

Casting Test

To cast a spell you must make a Language (Magick) Test. This is the Casting Test. If the Casting Test is successful, calculate the SL and compare it to the CN of the spell. If the SL are equal to or greater than the CN, the spellcaster casts the spell. If not, the spell fails

Critical Casting

If you roll doubles on a successful Casting Test, you cause a Critical Casting. You must roll on the **Minor Miscast** Table unless you have the Instinctive Diction Talent. You may also choose one of three extra effects:

Critical Cast: If the spell causes Damage, it also inflicts a Critical Wound.

Total Power: The spell is cast even if the spellcaster did not achieve enough SLs for the Casting Number.

Unstoppable Force: The spell is cast if the spellcaster achieved enough SLs and it cannot be dispelled.

Overcasting

If a Casting Roll generates SL beyond those required to cast the spell, the spellcaster can spend the remaining SL on Overcasting. Refer to the Overcast Table to see how additional SL may be spent on Overcasting.

Effects can be drawn from multiple columns, but each column may only be accessed once per casting. Any remaining SL are lost.

Fumbled Casting

If the spellcaster rolls doubles on a failed Casting Test, they Fumble the cast. They must roll on the Minor Miscast Table

Ingredients

An **ingredient** may be used during spellcasting to reduce the risk of Miscasts. Ingredients must be bought for a specific spell and cost the CN in silver shillings. If you use an **ingredient** while casting, they can do one of the following:

A Major Miscast may be reduced to a Minor one.

A Minor Miscast may be reduced to no effect.

Channelling

To channel magic you use your action to make an Extended Channelling Test. Each SL adds to a special pool of power, which you may use to reduce the CN of any spell they are capable of casting using. Each SL generated in this way reduces the CN of a spell by one, to a minimum of 0. If the Casting Test fails, the stored SL are lost and you must roll on the Minor Miscast Table.

Critical Channelling If you roll a double whilst Channelling, add a number of bonus SL to the Extended Channelling Test equal to your Willpower Bonus. Unless you possess the Aethyric Attunement, you must also roll on the Minor Miscast Table.

Fumbled Channelling If you fail a Test and roll doubles during the Extended Channelling Test to cast a spell, you Fumble and must roll on the Minor Miscast Table.

Interruptions If a you are distracted whilst channelling you must pass a Hard (–20) Cool Test. If you fail this Test, any SL generated on the Extended Channelling Test are lost and you must roll on the Minor Miscast Table.

Malignant Influences

If a Character is in the vicinity of a Corrupting Influence and makes a Casting Test or Channelling Test, there is an additional risk. Any failed roll requires the Character to roll on the Minor Miscast Table. If the roll would already result in a roll on the Minor Miscast Table (such as a Critical Casting Test or Fumbled Channelling Test), they must roll on the Major Miscast Table instead.

Magic Missiles

Magic missiles are damage-causing spells. To calculate Damage, add the caster's Willpower Bonus to the spell's listed Damage. This Damage is reduced by the target's Toughness and Armour Points as usual.



Touch Spells

To touch a Character who does not wish to be touched, you must make an Opposed Melee (Brawling) Test after making a successful Casting Test.

Some magic items, such as Enchanted Staffs, may be used when casting touch spells. In this case replace the Opposed Melee (Brawling) Test with the most appropriate Melee Test. This test is made to see if the spellcaster touches the target with the item. It is not an attack that would inflict Damage in addition to the effects of the spell.

Dispelling

A spellcaster may attempt to dispel any spells that target them, or a point they can see within Willpower yards. A spellcaster may attempt to dispel a single spell every round.

The spellcaster attempting the dispel must make an Opposed Language (Magick) Test against the spellcaster attempting to cast the spell. If the dispelling spellcaster wins the Opposed Test then the spell is dispelled and has no effect. If the casting spellcaster wins the Opposed Test, use the opposed SL for the Casting Roll.

Random Vortices

Spells using the random vortex rules have effects that remain in play and move randomly every round. Random vortex spells use the following procedure

If the caster succeeds on their Casting Test, they summon a vortex. The Area of Effect occurs adjacent to, but not touching, the caster. The caster then chooses a direction and makes an Average (+20) Willpower Test to determine the initial trajectory.

If the Test succeeds, the Area of Effect immediately moves 2d10 yards directly away from the caster in the chosen direction. If the caster fails the Willpower Test, the vortex immediately moves in a random direction. In either case, everything in it's path is affected (possibly including the caster).

On every subsequent round, at the end of the caster's turn, the vortex moves 2d10 yards in a random direction, affecting everything in its path.

Vortex Movement

Roll	Movement Direction – Map Based
1	Vortex disappears
2	North
3	Northeast
4	East
5	Vortex remains in place
6	Southeast
7	South
8	Southwest
9	West
10	Northwest

