

SPELLCASTING QUICK REFERENCE



Gnosis	Attribute/Skill/Arcana Score Maximum	Max Mana / Max Mana per Turn	Base Paradox Dice Pool	Extended Casting Time per Roll	Maximum # of Spell in Combined Casting	Max Number of Active Spells
1	5	10/1	1	3 hours	1	4
2	5	11/2	1	3 hours	1	5
3	5	12/3	2	1 hour	2	6
4	5	13/4	2	1 hour	2	7
5	5	14/5	3	30 min.	2	8
6	6	15/6	3	30 min.	3	9

Mage Sight Spells

Death: "Grim Sight," p. 134.
Fate: "The Sybil's Sight," p. 149.
Forces: "Read Matrices," p. 163.
Life: "Pulse of the Living World," p. 181.
Matter: "Dark Matter," p. 194.
Mind: "Third Eye," p. 206.
Prime: "Supernal Vision," p. 221.
Space: "Spatial Awareness," p. 233.
Spirit: "Second Sight," p. 246.
Time: "Temporal Eddies," p. 258.

Conditional Modifiers for Spellcasting

Effect	Effect
Spell Tolerance	Caster may hold a number of spells cast on himself equal to his Stamina. He suffers a -1 penalty to casting dice pools for every spell that goes over this number.
Willpower Point	Add +3 to any casting dice pool.
Atlantean Runes	When inscribed into the target of a transitory or prolonged spell, the Duration is automatically increased by +1. See page 119.
Grappling	See Mage pg. 111
High Speech	Mage may spend one round chanting in High Speech. He gains a +2 bonus on his casting dice pool in the next round.
Relinquish Spell	You may spend a Willpower point to "tie off" a spell.

Rote Casting

Casting a spell as a rote has several effects:

- You use your Attribute + Skill + Arcana, or Arcana + Gnosis, whichever is higher, as your dice pool.
- Spells cast as a rote have their Mana cost reduced by one, if applicable.
- Specialty dice gained from your Order apply when casting rites.
- Paradox die pools are reduced by 1 if applicable.
- Hands must be free to perform rote mudras. (Pg. 125)

Improvised Casting

When casting a spell as an improvised casting, you use your Arcanum + Gnosis as your dice pool.

Gauntlet Location	Strength	Dice Modifier
Dense urban area	5	-3
City suburbs and towns	4	-2
Small towns and villages	3	+1
Wilderness	2	0
Loci	1	+1
Verge	0	n/a

Sympathetic Casting

To cast a sympathetic spell, the mage must have at least 2 dots in Space and a Mana point must be spent. The stronger the connection between the mage and the target, the easier it is to include the target in the spell's Imago. If the mage knows little or nothing about the target, it is hard to perceive it in his mind's eye, making it difficult to build a sympathetic connection. This difficulty is represented with dice penalties.

Instead of penalizing a spell for the distance involved (distance is an illusion), it is penalized for the *vagueness* of the connection to the target. The less a mage knows about the subject, the higher the penalty – the greater his sympathetic "distance" from the target.

Dice Penalty

Sympathetic Connection Between Caster and Target*

–	Sensory: You can see, hear or otherwise sense your target directly. This is the default factor, a sensory spell. (When trying to locate a target with hearing or smell, use the rules on pp. 166-167 of the World of Darkness Rulebook.)
-2	Intimate: You have a piece of the target's physical substance, such as hair, nail clippings or blood from a creature, a leaf or flower from a plant, or a sliver of material from an object. Or you know the target very well, such as a longtime friend or close family member, a beloved pet or a prized possession.
-4	Known: You know the target, which might be a friend, co-worker or personal possession. You have a photo or other accurate representation of the target, or you can see the target on live video or hear the target over live audio.
-6	Acquainted: You're acquainted with the target. It might be a casual acquaintance, a co-worker you hardly know, or an item you held or used once.
-8	Encountered: You have encountered the target briefly, such as a person you passed on the street or an item you touched once.
-10	Described: You have never encountered the target, but can describe it. You might know a person's name or physical description, or what an object or place looks like.
–	Unknown: If you know nothing about the target, you cannot cast a sympathetic spell on it. Knowing that there is a rival mage in town is not enough to affect the mysterious figure from afar. You must at least know his name, description or location.

* If the caster does not know the real name of a target, the difficulty of achieving a sympathetic connection is increased by two degrees on the chart. So, an Intimate connection would become an Acquainted connection.

Sympathetic Casting Drawbacks

- It requires one Mana to cast a sympathetic spell.
- The mage loses his Defense while casting. He is focused upon his target and is therefore less aware of his surroundings.
- A sympathetic spell is always vulgar, even if the spell is normally covert. (Hence, the target can use countermagic against it; see p. 122.)
- If the spell directly affects a target's Pattern, the mage's dots in the spell's highest Arcanum must be one higher than normally required to cast the spell.
- The casting creates a sympathetic conduit between caster and target, allowing the target to direct spells against the caster – even if he does not have Space 2 – for as long as the sympathetic spell lasts.

The Many Uses of Mana

Mana can be manipulated in a number of ways:

- An improvised spell, unless it uses one of your primary arcana, costs a Mana point.
- A sympathetic spell costs a point of Mana.
- Spells with an exceptional level of power, that bend reality in certain ways, may require a Mana point. This is left up to the Storyteller.
- Spells that deal direct aggravated damage cost a point of Mana.
- The amount of Mana a mage can spend in one turn is determined by his Gnosis. If the spell he is attempting to cast requires more Mana than he can spend in one turn, it must be cast as an extended casting. (See page 120 for extended casting rules.)
- When casting a combined spell, the mage must spend a Mana point to cast the spell unless he has a level of mastery one greater than is required to cast the most potent of the spells to be combined.
- A Mage can *scour* his own pattern to gain Mana. He reduces one of his physical attributes by one point and gains three Mana points in return. This attribute is restored in 24 hours, and cannot be restored magically. This takes a full turn, during which the mage may only move his Speed rating. A scouring can be performed only once per 24 hours if the mage has a Gnosis score of 4 or less. At Gnosis 5-6, he can perform a pattern scouring twice in 24 hours. At Gnosis 7-8, he can perform a pattern scouring three times in 24 hours. At Gnosis 9-10, he can perform a pattern scouring four times in 24 hours.
- Healing: A Mage can *restore* his own pattern by infusing it with Mana. By spending three Mana points, the Mage may heal one level of Bashing or Lethal damage. This takes a full turn, or as long as it takes the mage to spend the necessary Mana, during which the mage may only move his Speed rating. A pattern restoration can be performed only once per 24 hours if the mage has a Gnosis score of 4 or less. At Gnosis 5-6, he can perform a pattern restoration twice in 24 hours. At Gnosis 7-8, he can perform a pattern restoration three times in 24 hours. At Gnosis 9-10, he can perform a pattern restoration four times in 24 hours.
- The player may spend a point of Mana to reduce any Paradox dice pool being rolled against him by 1. This is a reflexive action.
- Spending a point of Mana may allow a mage to counter an incoming vulgar spell. See Counterspell.

Combined Casting

Some spells may have two or more separate effects, effectively multiple spells cast as one. Unless the combined spell itself is specifically learned as a rote, all combined spells are considered improvised castings. You cannot combine two rotes. When casting a combined spell, the mage rolls the dice pool he would normally roll for the most potent spell in the combination, with a -1 penalty for every spell after the first. When casting a combined spell, the mage must spend a Mana point to cast the spell unless he has a level of mastery one greater than is required to cast the most potent of the spells to be combined.

Once the dice have been rolled, the mage must divide his successes, in any way he chooses, among the separate spells, determining their effects separately.

Learning a spell as a rote costs a number of experience points equal to what it would cost to learn the most powerful of the combined spells +2.

Resistance Against Magic

Before dice are rolled for spellcasting, any resistance the target might have against magic must be considered, as it could affect the dice pool and outcome of the casting. Living creatures have a degree of innate resistance to magic; their Patterns can sometimes resist change imposed from without. Consult the spell's description to see whether it allows the target some form of defense.

There are two types of innate protection against magic: "contested" resistance and "automated" resistance. Mages can also use countermagic to gain additional protection against spells. See "Countermagic," p. 122.

The target can choose *not* to resist a spell, but he must consciously choose to do so. Mind magic cannot be used to make a target let down his defenses. (Of course, the target might believe a mage casts a beneficial spell and so let down his defenses, but there's nothing to guarantee that the mage won't then betray that trust with a malicious spell.)

Contested Resistance

Some spells allow a contested roll to be made for a target to avoid the magical effects. This is a reflexive roll, made right after the roll for the spellcaster. If successes equal or exceed those for the caster, the spell does not affect the target.

The spell description lists which Resistance Attribute is rolled for the target. Composure might be used to contest emotion-affecting spells and any spell intended to confuse his perception. Resolve might be used to contest mental effects, such as mind control or anything that diminishes his volition. For spells that affect him physically, such as a Death enervation spell, Stamina might be used to contest.

A mage's Gnosis is added to such a contested dice pool, giving her more potent defense against magic than a Sleeper gets.

Contested Roll: Resistance Attribute + Gnosis

If a target is aware that he is being magically attacked, a point of Willpower can be spent for a +3 dice bonus to his contesting dice pool.

Roll Results

Dramatic Failure: The target succumbs completely to the spell. Its factors are the same, but their effects are more intense — pain is more painful, hypnosis more complete. At the Storyteller's discretion, the target might lose his action in this turn or the next as he is completely distracted by the spell.

Failure: The spell's effects are applied against the target.

Success: If the successes equal or exceed the caster's successes, the spell does not affect the target (or if the spell is an extended casting, the caster does not accumulate successes this roll).

Extraordinary Success: If the successes equal or exceed the caster's successes, the spell does not affect the target (or if the spell is an extended casting, the caster does not accumulate successes this roll).

Automated Resistance

The target's Resistance Attribute is subtracted from the spellcasting dice pool. The spell description lists the Attribute to use. If a spell affects multiple targets, the highest Resistance Attribute of all affected targets modifies the dice pool. Therefore, a mind-affecting spell that applies to three targets with Resolve scores of 2, 3 and 5 suffers a -5 penalty (the highest Resistance trait of the group). For extended-action castings, subtract the Resistance Attribute from each dice roll.

If a target is aware that he is being magically attacked, a point of Willpower can be spent for a +2 bonus to his Resistance trait.

Countermagic

Mages have the ability to counter many uses of magic, particularly magic directed at them. Countermagic is in addition to any form of resistance against magic that a character already receives, as described above. Countermagic is applied before any roll is made to contest an incoming spell.

A mage has three different options for countermagic: “Dispel Magic” (see p. 220), whereby he cancels existing spells; “Magic Shield” (see p. 222), whereby he shields himself against other spells; and “Counterspell” (see below), whereby the mage blocks an attacking spell with a special countering spell. The first two methods require the Prime Arcanum. “Counterspell” requires one dot in one of the Arcana used by the attacking spell.

Counterspell

(Any one of the attacking spell’s Arcana at •)

The mage creates Pattern interference that can weaken or even cancel a spell.

Practice: Shielding

Action: Instant and contested; successes are compared to the target spell’s Potency

Duration: Lasting

Aspect: Covert

Cost: 1 Mana

When someone directs a vulgar spell at the mage or other targets whom the mage wishes to protect, he can cast a countering spell that creates a form of magical interference, weakening or even canceling the attacking spell, similar to how an obstacle can act as cover against a ranged attack. He must first have Mage Sight to be able to perceive the attacking spell. Like a dodge action, he can cast Counterspell against vulgar spells cast by another mage with a higher Initiative. (He cannot counter attacks with lower Initiatives if he has already performed an action in the turn. See “Dodge,” p. 156 of the **World of Darkness Rulebook**, for rules on how this circumvents the normal Initiative order for the turn.) A mage can even counter sympathetic spells cast directly at him (but not those cast at other targets), by sensing the sympathetic conduit being forged by the spell (again, he must have Mage Sight for this).

Successes are subtracted from the target spell’s Potency. If the target spell is left with no Potency, it is canceled entirely. If even a single point of Potency remains, the spell is applied against its target (at its reduced Potency). A covert spell cannot normally be countered, since the defending mage must first identify its Arcanum components using the normal rules for doing so (see “Scrutinizing Spells,” p. 278). Such investigation is not normally possible within the same turn in which the spell is cast, although some Time magic might give a mage the extra time needed or clue him in on what spell the caster will cast before he casts it. Vulgar spells do not need this kind of scrutiny; they are obvious enough to counter within the same turn of casting.

A spell aimed at more than one target does not need to be countered for each target; a successful countering diminishes or prevents its effects against all targets. A countering mage must have at least one dot in *one* of the Arcana used by the attacking spell. For example, to counter a conjunctive Mind 3 + Life 2 spell, a mage needs either Mind 1 or Life 1, but not both. If he does not have a proper Arcanum lore, he cannot counter the spell. Counterspell can be learned as a rote (use Occult Skill), but it must be learned separately for each Arcanum to which it applies.

A mage with two dots of Prime can instead use the “Counterspell Prime” spell, p. 222, to counter any spell, regardless of Arcanum. In addition, Counterspell Prime allows him to counter covert spells (assuming he has active Mage Sight) without first needing to identify them.

Invoking a Paradox

Once a mage begins casting an instant spell (i.e., after the player has figured out all of the above elements for his character’s spell), but *before* the spellcasting roll is actually made, the Storyteller checks for the possibility of a Paradox occurring. If the casting is an extended spell, the Paradox roll is made *after* the casting, and only if the casting was successful.

A Paradox might occur in the following situations:

- The mage casts a vulgar spell
- The mage casts a covert spell that a Sleeper witness believes is improbable

In any of these cases, the Storyteller makes a Paradox roll to see if the casting character has invoked a Paradox. The Paradox roll’s base dice pool is determined by the caster’s Gnosis.

The base dice pool is also modified by various conditions, including successive Paradox rolls. The more rolls made for Paradoxes, the higher your next dice pool becomes.

Roll Results

Dramatic Failure: The mage does not invoke a Paradox and the next Paradox roll made for him in the same scene (for an instant casting) or within the same day (for an extended casting) does not suffer the usual, cumulative +1 dice modifier.

Failure: The mage does not invoke a Paradox.

Success: A Paradox occurs, regardless of the casting’s success or failure (see “Casting the Spell” below). The number of successes on the Paradox roll determines its severity. For more details on each type, see “Paradoxes,” p. 268-273.

In addition, the caster’s player subtracts one die per Paradox success from his casting roll. The worse the Paradox, the greater the chance that the spell doesn’t succeed, or at least doesn’t succeed as well as it otherwise would have. Either way, the Paradox still takes effect.

General Modifiers	Situation	Successes	Severity	Page #
+1	Each Paradox roll after the first made for the same caster within the same scene.	1	Havoc	268
	This bonus accumulates with each roll, so the third roll made for a mage within a scene has a +2 modifier. In the case of an extended casting, this modifier applies to successive Paradox rolls made within the same day.	2	Bedlam	268
		3	Anomaly	271
-1	The mage is casting a rote -2	4	Branding	272
-1	The mage uses a magical tool during casting.	5+	Manifestation	273
+2	One or more Sleepers witnesses the magic (vulgar magic only)			

Backlash

After the Paradox roll is made and the number of successes are revealed by the Storyteller, a caster can attempt to contain the Paradox in part or in full with his own flesh. He can choose to convert Paradox successes to bashing damage on a one-for-one basis. This is called a *backlash*. A backlash is voluntary. If the mage is willing to suffer, he can eliminate any portion of the successes he wants to, or eliminate them all, as long as he has enough Health to withstand the damage. A self-sacrificing mage could even choose to use his last Health, thereby probably rendering himself unconscious.

Backlash damage is Resistant; it cannot be healed with Awakened magic, such as with the Life 2 “Self Healing” (p. 183) or Life 3 “Healing Heart” spells (p. 186), or with Pattern Restoration (see p. 77). Armor and magic do not protect against backlash damage.

THE ABYSS AND THE MAGE

(Covert vs. Vulgar Spells)



The mage, through his enlightened will, and his soul's connection to his Watchtower in the Supernal Realm, is able to call on his mastery of the Arcana to overwrite the laws of the mundane world. However, this power does not come without risk, for the mundane world, also called the Fallen Realm, touches the great darkness known as the Abyss, and the Abyss does not take kindly to works of magic.

When a mage casts a spell, he imposes upon the Fallen Realm the laws of the Supernal Realm, also called the Arcana. Through his soul's connection to his Watchtower, he is able to cast his will through the Abyss and use his knowledge of the Arcana to manipulate the reality of the world around him. However, should the Abyss take notice of this violation, it will attempt to flood the Fallen World with its own chaotic reality before the mage can complete his spell. This is called a Paradox.

So what does the Abyss take notice of, and what can a clever mage slip passed it?

Covert Spells

The spell works within the bounds of reality. The Abyss does not notice Covert spells. A Covert spell would appear to a Sleeper, if there were one, to be a coincidence.

Examples:

- A Moros mage uses Death to rot away the floor boards under his attacker, weakening them so that he falls through.
- An Acanthus mage uses Fate to insure that his old clunker of a car will get him home.
- An Obrimos mage uses Forces to increase the ambient light going to his eyes so that he can see his attacker in the dark.
- A Thyrsus mage uses Life to rid himself of any diseases he may have picked up during his recent trek through the sewers.
- A Moros mage uses Matter to soften and dull the blade of a knife used by his attacker.
- A Mastigos mage uses Mind to read the thoughts of the lady across the room.
- An Obrimos mage uses Prime to destroy a magical ward set to guard against intruders.
- A Mastigos mage uses Space to cast his senses into the room ahead where he expects an ambush.
- A Thyrsus mage uses Spirit to transform some of his Mana into Essense as a gift to a spirit.
- An Acanthus mage uses Time to glance forward and determine the result of a coin toss about to take place.

Improbable Covert Spells

When a Covert spell is cast so many times, or in such a way, that it defies mere coincidence, it may be considered Improbable. If a Sleeper witnesses an Improbable Covert Spell, there may be a chance of Paradox. The soul of every Sleeper has a sympathetic connection to the Abyss, and it is through this connection that the Abyss may become aware when a Sleeper witnesses what he believes is magic. If there is no Sleeper witness present, a Covert spell can never be considered Improbable.

Vulgar Spells

The spell defies the laws of normal reality in an obvious way. Vulgar spells are enough to get the Abyss' attention, and it tries to flood mundane reality with its own chaotic forces. Vulgar spells defy reality to such a degree that the Abyss need not need a Sleeper witness to take notice.

Examples:

- A Moros mage uses Death to enter the state of Twilight.
- An Acanthus mage uses Fate to curse an enemy in such a way that he fails any task he attempts.
- An Obrimos mage uses Forces to blow a door off its hinges before he enters the room.
- A Thyrsus mage uses Life to transform himself into a crow.
- A Moros mage uses Matter to liquefy a concrete support structure causing the building to collapse.
- A Mastigos mage uses Mind to imbue an object with a sentient intelligence.
- An Obrimos mage uses Prime hurl a bolt of Celestial Fire at his enemy.
- A Mastigos mage uses Space to instantly transport himself to his home on the other side of the world.
- A Thyrsus mage uses Spirit to force a spirit to materialize in the mundane world.
- An Acanthus mage uses Time to shunt himself a few moments forward in time.

Vulgar Spells with Witnesses

While a Vulgar spell alone is enough to grab the attention of the Abyss, a Vulgar spell witnessed by a Sleeper allows the Abyss to take advantage of its connection to the Sleeper's soul to more effectively generate a Paradox. This adds +2 to the Paradox dice pool. However, if the mage can convince the witness that he isn't performing magic, the Paradox dice pool does not gain the bonus.

CREATIVE THERAPY



Instant Spellcasting (Mage pg. 117)

The spell's description lists which factor is *primary*. Successes rolled in the spellcasting are applied to this factor. A single success gives a spell the following factors:

Potency: 1 point

Target: One (of Size 20 or smaller), or a circular radius of one yard or a defined area of five square yards.

Duration: One turn (three seconds) for transitory spells, and one hour or scene for prolonged spells.

Extra successes enhance the primary factor only. To enhance the other factors, you must assign dice penalties before the roll is made.

Note that only successes can increase the primary factor.

Potency

Potency describes a spell's raw power. It is also the measure of a spell's resiliency, how hard it is to counter or dispel. Even if a spell requires only one point of Potency, the caster might still wish to increase its Potency if he suspects a target will try to counter or dispel it. A spell with Target or Duration as its primary factor (i.e., successes are applied to one of those factors), has a default Potency of one point, making it easy to counter or dispel even if the casting resulted in an exceptional success. (The spell affects many targets or lasts a long time, but has little resilience against countering or dispelling attempts).

Potency is the primary factor for the majority of spells listed later in this chapter. If a spell description does not call for successes to be devoted to number of targets (or area affected) or Duration, assume that its successes apply to Potency.

Potency	Dice Penalty
1	None (basic success)
2	-2
3	-4
4	-6
5	-8*

* Impose an additional -2 die penalty per extra point of Potency. For example, Potency 6 would levy a -10 dice penalty.

Target

Spells are targeted against one or more creatures or objects.

The magic is woven directly into that target's Pattern, bypassing any intervening obstacles. Two questions to consider are: How many targets are to be affected, and how big is each target?

Number of Targets	Dice Penalty
One	None (basic success)
Two	-2
Four	-4
Eight	-6
Sixteen	-8*

* Impose an additional -2 die penalty per x2 targets. For example, 32 targets would levy a -10 dice penalty.

Aimed Spells

The Tapestry is made up of Patterns. A mage directs his spells against one or more Patterns, and his magic rends, bolsters, rearranges or transforms that Pattern. Physical obstacles between the mage and his target don't matter. As long as the mage can perceive the Pattern at all, he can target it. The only thing his magic might normally contend with, besides possible perception modifiers, is the target's resistance (as described in "Resistance Against Magic," p. 121).

Some spells, however, create a magical effect the caster directs physically at a target, such as a dart or bolt of magical power for an attack. These spells are called aimed spells. Only instant-action spells can be aimed spells. Conditions change too rapidly to target extended action spells this way. The spell descriptions list spells that are aimed.

Since an aimed spell is a physical phenomenon directed against a target's physical body rather than his Pattern, the target does not get to contest or resist the magic, although countermagic can still be effective. For the same reason, the target's armor and other ranged attack modifiers are applied to the mage's spellcasting pool, since the target benefits from armor, cover and going prone, just like avoiding a gunshot or similar ranged attack.

Targets do not normally get their Defense against aimed spells (unless the spell's description states otherwise), except at point-blank range. Armor is useful only against spells it could conceivably protect against. A bulletproof vest might help stop a stone projectile, but it doesn't stop electrical or fire damage.

Aimed Spell Drawbacks

- Targets defend as against any ranged attack: cover and/or armor apply, and being prone levies a -2 penalty on the caster's roll. (If the caster is within close-combat range, the target receives his Defense, but the caster gets a +2 dice bonus against prone targets.)

- The mage suffers range penalties when attacking distant targets. The short-range distance for his aimed spells is equal to his Gnosis x 10. Medium range is twice that, and long range is twice medium range. For example, Arctos' Gnosis is 3, giving his aimed spells a short range of 30 yards, a medium range of 60 yards and a long range of 120 yards (the equivalent accuracy of a heavy pistol).

- Depending on a spell's effect, the caster might be able to alter the Target factors of an aimed spell to affect multiple targets. Doing so involves creating a large effect, like a giant ball

of fire or an array of projectiles. The Storyteller decides if such an effect is possible for the spell in question. If so, the mage can add extra targets (at a dice penalty of -2 each), but targets must be standing near each other (within three yards of at least one of the others).

- Aimed spells cannot be cast sympathetically, nor can they be cast through a sympathetic conduit created by another caster (such as a scrying window created to spy upon a mage).

- A failure on an aimed spell's casting roll still manifests the effect. At the Storyteller's discretion, the spell might hit a nearby object (the car next to the missed target) or background element (the window behind the missed target).

Size

Once a mage knows who he targets, he must account for the largest target in the group. Targets of exceptional size (larger than a dump truck) require extra spell control.

Size of Largest Target	Dice Penalty
20 or less	None (basic success)
21-30	-2
31-40	-4
41-50	-6
51-60	-8*

* Impose an additional -2 die penalty per +10 extra Size.

For example, a target of Size 61-70 would levy a -10 dice penalty.

Area-Affecting

Instead of one or more specified targets, a spell might affect a circular radius around a specified spot (radiating equaling in all directions), or a defined volume (measured in three dimensions — width, length and height — defined by the spellcaster). The spell then applies to anyone or anything in that radius or volume, friend or foe.

The mage cannot single out specific targets within the declared space.

Radius or Defined Volume	Dice Penalty
1-yard radius /5 cubic yards	None (basic success)
2-yard radius /10 cubic yards	-2
4-yard radius /20 cubic yards	-4
8-yard radius /40 cubic yards	-6
16-yard radius /80 cubic yards	-8*

* Impose an additional -2 die penalty per extra x2 radius or x2 area. For example, a 32-yard radius or a 160-cubicyard volume would levy a -10 dice penalty.

Note: The central spot for the radius must be within sensory range. This usually means the mage must be able to see it, unless the center is making a noise he can pinpoint or feel. Otherwise, he must use sympathetic magic (Space 2) to affect a spot outside of the range of his senses.

Advanced Area-Affecting: If the mage has dots in the spell's primary Arcanum that are one or more higher than normally required to cast the spell, he can increase the radius or defined volume by more dramatic steps.

Advanced

Radius or Defined Volume	Dice Penalty
1-yard radius /5 cu. yards	None (basic success)
4-yard radius /20 cu. yards	-2
16-yard radius /80 cu. yards	-4
64-yard radius /320 cu. yards	-6
256-yard radius /1280 cu. yards	-8*

* Impose an additional -2 die penalty per extra x4 radius or x4 area. For example, a 1024-yard radius or a 5,120- cubic-yard volume would levy a -10 dice penalty.

A mage can alter a spell that normally affects one or more targets to affect a radius or defined volume, instead. His Arcanum dots must be one or more higher than what is normally required to cast the spell (although he uses the basic, not advanced, chart to determine the actual area affected), and doing so costs one Mana spent during casting.

Duration

There are four types of spell Duration: lasting, concentration, transitory and prolonged. The spell descriptions provided later in this chapter list each spell's Duration.

Lasting

A lasting spell's effect is a natural part of reality; it has no defined Duration, since it persists as long as it is natural for it to. For example, a spell that sets a target on fire is lasting. The fire is real and continues to burn normally until it is put out or there's nothing left to burn.

The target's injuries are also real and must heal normally. Likewise, a spell that heals injuries is lasting. The healing restores the target to its natural state, so wounds do not reappear when the spell ends.

Concentration-based, transitory and prolonged spells all create an unnatural effect, such as transforming someone's shape. Their effects end once the spell's Duration expires. That is, reality restores things to normal. Spells with a lasting Duration do not count against the maximum number of spells a mage can maintain (based on his Gnosis).

Concentration

A concentration-based spell's Duration is as long as the mage applies mental effort to keep it going. The mage cannot take any other action, except for simple movement (up to his Speed; he cannot run). The mage also receives no Defense against attacks, although he can seek cover from ranged attacks. If the mage is attacked, a reflexive Resolve + Composure roll must be made for him to maintain concentration.

If the mage stops concentrating for any reason, voluntarily or not, the spell ends. The exception is if he decides to add Duration factors as if it were a transitory spell (see below) *before* the spell is cast, in which case the spell lasts for an additional time equal to its assigned Duration, and then lapses. The mage cannot start concentrating on a spell again once he has stopped, even if the spell hasn't lapsed yet.

Note: A mage cannot use a concentration-based Duration when casting aimed spells (see "Aimed Spells," p. 116).

Transitory Spells

A transitory spell's default Duration is one turn.

Duration	Dice Penalty
1 turn	None (basic success)
2 turns	-2
3 turns	-4
5 turns	-6
10 turns	-8*

* Add an additional -2 dice penalty per extra +10 turns.

For example, a 20-turn transitory Duration would levy a -10 dice penalty.

Prolonged Spells

A prolonged spell's default Duration is one scene or one hour.

Duration	Dice Penalty
One Scene / 1 Hour	None (basic success)
Two Hours	-2
Twelve Hours	-4
24 Hours	-6
Two Days	-8*

* Impose an additional -2 dice penalty per extra +2 days. For example, a four-day prolonged Duration would levy a -10 dice penalty.

Advanced Prolongation: If a mage has dots in the spell's primary Arcanum that are one or more higher than normally required to cast the spell, he can increase the Duration by even more dramatic steps.

Advanced

Duration	Dice Penalty
24 Hours	-2
Two Days	-4
One Week	-6
One Month	-8
Indefinite	-10*

* The spell is permanent until cancelled or dispelled. Living targets, however, grow, change and heal. Spells with an indefinite Duration cannot be cast upon a living creature.

A vulgar spell with Duration longer than one hour or scene might suffer from the corrosive effects of Disbelief whenever a Sleeper witnesses the magic. See "Disbelief," p. 274.

