

## Dresden Files RPG Magic Use Summary

Evocation is governed by 2 skills. Conviction and Discipline.

When you cast a spell it always costs 1 point of mental stress and lets you put a number of shifts in to that spell up to your conviction. Any shifts put in a spell above your conviction inflicts extra stress on a one for one basis.

If you have a conviction of 4 and put 6 shifts of power in your spell, you'd need to tick off your 3rd mental stress box.

If you're casting a 6-shift fireball, you'll have to try to both aim and control your spell. You do this with your discipline skill.

A 6-shift fireball means you need to score at least 6 on your discipline skill check. Assuming you succeed the discipline skill check, the target number of the skill check to defend against the attack will be 6 as well.

If you only roll a 4 on your discipline, you fail to properly control the spell. This gives you 2 options.

- 1) You can let the spell run wild. AKA it goes off with the shifts you do manage to get (4), and the GM can decide whatever the remaining shifts do. This can result in interesting new aspects like "The building is on fire (and it's my fault)".
- 2) You can absorb the difference as mental stress. In this example, it would mean ticking off your 2nd mental stress box or taking a minor consequence. The upshot of this option is that your spell goes where you want it to (though at a diff 4 to defend because of the discipline skill check result).