

Magickal Casting Base Difficulty*:

Coincidental – highest Sphere + 3
Vulgar without Witnesses* – highest Sphere + 4, always generates Paradox
Vulgar with Witnesses* – highest Sphere + 5; always generates Paradox

*As a rule, supernatural beings do not count as witnesses for purposes of casting difficulty.

Magick Difficulty Modifiers

(Maximum modifiers +/-3. Minimum difficulty 3, maximum 10.)

<i>Activity</i>	<i>Difficulty modifier</i>
Researches lore before using magick	-1 to -3
Has item resonating with target's essence (sympathetic magick)	-1 to -3
Near a node	-1 to -3
Uses unique focus	-1
Uses focus without needing it	-1
Extra time spent on magick	-1
Spending a point of Quintessence	-1 per point spent (max 3/turn)
Using Tass with appropriate resonance	-1
Using Tass with opposed resonance	+1
Fast-casting	+1
Distant or hidden subject	+1
Mage distracted	+1 to +3
Mage in conflict with Avatar	+1 to +3
Domino effect	+1 to +3
Monumental feat (pulling Moon from orbit)	+1 to +3

Success Thresholds for Magickal Feats

(Not for direct damage effects)

<i>Feat</i>	<i>Example</i>	<i>Successes Required</i>
Simple*	lighting a candle by touch, enhancing your senses, defending yourself from a mental attack using Mind, conjuring a business card	1*
Standard*	Creating a small fire at range, sensing someone else with Mind or Life magic, healing yourself	2*
Difficult	igniting a flammable object at range, reading or affecting someone's emotions with Mind magic, transforming yourself	3
Impressive	Blasting someone with fire, forcing someone to perform an action, altering someone else's shape in a minor way	4
Mighty	Blowing down a wall, altering someone's psyche, conjuring a fantastic living creature)	5-10
Outlandish	Blowing apart a car, turning a small mob into drones, binding a potent spirit	10-20
Godlike	Blowing up a building, putting a whole city to sleep, rewriting your own Pattern permanently	20 or more

Degrees of Success

• Botch – The mystic makes a critical mistake. Gain Paradox.
• Total failure – No successes but no botch. Can continue at +1 difficulty. <i>Gain Paradox for vulgar effects.</i>
• Partial success – 50% of the successes required. Accomplished what he set out to do but not as well as he would have liked. May continue at +1 difficulty. <i>Gain Paradox for vulgar effects.</i>
• Success – 100% of the successes required. Accomplished exactly what he set out to do. <i>Gain Paradox for vulgar effects.</i>
• Extraordinary success – 150% (or more) of the successes required. Does more than intended. (Scoring double the normal successes required may make an effect permanent, at Storyteller's option.) <i>Gain Paradox for vulgar effects.</i>

Damage, Duration, Time, and Correspondence Ranges

Success expended to score **damage** as noted below. Extra successes required to extend **duration** as below. Targeting any pattern but the mages' own pattern requires 1 success, plus 1 success for each additional targeted pattern.

<i>Successes</i>	<i>Direct Damage</i>	<i>Duration (Extra)</i>	<i>Effective Time-span</i>	<i>Correspondence Range</i>	<i>Connection</i>
One	2	One Scene	Within a year	Line of sight	body sample
Two	4	One Day	5 years	Very familiar(home/office)	close possession or companion
Three	6	One Story	20 years	Familiar (local mall)/	Possession or casual friend
Four	8	Six Months	50 years	Visited once	Acquaintance or object used once
Five	10*	Storyteller	100 years	Described location	Briefly touched or met object or person
Six +	12*	Option	500 years	Anywhere on Earth	no connection
Ten +	20+*		1000 years		

Forces adds one success when used for damage; **Mind** does bashing damage; using Quintessence makes damage aggravated.

Paradox & Botches

Coincidental effect-- None	Coincidental Botch – 1 per dot in highest Sphere
Vulgar Effect (without witnesses*) 1 per level of highest sphere used	Vulgar Botch – (without witnesses*) 1 + 1 per dot in highest Sphere
Vulgar Effect (with witnesses*) 1 + 1 per level of highest sphere used	Vulgar Botch – (with witnesses*) 2 + 2 per dot in highest Sphere

*As a rule, supernatural beings do not count as witnesses for purposes of determining Paradox effects.

Paradox Backlash

<i>Paradox Accumulated</i>	<i>Effect</i>
Up to 5 points	Roll the amount of Paradox as levels of Bashing damage (difficulty 6). This damage can be soaked. The mage probably gains a minor Paradox Flaw of some sort, but it's mostly a short-term nuisance.
Six to 10 points	Roll the amount of Paradox as Bashing damage. The mage suffers one negative side effect, generally adding between one and three to the difficulty of all actions for a number of turns equal to the Paradox accumulated.
11 to 15 points	Roll [Paradox–10] dice of <i>lethal damage</i> , which cannot be soaked (as usual, unless using cinematic rules.) Plus, the mage suffers a negative Paradox flaw that averages four to six points in difficulty penalties, risks scoring another couple levels of damage, or just hits the mage with something <i>bizarre</i> .
16 to 20 points	TMage suffers [Paradox-10] dice of lethal damage. If he survives it, he still suffers an incapacitating side effect.
21 or more	Kiss your ass goodbye! Take (Paradox-20) <i>aggravated damage</i> , which is unsoakable. The negative effect gained can be a permanent effect if the Storyteller can find one that's appropriate. The mage probably gets permanent Paradox points from this backlash as well. The mage may attract the attention of a Paradox spirit or be catapulted into a Paradox Realm. Achieving this level of Paradox is a sure way to be shunted into the tender, loving graces of your Storyteller's most malicious nightmares.

Spirit Gauntlet

<i>Area</i>	<i>Difficulty</i>	<i>Successes Needed</i>
Node	3	One
Deep Wilderness	5	Two
Rural Countryside	6	Three
Most Urban Areas	7	Four
Downtown	8	Five
Technocracy Lab*	9	Five

*Technocratic dimensional science treats these like nodes.