

Evocation

Dresden Files Role Playing Game (FATE)

Overview

1. *Determine Effect*

- a) Choose what you want to accomplish
- b) Decide which Element you're using

2. *Describe as Attack, Block, Maneuver, or Counterspell*

3. *Decide how many shifts of power to use in the spell*

- a) If power is greater than Conviction, how much mental stress are you taking?
- b) Decide how shifts are allocated:
 - Weapon / primary effect
 - Duration
 - Zone / multiple targets

4. *Roll Discipline to cast*

- a) If necessary, allocate power above the Discipline roll between Backlash and Fallout

Spell Types

1. **Attack** power allocation:

- a) **Weapon** – each shift increases weapon rating by one. Must allocate at least one shift to weapon.
- b) **Zone** – two shifts will let you affect the entire zone.
- c) **Split** – you may split shifts between multiple targets. Minimum of one shift per target.

2. **Block** power allocation:

- a) **Block, Armor, or Zone border rating**
 - **Block** – each shift increases Block rating by one.
 - **Armor** – each pair of shifts increase Armor rating by one.
 - **Zone Border** – each pair of shifts increase Border rating by one.
- b) **Duration** – each shift adds one exchange of persistence / duration.

- c) **Allies** – two shifts allow you to cover allies in the same zone.
- d) **Zone** – two shifts allow you to extend coverage into an additional zone.
- e) **Split** – you may split shifts between multiple targets. Minimum of one shift per target.*

3. **Maneuver** power allocation:

- a) **Apply Maneuver**
 - Each maneuver requires three shifts.
 - Resisted maneuvers require three shifts or matching the skill level of the resisting skill – whichever is higher.
- b) **Duration** – each shift adds one exchange of persistence / duration.
- c) **Zones** – two shifts allow you to apply the maneuver to a second zone.*
- d) **Notes:** Maneuvers can be applied to self, allies, a zone, or opponents. Only opponents resist.

4. **Counterspell** assessment and power allocation:

- a) **Assessment** – Caster gets a Lore roll as a free Assessment action prior to determining power allocation.
- b) **Power allocation** – allocated shifts of power must equal or surpass the power of the effect being disrupted.
 - **Duration** – each shift adds one exchange of persistence / duration. (Only needed if disrupting longer term effects such as thaumaturgy or enchantments.)
 - **Split** – you may attempt to counter a single spell applied to multiple targets at once. (Only needed if the spell was split between multiple targets. Spells applied to a zone are countered as a single spell.)

* Splitting shifts isn't explicit for Blocks or Counterspells and multiple zones aren't explicit for Maneuvers but I don't see why they shouldn't work.