

Dresden Files/Fate Core Magic Quick Reference

Evocation/Channeling:

1. Determine Effect
2. Describe as Attack, Block, Maneuver, or Counterspell
3. Decide how many shifts of power to use in the spell
 - a. Record amount of mental stress suffered (min. 1)
 - b. Decide how shifts are allocated (effect, duration, zone/targets)
4. Roll Will vs. Shifts of Power to summon desired power
 - a. Allocate excess Power to damage, second target, duration, etc. or dismiss
 - b. If roll fails, see **Backlash and Fallout**
5. Roll Will again to direct and control the summoned power
 - a. Meet/Beat? Success! In the case of an attack spell, your score is the DC the defender must beat to avoid taking damage.
 - b. Fail? Margin of failure must be soaked...see **Backlash and Fallout**
 - c. If a target fails to beat the control roll of the spell, the number of shifts the target misses by is added to the weapon factor of the weapon rating of the spell.

Thaumaturgy/Ritual

1. Determine Effect
 - a. Solve Improbable or impossible problems
 - b. Create a lasting change
 - c. Provide inaccessible knowledge
 - d. Interact with the supernatural
 - e. Shape supernatural energy into physical forms
2. Determine Complexity in Shifts using Spell Worksheet
 - a. If complexity is less than Lore, go to step #4 and begin drawing power
 - b. If complexity is greater than Lore, begin preparing ritual in step #3 below
3. Prepare Ritual (Storyteller will determine how long this may take based on player description of ritual preparation)
 - a. Invoke Aspects—gain 2 shifts per Aspect
 - b. Make Declarations—each successful declaration requires a skill check of some kind and gives you a temporary Aspect to tag and two shifts of power when you do so.
 - c. Accept or inflict consequences—gain the value of the consequence in shifts.
 - d. Skip a scene—gain one shift per scene skipped
4. Draw Power: Determine how many shifts of power you'll apply to the ritual per control roll made and roll Will for each. The spell is cast when you meet the number of shifts required by the spell's complexity.
 - a. Take 1 point of mental stress for each draw of power over one's Will per control roll
 - b. On a success, the amount of power drawn in the exchange is added to stored power (excess is ignored)
 - c. On a failure, all shifts of stored power prior to and including the failed exchange become **fallout** and/or **backlash**.

Backlash and Fallout

Backlash: Caster suffers either physical OR mental stress equal to summoning deficit and in doing so summons the desired power for the spell. In Thaumaturgy, Any uncontrolled power taken as backlash remains a part of the spell and does not reduce its effect, allowing the Wizard to continue the ritual.

Fallout: Environment around the caster or targets the caster did not wish to hit (such as allies or innocent bystanders) may suffer ill effects of uncontrolled power. Fallout diminishes the power of the spell in a manner of the GM's choosing (though player input for bad guy generated fallout is appreciated). In Thaumaturgy, all shifts of stored power prior to and including the failed exchanged become fallout which the GM will apply to the environment around the spellcaster and the ritual immediately fails.

Thaumaturgic Control Roll Times

- 1 Control Rolls = 1 minute
- 2 Control Rolls = 2 minutes
- 3 Control Rolls = 3 minutes
- 4 Control Rolls = 5 minutes
- 5 Controls Rolls = 8 minutes
- 6 Control Rolls = 13 minutes
- 7 Control Rolls = 21 minutes
- 8 Control Rolls = 34 minutes
- 9 Control Rolls = 55 minutes
- 10 Control Rolls = 89 minutes

Time

0	A full Exchange
1	2-3 Exchanges*
2	1 Minute (6-10 Exchanges)
3	A few minutes
4	10-15 minutes
5	Half an hour
6	An hour
7	A few hours
8	6 to 8 hours
9	(0) A day (Until next sunrise)
10	(2) A few days
11	(4) A week
12	(6) A month
13	(8) A few months
14	(10) Half a year
15	(12) A year
16	(14) A few years
17	(16) A decade
18	(18) A few decades
19	(20) Half of a century
20	(22) A century
21	(24) Half a century

*For Evocation, 1 shift of power grants only 1 additional exchange of duration.

Spell Worksheet

Shifts / Attribute

Attacks

1 / Weapon's Rating

Blocks & Armor

1/ point added to a single Block action

1/ point of armor

Maneuvers and Assessments

2 for something easy and uncomplicated for the character

3 for something of average complexity for the character

5 for something of above average complexity for the character

8 for something super complicated for the character

? Target's Will in the case of an opposed check

Transformation and Conjunction

? Weak Transformations are treated as maneuvers (see above)

? Strong, but temporary Transformations and Conjunctions equal 8+ number of physical or mental stress boxes (or use Volume chart)

? Strong, permanent Transformations and Conjunctions equal 20+ number of physical or mental stress boxes (death is a strong, permanent Transformation)—or use Volume chart).

Simple Actions

? Equal to the difficulty of taking the time to do an action with a skill check

? If more than 1 skill check is need to accomplish the action, the difficulty of each skill check may be added in part, in full, or not at all to the complexity of the ritual

Other Modifiers

2 / Whole Zone affected

2 to affect allies within same zone as the wizard

4 to affect allies within a single zone adjacent to the wizard

2 to grant a target an immediate, single use mortal stunt

1 / per additional zone of range

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