

## CASTING A SPELL

### 1) Casting Roll

Sorcery Skill Dice + Spell Pool Dice (No more spell pool dice than the level of the skill may be used) V.S. TN# listed on spell or Target's attribute listed on spell.

### 2)Target's Resistance Roll

Target rolls resistance to try and stop your spell. He gets  $x$  number of successes.

### 3)Stage Damage

If you have more successes than your opponent, you can increase the damage your spell does one level for every 2 successes.

If your target has more successes, he can decrease the damage by one level for every two successes.

### 4)Drain Resistance Test

Roll Willpower V.S. Force of spell, divided by two, rounded down. Every two successes you roll allows you to stage the Drain Damage down one level, down to below light, after which it performs no drain. Any remaining damage is taken as Stun damage. Overflowing Stun Damage becomes physical damage.

## RESISTING A SPELL

### Someone casts a spell at you

#### Dodge or resist

If it is an elemental spell, you can do an ordinary dodge plus a damage resist.

**Resisting:** roll the amount of dice in the appropriate Attribute that the spell targets V.S. the Force at which the spell is being cast

### 3)Stage Damage

If your target has more successes, he can decrease the damage by one level for every two successes.

If you have more successes than your opponent, you can increase the damage your spell does one level for every 2 successes.