

Spell Name

Evocation Worksheet

Skills		Discipline	Conviction	Elements
Base Skill		<u>Base</u>	<u>Base</u>	Air Movement, freedom, wind, smoke, lightning;
Specialization (Element)	+	<u>Bonus</u>	+ <u>Bonus</u>	
Focus Item	+	<u>Bonus</u>	+ <u>Bonus</u>	
Adjusted Score	=	<u>Discipline</u>	= <u>Conviction</u>	
Spell Effects		<i>Your basic blast of fire, etc</i>		Earth Stability, grounding, gravity, order, magnetism;
Weapon Rating		=	<u>shifts</u>	
Area Effect		<u>Zones</u> x2=	<u>shifts</u>	
			Total	
Blocks, Armor, Veils		<i>Protect yourself</i>		Fire Consumption, destruction, purification, heat;
Block Strength		<u>Rating</u> =	<u>shifts</u>	
-or- Armor		<u>Rating</u> x2=	<u>shifts</u>	
Persistence		<u>Exchanges</u> -1=	<u>shifts</u>	
Transparency (veils)			+2	
Affects Allies		<u>Zones</u> x2=	<u>shifts</u>	
			Total	
Maneuvers		<i>Add an aspect to something</i>		Water Entropy, change, decay, dissolution, chemistry;
Strength		=	<u>shifts</u>	
-- minimum 3, vs. defending skill				
Persistence		<u>Exchanges</u> -1=	<u>shifts</u>	
			Total	
<i>Skill check as assessment for required power level</i>				Spirit Soul, will, light, sound, force, veils, perception;
Counterspell		<i>Disable someone else's spell</i>		
Strength		=	Total	
<i>Use Lore for assessment of required power level vs. caster Discipline</i>				Metal (Chinese) Strength, rigidity;
				Wood (Chinese) Flexibility, nature;
				Circle all that apply

Costs	Required Roll =	<u>Total</u>	-	<u>Discipline</u>	=	<u>Required Roll</u>
	Mental Stress =	<u>Shifts</u>	-	<u>Conviction</u> +1	=	<u>Mental Stress (Min 1)</u>

Rote Spell?

Spell Description

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Specialization (Element)	+	<u>Bonus</u>	+ <u>Bonus</u>	
Focus Item	+	<u>Bonus</u>	+ <u>Bonus</u>	
Adjusted Score	=	<u>Discipline</u>	= <u>Conviction</u>	
Spell Effects		<i>Your basic blast of fire, etc</i>		Earth Stability, grounding, gravity, order, magnetism;
Weapon Rating		=	<u>shifts</u>	
Area Effect		<u>Zones</u> x2=	<u>shifts</u>	
			Total	
Blocks, Armor, Veils		<i>Protect yourself</i>		Fire Consumption, destruction, purification, heat;
Block Strength		<u>Rating</u> =	<u>shifts</u>	
-or- Armor		<u>Rating</u> x2=	<u>shifts</u>	
Persistence		<u>Exchanges</u> -1=	<u>shifts</u>	
Transparency (veils)			+2	
Affects Allies		<u>Zones</u> x2=	<u>shifts</u>	
			Total	
Maneuvers		<i>Add an aspect to something</i>		Water Entropy, change, decay, dissolution, chemistry;
Strength		=	<u>shifts</u>	
-- minimum 3, vs. defending skill				
Persistence		<u>Exchanges</u> -1=	<u>shifts</u>	
			Total	
<i>Skill check as assessment for required power level</i>				Spirit Soul, will, light, sound, force, veils, perception;
Counterspell		<i>Disable someone else's spell</i>		
Strength		=	Total	
<i>Use Lore for assessment of required power level vs. caster Discipline</i>				Metal (Chinese) Strength, rigidity;
				Wood (Chinese) Flexibility, nature;
				Circle all that apply

Costs	Required Roll =	<u>Total</u>	-	<u>Discipline</u>	=	<u>Required Roll</u>
	Mental Stress =	<u>Shifts</u>	-	<u>Conviction</u> +1	=	<u>Mental Stress (Min 1)</u>

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