1. Caster States Intent

Low Magic
Base Difficulty
In School: 5
Out of School: 10

Medium Magic
Base Difficulty
In School: 10
Out of School: 15

Low Magic
Base Difficulty
In School: 5
Out of School: 10

2. Determine Magic Ecosystem

3. Preparation

Preparation Modifiers
- Spell Work
- Assistance
- Focus Object
- Invoking a power
- Place of power
- Research
- Sacrifice
- Time of power
- Using a True Name

Difficulties:
-4 to -8
-1 to -2
-3
-3 to -6
-3
-4
-3 to -6
-6

4. Scope

Preparation Modifiers
- Spell Work
- Self/small object
- A person/few small objects
- Few people/very large object
- A neighborhood
- A city
- A state/region
- The world

Difficulties:
+3
+4
+6
+10
+20
+30
+40

5. Laws of Magic

Laws of Magic
Spell Leverages
1 principle of 1 law
1 principle of 2 laws
13+ of 3+ laws

Difficulties:
-3
-6
-5 to -10

6. Final Rating

Calculate the Final Difficulty Rating
Calculate the final rating for Spellcasting based on the previous steps & verify that it isn’t outside of the mastery granted by the character’s Qualities. Then, roll the dice, compute the Action Pool, and the Director will narrate the results.