roll) or extended (resolved over time with a series of rolls)

**Duration:** Lasting (the effect is permanent), concentration (the effect lasts as long as the mage spends instant actions concentrating upon it), transitory (one turn), or prolonged (one scene)

**Aspect:** Covert (the spell's effect isn't obvious or can be explained away as coincidence) or vulgar (the spell's effect is obviously impossible; Paradox must be checked in Step Five)

#### Option: Create a New Spell

Instead of choosing from the listed spells, create your own spell. See "Creative Thaumaturgy," pp. 289-291. This is recommended only for players who are familiar with the magic rules.

### Step Two: Spellcasting Dice Pool

Determine whether the mage can perform a rote casting (he has spent experience points to learn the spell) or must perform an improvised casting.

- **Rote casting:** Add the specified Attribute + Skill + Arcanum to determine the caster's base spellcasting pool.
- **Improvised casting:** Add Gnosis + Arcanum to determine the caster's base spellcasting pool.

#### Determine the Range

The spell's range is sensory (the spell's target is in range of the mage's mundane senses) unless Space 2 is added to make it sympathetic (see p. 114).

#### Magic Resistance

Check to see if the spell allows the target protection against magic, either a reflexive contested roll or a Resistance Attribute that is subtracted from the spellcasting dice pool.

- **Countermagic:** If the target is a mage who wants to counter the spell, see "Countermagic," p. 122.

#### Spell Factors (Optional)

Choose whether to increase non-primary spell factors: Potency, Target or Duration. The dice pool is modified by additional factors. See p. 117.

### Step Three: Paradox

If the spell is vulgar or Improbable, the Storyteller checks for a Paradox, rolling a base dice pool based on the caster's Gnosis and modified by various conditions.

Gnosis	Base Paradox Dice Pool
1	1 die
2	1 die
3	2 die
4	2 die
5	3 dice
6	3 dice
7	4 dice
8	4 dice
9	5 dice
10	5 dice

Dice Modifier	Situation
+1	Each successive Paradox roll made for the caster within the same scene (or day in the case of extended castings). This bonus accumulates with each roll.
-1	The mage is casting a rote
-1	The mage uses a magical tool during casting
+2	One or more Sleepers witness the magic (vulgar magic only)

#### Mitigation (Optional)

Declare if the caster wants to mitigate the Paradox dice pool by spending Mana (1 point per die subtracted)

#### Roll Results

**Dramatic Failure:** The mage does not invoke a Paradox and the next Paradox roll made for him within the same scene (for an instant casting) or within the same day (for an extended casting) does not suffer the usual +1 dice modifier.

**Failure:** The mage does not invoke a Paradox.

**Success:** A Paradox occurs. The number of successes determines its severity. For more details on each type, see "Paradoxes," pp. 268-273.

Successes	Severity
1	Havoc
2	Bedlam
3	Anomaly
4	Branding
5+	Manifestation

In addition, the caster's player subtracts one die per Paradox success from his casting roll.

**Exceptional Success:** The mage suffers a Manifestation Paradox.

#### Backlash (Optional)

Declare if the caster wants to contain the Paradox with a backlash by suffering Resistant bashing wounds (one Health point per success on the Paradox roll).

### Step Four: Casting the Spell

Roll the modified dice pool (remember to impose any Paradox successes as a dice penalty). For rote casting, the mage must perform the required gestures. Improvised casting requires no special movement.

#### Roll Results

- **Instant Spell:** Only one success is required for the spell to succeed.

**Dramatic Failure:** The magic does not work. If the spell invoked a Paradox, its effects might be more severe, at the Storyteller's discretion.

**Failure:** The magic does not work; the mage's imagination is not made real.

**Success:** The spell's effect takes place as imagined. Excess successes can be applied to the spell's primary factor (see below). Note: If the target can contest the roll (see "Magic Resistance," in Step Two) and his successes equal or exceed the spellcasting successes, the spell does not affect him.

**Exceptional Success:** The spell's effect takes place better than imagined.

- **Extended Spell:** Each roll allows the mage to accumulate successes toward the total target number needed. The time per roll depends on his Gnosis (see p. 121).

**Dramatic Failure:** The magic fails and all accumulated successes are lost; the mage must start over again from scratch.

**Failure:** No progress is made (no successes are accumulated), although the mage can continue the spell.

**Success:** Successes are accumulated toward the total needed. Note: If the target can contest the roll (see "Magic Resistance," in Step Two) and his successes equal or exceed the spellcasting successes, the caster accumulates no successes this roll.

**Exceptional Success:** Successes are accumulated toward the total needed. Once the target number is met, the spell is cast. If, however, five or more successes are gained than are required, the spell's effect takes place in its most ideal form. The Storyteller decides what this means based on the spell and the situation. A Death spell is creepier, a Fate spell rings of destiny or a Mind-reading spell elicits just the right memory.

#### Mana Cost

Spend any Mana required for the spell. (Make sure the mage's Gnosis allows him to spend this amount in a single turn.)

**Improvised casting only:** If the highest Arcanum used is not one of the mage's Path's Ruling Arcana, spend 1 Mana.

**Sympathetic spells:** If the spell affects a target sympathetically, spend 1 Mana.

### Step Five: Apply the Spell's Effect

- If the spell succeeds, the spell alters reality as explained in the spell's description. (A Havoc Paradox might alter the desired effect; see p. 268.)