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: Manuevers 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 Manuevers but I don't see why they shouldn't work.