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

TABLE III.2–7: BARRIER ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend A to affect one additional target within range of the spell (and may trigger this multiple times, spending A each time).	+◆
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.	+◆
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Knowledge.	+◆◆
Empowered: The barrier reduces damage equal to the number of uncanceled ✶ instead of the normal effect.	+◆◆
Reflection (Arcana Only): If an opponent makes a magic attack against an affected target and generates ♺ ♺ ♺ or ⊗ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+◆◆
Sanctuary (Divine Only): Opponents the GM determines are the antithesis of the character's faith or deity automatically disengage from affected targets, and may not engage them for the duration of the spell.	+◆◆

BARRIER

Concentration: Yes
Skills: Arcana, Divine

Both arcane and divine spellcasters have the power to create barriers of magical energy to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes an Arcana or Divine skill check. The default difficulty of the check is **Easy (◆)**. If the check is successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✶ ✶ beyond the first.

Before making a Barrier check, choose any number of additional effects listed on **Table III.2–7: Barrier Additional Effects**. These effects are added to the check.

COMMONLY USED SPELLS

TABLE III.2—8: CONJURE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Summon: The spell summons one additional item, weapon, or creature. In addition, after casting the spell, you may spend A A to summon one additional item, weapon, or creature (and may trigger this multiple times, spending A A each time).	+◆
Medium Summon: The character may summon a more complicated tool with moving parts, a rival no larger than silhouette 1, or a two-handed melee weapon.	+◆
Range: Increase the range of the spell (the distance from the character that the summoned item or creature appears) by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Summon Ally: The creature the character summons is friendly to them and obeys their commands. The character may spend a maneuver to direct the creature, allowing them to determine its action and maneuver. (If the character summons multiple creatures, the character may spend one maneuver on their turn to direct the turns of all summoned creatures.)	+◆
Grand Summon: The character may summon a rival of up to silhouette 3.	+◆◆

CONJURE

Concentration: Yes
Skills: Arcana, Primal

This action represents the ability of a spellcaster to animate objects or create items (or even allies) out of thin air and the aether. The character makes an Arcana or Primal skill check. The default difficulty for the check is **Easy (◆)**. If the check is successful, the character summons a simple tool with no moving parts (such as a shovel or pickax), a one-handed melee weapon with no moving parts (such as a sword or knife), or a minion no bigger than silhouette 1 (such as an animal, magical creature, elemental spirit, or even undead monstrosity). These appear engaged with the character. The summoned minion or item remains present until the end of the character's next turn.

If the character summons a creature, the creature behaves in the best approximation of its natural instincts (as determined by the GM). It is not controlled by the character, and may even be hostile to them. In a structured encounter, it takes its turn immediately after the character.

COMMONLY USED SPELLS

TABLE III.2—9: CURSE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+◆
Misfortune: After the target makes a check, you may change one ◼ to a face displaying a ✗.	+◆
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.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend A to affect one additional target within range of the spell (and may trigger this multiple times, spending A each time).	+◆◆
Despair (Divine Only): The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Knowledge. This effect may not be combined with the additional target effect.	+◆◆
Doom (Arcana Only): After a target makes a check, you may change any one die in the pool not displaying a ⊛ or ⊗ to a different face.	+◆◆
Paralyzed: The target is staggered for the duration of the spell. This affect may not be combined with the additional target effect.	+◆◆◆

CURSE

Concentration: Yes
Skills: Arcana, Divine
This action represents the combat use of curse magic. Your character selects one target within short range, then makes an Arcana or Divine skill check. The default difficulty of the check is **Average** (◆◆). If it is successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ◆ from their checks).

Before making the curse check, choose any number of additional effects listed on **Table III.2–9: Curse Additional Effects**. These effects are added to the check.

COMMONLY USED SPELLS

TABLE III.2–10: DISPEL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
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.	+ ◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend A to affect one additional target within range of the spell (and may trigger this multiple times, spending A each time).	+ ◆◆

DISPEL

Concentration: No
Skills: Arcana

The ability to nullify magic is a strange and wondrous art that only certain arcane spellcasters possess. The character selects one target within short range that is under the effects of a spell, then makes an Arcana skill check. The default difficulty for the check is **Hard** (◆◆◆). If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected).

Before making a dispel check, choose any number of additional effects listed on **Table III.2–10: Dispel Additional Effects**. These effects are added to the check.

COMMONLY USED SPELLS