

BUILD A SHAPING

Choose an effect. Set its scale. Check the cost.

START WITH YOUR KNOWN CELLS

Say what you want to achieve using **one known Technique-Form cell** on your sheet. The Form says what you affect; the Technique says what you do.

Conjure: create. **Bend:** move or direct. **Unmake:** harm or destroy. **Alter:** heal or change. **Ward:** protect. **Scry:** learn or sense.

PRACTICE AND TELL

You must perform your **Practice**; if prevented, you cannot cast. Your **Tell** makes the magic noticeable around you and any ranged target or area.

BUILD THE EFFECT

Intensity (I) measures the strength of each outcome. For example, Alter-Flesh healing at **I2 restores 2D4 HP**; at **I3, 3D4 HP**. Choose from the **Common outcomes table on card 2**, then set Range, Duration and Reach.

Magnitude (M) = all outcome Intensities + Range + Duration + Reach + adjustments.

Each distinct outcome costs its own I; shared dials count once. The GM confirms the build and defence. **I0** is cosmetic; a calm **M0 Trick** is free and automatic.

YOUR SHAPING LIMITS

Shaping skill	Maximum I / Safe M
0-25%	1 / 1
26-50%	2 / 2
51-75%	3 / 3
76-99%	4 / 4
100%	5 / 5

Every outcome stays within maximum I. Ordinary casting can reach **Safe M + 2**, with risk (card 3). More PP cannot raise maximum I. Common effects: card 2.

TWO READY EXAMPLES

Firebolt at 15 m: Unmake-Fire, I2 + Range 1 + Duration 0 + Reach 0 = **M3**. Deal **2D6** Projected Harm once. At Shaping 60%, this is within Safe M3; ordinary success costs **3 PP**.

RANGE

Rating	Distance
0	Self or touch.
1	Within 15 m .
2	Within 50 m .
3	Any visible point.

Range 1-3 needs an unobstructed route. Seeing a target through a barrier does not make the route clear.

DURATION

Rating	How long it lasts
0	Instant, or through the affected subject's next turn.
1	One scene or 10 minutes .
2	Until the target next fully rests, at most 8 hours .

Duration sustains an effect; it never repeats damage, healing or a lost Action. An ongoing benefit needs no maintenance Action unless it uses concentration or active control (card 3).

REACH

Choose the highest rating needed by **count, area or subject size**.

Rating	Targets / area; largest subject
0	One ; person, door or human-sized object.
1	Up to 2 or 3 m radius ; wagon / large tree.
2	Up to 5 or 10 m radius ; room-sized structure.

Areas include allies. Direct Harm uses selected targets, never a radius. Reach increases scale, not the strength of an outcome.

BIGGER MAGIC

Ritual required: I5, Range 4+, Duration 3+, Reach 3+, or M above Safe + 2. Consult the ritual rules. Learned adjustments add their listed M.

Ward two allies at 15 m for a scene: Ward-Earth/Stone, I2 + Range 1 + Duration 1 + Reach 1 = **M5**. Grant **4 AP against physical blows**. At Shaping 60%, this is Safe + 2: **-2P**; ordinary success costs **5 PP**.

EFFECTS & DEFENCES

Price the outcome, then use the defence that matches its method.

COMMON OUTCOMES

Use the lowest **Intensity (I)** that covers the effect. Your known cell must permit its method; it does not grant every option here.

Want to...	Benchmark
Deal damage	Unmake: I D6 , no Damage Modifier. Choose delivery (right).
Heal	Alter-Flesh: I D4 HP , up to maximum. See below.
Protect	Ward: 2 × I AP against one defined class of harm. Use it or worn AP, whichever applies best.
Make a barrier	2 × I AP; 5 × I HP total . Reach sets footprint; no occupied space.
Gain a reserve	3 × I points absorb qualifying HP damage after other protection. No refill; keep only the larger remaining reserve.
Modify a skill	I2: +1B / -1P. I4: +2B / -2P . Name the skill or narrow family.
Hinder or move	I1 : prone or briefly halve Movement. I2 : restrain a person or push up to 3 m.
Travel differently	I2 : climb/swim or traverse one named surface. I3 : fly. Use normal Movement and your Movement Action.
Hide / impair a sense	I2 : -1P through one sense. I3 : hide from or suppress that sense. Scope follows the cell.
Learn something	Scry I1 : immediate clue. I2 : locate/diagnose. I3 : distant observation/surface thoughts.
Remove an action	I3 : lose one Combat Action once; immune until the target completes a later Combat Action.
Incapacitate	I4 : no Actions or Reactions, with a retry or stated break condition. Escape: card 3.

Price distinct benefits separately; never repeat one cumulative outcome on one subject. Magic grants no extra Actions, Reactions or resources.

MAGICAL HEALING

Healing also ends **Bleeding and Dying**. Above 0 HP, act next turn. **I3+** counts as Surgery; Wounded ends after Surgery once HP exceeds MWL. Duration cannot repeat healing or create regeneration.

DEFEND AGAINST MAGIC

Defence is **opposed to the original Shaping roll**. Shaping must succeed and win to affect you; a winning shield guard instead uses Size (below).

Incoming effect	Defence
Individual projection	Dodge -1P or ready shield guard -1P ; spend an eligible Reaction.
Avoidable area	Dodge -1P ; no shield guard.
Body / material change	Resilience ; no Reaction cost.
Mind / soul effect	Persistence ; no Reaction cost.
Self / willing / unattended	No defence.

Dodge uses the base Reaction, once per round. Each subject defends separately; outcomes using the same defence against one subject share a roll.

A **Critical Shaping** keeps its opposed grade. It does **not** maximise effect dice or bypass armour.

Counter replaces your own defence. If it does not stop the Shaping, you get no Dodge, shield guard, Persistence or Resilience roll against it. An ally's failed Counter still leaves your defence available.

HARM, COVER AND SHIELDS

Choose delivery **before calculating M**.

Projected Harm: no added M; crosses space. Normal armour applies. Partial cover gives the caster **-1P**; substantial cover **-2P**. A complete barrier blocks the route. Shields cannot guard areas.

Direct Harm: +1 M. Arises inside selected targets; still needs a valid route. Bodily/material harm faces **Resilience**, soul harm **Persistence**. It ignores nonmagical AP; magical Wards and named resistances still apply. No Dodge or guard.

Spirit harm is Direct-only: **I D6 PP**, not HP; Soulless targets are invalid. Mind causes no HP damage.

Impact Size for each Projected outcome:

I1	I2	I3	I4	I5
Light	Medium	Heavy	Huge	Beyond Huge

If shield guard wins: same Size or larger blocks the outcome; one smaller halves damage; two or more smaller blocks none. A winning Critical guard blocks all. Only shields can guard magical projections; use each outcome's own I.

CAST & SUSTAIN

Pay Power Points, track ongoing effects and recover your strength.

CAST ON YOUR TURN

1. Agree the cell, effects, **M**, modifiers and defence.
2. Have PP to cover **full M**, even if you might roll a Critical. Check active load.
3. Spend **one Combat Action** and roll **Shaping**. Keep Movement and eligible Reactions.
4. Resolve any Counter, then defence (card 2). **Pay PP**, then apply the effect.

Hostile touch: first make a no-damage **Unarmed Combat delivery attack** in that action; the target may React normally. A failed delivery uses the action but no PP. Contact then needs the Shaping roll and its normal resistance.

ORDINARY CASTING RISK

Your M	Modifier
Up to Safe M	None from Magnitude.
Safe + 1	-1P; overreach.
Safe + 2	-2P; overreach.

Bonus dice may cancel the penalty, but **overreach still risks Backlash**.

PAY POWER POINTS

Shaping result	Cost and consequence
Critical	Pay half M ; still resolve defence.
Success	Pay full M .
Failure, within Safe	No effect; lose 1 PP .
Failed overreach	No effect; lose half M and suffer Backlash .
Fumble	No intended effect; lose full M and suffer Backlash .

Round halves up. A stopped casting still costs PP. Resolve a Hero Point reroll before costs. **Backlash:** the GM resolves harm, extra PP loss, a stray effect or Fatigue.

RECOVER PP

Recover **1/4 maximum PP per complete 2 hours of rest**, rounded normally; **8 hours restores all**. Never exceed maximum.

At **0 PP**, living characters fall unconscious until PP returns. A casting resolves first, then unconsciousness ends concentration.

KEEP MAGIC ACTIVE

Total ongoing **M cannot exceed permanent, unmodified INT**. Record each effect's M, Duration and casting result. Dismiss on your turn **without an Action**.

INT 10 example: an **M4 Ward + M4 flight = 8 active M**. Another M3 ongoing effect would total **11**, so dismiss one first. A Critical still adds full M. An instant M3 firebolt costs PP but adds **no ongoing M** once resolved.

Passive benefit: no maintenance Action.

Concentration / active control: your Combat Action each round, only one; keep subject within Range and a valid route. Damage or serious distraction requires **Persistence** or maintenance ends.

Use only the strongest same-kind magical bonus or protection. Temporary creations vanish when their Duration ends.

ESCAPE A HOSTILE CONDITION

Usually spend a **Combat Action** to retry the original defence against the stored Shaping result; win to escape.

If the condition prevents Combat Actions, retry freely at the **end of your own turn**. Apply that turn's restrictions first. Winning ends the condition but **does not restore missed Actions**. A stated break condition or specific control rule may replace the retry.

Example: a force bind held you with an ordinary Shaping success of **42**. Spend a Combat Action and roll your **Resilience 60%**. A **55** succeeds and beats 42: you escape. The caster **does not reroll**.

SENSE MAGIC AND DISPEL

Both use Practice and Tell; **no known cell needed**.

Sense Magic: Combat Action + **1 PP**; test Shaping. Success locates active magic within **15 m** and reveals Form. Critical adds Technique, M and its state.

Dispel: Combat Action; **M = target's full M + Range**, Reach 0. Cast and pay normally; you must succeed and win against the original caster's current unmodified Shaping. Use Dispel to end active magic; completed permanent changes need a new Shaping.

DIRECT A SUBJECT OR SUMMON

Only **one combat-capable summon or actively controlled subject**. Giving it a consequential action uses your **Combat Action** and its corresponding Action; it gains no extra action. A generic summon acts immediately after you and can move and defend without a command. Commands need **15 m and line of effect**.