

TABLE III.2–5: MAGIC ATTACK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Blast: The attack gains the Blast quality with a rating equal to your character's ranks in Knowledge.	+ ♦
Close Combat: May select a target engaged with your character.	+ ♦
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in Knowledge.	+ ♦
Fire: The attack gains the Burn quality with a rating equal to your character's ranks in Knowledge.	+ ♦
Holy/Unholy (Divine Only): When dealing damage to a target that the GM determines is the antithesis of the character's faith or deity (such as a priest of a god of life attacking an undead zombie), each ✨ deals +2 damage, instead of +1.	+ ♦
Ice: The attack gains the Ensnare quality with a rating equal to the character's ranks in Knowledge.	+ ♦
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Knowledge.	+ ♦
Lightning: The attack gains the Stun quality with a rating equal to the character's ranks in Knowledge. The attack also gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)	+ ♦
Manipulative (Arcana Only): If the attack hits, you may spend ⚡ to move the target up to one range band in any direction.	+ ♦
Non-Lethal (Primal Only): The attack gains the Stun Damage quality.	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Knowledge.	+ ♦♦
Empowered: The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+ ♦♦
Poisonous: If the attack deals damage, the target must immediately make a Hard (♦♦♦) Resilience check or suffer wounds equal to the character's ranks in Knowledge, and strain equal to the character's ranks in Knowledge. This counts as a poison.	+ ♦♦

ATTACK

Concentration: No

Skills: Arcana, Divine, Primal

Magic attacks are combat checks, and they follow the normal rules for performing a combat check, on page 101, using the character's magic skill instead of a combat skill. There are some exceptions, however, which we detail here.

When making a magic attack, the character must select one target at short range (but not engaged). The default difficulty of the check is **Easy** (♦). The attack deals damage equal to the characteristic linked to the skill used to make the attack (so if the character uses Arcana, they would deal damage equal to their Intellect), plus 1 damage per uncanceled ✨. The attack has no set Critical rating, so you may only inflict a Critical Injury with a ☠.

Before making a magic attack check, choose any number of additional effects listed on **Table III.2–5: Magic Attack Additional Effects**. These effects are added to the attack.

COMMONLY USED SPELLS