
Spell Effects

Spells' game-mechanical effects will **generally match the caster's result** (= the total on the die roll + effective point spends)

- At minimum 1 Health, Stability, Athletics, etc. or Difficulty shift **per** 1 point result.
- **Divinations** allow the answer of one yes-no question per 2 points of result, the equivalent of a 3-point spend of an Investigative ability, etc.
- Spells automatically affect scenery and minor NPCs.
- If no other criteria apply then spell effect will be guided by the generic Success table.

Success+	Degree	Magnitude	Duration
Match	In the balance	sSliver	Instant
1	Minimal	Slight	Seconds
2	Fair	Minor	Minutes
3-4	Solid	Moderate	Scene
5	Significant	Major	Session
6	Near Perfect	Overwhelming	Long term

Resisting Effects:

Player characters and magical or otherwise prepared NPCs may resist spells directly affecting them (usually Stability or Health tests) at Difficulty of 2 + the relevant Magick rating of the caster.

Casting Failure:

Inscribed and **Ad-hoc Ritual** failures are chanting and waving but little else. Such rituals contain the wards, guards and safety mechanisms to retain control of the Magick should things go awry. Note failure in these is just that, not that you haven't succeeded yet.

Evocation failure is a lack of control of the summoned aspect of an *Angelic Host* manifesting **Upon Earth, As It Does In Heaven**. How well do *you* think that will go?

After using a Magickal Ability:

You must succeed in a **Difficulty 5 Health test** or immediately lose 2 Health and become Hurt for the rest of the scene. (If you are already Hurt, you become Seriously Wounded.) This represents a **profound, bone-deep exhaustion approaching shock**, not an actual injury.

NOTE: Magickal ability pools do not refresh until after an adventure, unless otherwise noted.

Consequences of Magick Use Generally:

Shocking revelations or uncanny phenomena accompanying Magick use will more than likely trigger further Stability tests (likely 3 or 4-point potential losses). And common folk **will** notice.

Consequences of Evocation Generally:

Ritual Magick is all about control.

A Magickian may instead *Evoke* an *Angelic Host* for a Heptarch through their own Magickal abilities, appropriate words of Enochian and the *Angelic Host* name. This briefly opens a path to the *Angelic Host* and allows an aspect of Them to manifest *On Earth, As It Does In Heaven*.

Hence, the Magickal Ability roll is to control and direct the **Manifestation** to the desired outcome: the Magickian must thus manage the **Stress of Angelic Regard For The Duration**.

Manifestation that is not fully controlled reflects in *Secondary Manifestations* that are, by definition, uncontrolled. The less control the Magickian exerts on the *Manifestation* the more obvious and broad ranging the *Secondary* may be.

Converting Ad-hoc Ritual to Inscribed spell

Ad-hoc invocations may be worked into an Inscribed Spell by months of study (doing nothing else) after first use, to account for correctly defining language, scope, domain, focus within the Heptarch, correspondences, documenting on an appropriate parchment, grimoire. This makes for a more defined and repeatable result with most effective and minimum correspondences, and one that can be, if necessary, shared.

Inscribed spells may also be found, borrowed, discovered, stolen, acquired or otherwise gained.

Making Charms:

Charms may be created by use of Inscribed Spells (rarely ad-hoc conjurations) cast across a day to imbue the Charm with the spell.

The final Success determines the functional strength and lifetime of the Charm. Ordinary Charms decay by 1 Point per Day. On zero the Charm is useless, gone to dust or blurred to incomprehensible. Some Charms break immediately they function, particularly for protective or warning Effects. When used charms will have the remaining level that hasn't bled away.

Fetishes, long life Charms, must be physically durable and made by the Magickian's own efforts, with much purification and preparation - a year or more in many cases.