

<b>Spell Effects</b>	<b>Conjuration</b>	<i>Something from Nothing</i>	<b>Time Increments</b>			
	Complexity	= <u>shifts</u>	<ul style="list-style-type: none"> <li>- instant</li> <li>- a few moments</li> <li>- half a minute</li> <li>- a minute</li> <li>- a few minutes (<i>default duration: worldwalking</i>)</li> <li>- 15 minutes (<i>default duration: transformation</i>)</li> <li>- half an hour</li> <li>- an hour</li> <li>- a few hours</li> <li>- an afternoon</li> <li>- a day (<i>default duration: wards, veils, conjuration</i>)</li> <li>- a few days</li> <li>- a week</li> <li>- a few weeks</li> <li>- a month</li> <li>- a few months</li> <li>- a season</li> <li>- half a year</li> <li>- a year</li> <li>- a few years</li> <li>- a decade</li> <li>- a generation</li> <li>- a mortal lifetime and so on...</li> </ul>			
	Quantity	<u>each x10</u> x2= <u>shifts</u>				
	Increased Size	<u>Zones</u> x2= <u>shifts</u>				
	Believability	<u>Skill Target</u> = <u>shifts</u>				
	Persistence	<u>Steps</u> = <u>shifts</u>				
		<b>Total</b>				
	<b>Veils</b>	<i>Large and long-term hiding</i>				
	Strength	= <u>shifts</u>				
	Transparency	= <u>+2</u>				
	Size	<u>Zones</u> x2= <u>shifts</u>				
	Persistence	<u>Steps</u> = <u>shifts</u>				
		<b>Total</b>				
	<b>Transformation</b>	<i>Inflict aspects/consequences</i>				
	Strength	= <u>shifts</u>				
Persistence	<u>Steps</u> = <u>shifts</u>					
	<u>Subtotal</u>					
Multiple Tags	<u>x Tags</u> =					
	<b>Total</b>					
<i>Skill check for power level assessment</i>						
<b>Wards</b>	<i>Versatile protective spells</i>	<b>Divination</b>	<i>Gather info the wizard way</i>			
Block Strength	= <u>shifts</u>	Difficulty		<b>Total</b>		
Persistence	<u>Steps</u> = <u>shifts</u>	<i>Replicates a skill check, difficulty is skill check result</i>				
Conditions	<u>Quantity</u> x2= <u>shifts</u>	<b>Worldwalking</b>	<i>Open a way to the Nevernever</i>			
Bound Evocation(s)	<u>Strength</u> = <u>shifts</u>	Strength	<u>Strength</u> = <u>shifts</u>			
Wardflame	= <u>+2</u>	Persistence	<u>Steps</u> = <u>shifts</u>			
--Remote Warning	= <u>+2</u>			<b>Total</b>		
	<b>Total</b>			<b>Total</b>		
<b>Summoning</b>	<i>Call forth entities from the Nevernever, usually three different spells</i>					
Containment Strength	= <u>shifts</u>	Summoning				
Persistence	<u>Steps</u> = <u>shifts</u>	<i>Conflict vs. entity's Conviction</i>		<b>Total</b>		
	<b>Total</b>	Binding		<b>Total</b>		
	<i>Built as a ward</i>					

<b>Skills</b>		<i>Lore</i>	<i>Discipline</i>	<i>Conviction</i>	<b>Prep Required</b>
	Base Skill	<u>Base</u>	<u>Base</u>	<u>Base</u>	Spell Complexity
	Specialization	<u>+ Bonus</u>	<u>+ Bonus</u>		Adjusted Lore
	Focus Item	<u>+ Bonus</u>	<u>+ Bonus</u>		<b>Prep Required</b>
	Adjusted Total	<u>Lore</u>	<u>Discipline</u>	<u>Conviction</u>	<b>Total</b>

*If Spell Complexity > adjusted Lore then the spell requires Preparation -- Invoke Aspects, Make Declarations, Accept or Inflict Consequences, or sit out one or more scenes of the game.*

<b>Spell Preparation</b>	<b>Consequences</b>	<i>Blood Sacrifices - the left-hand path.</i>
	Each consequence is	<u>Consequence</u> <u>to whom?</u> <u>shifts</u>
	worth its damage	<u>Consequence</u> <u>to whom?</u> <u>shifts</u>
	offset in shifts.	<u>Consequence</u> <u>to whom?</u> <u>shifts</u>
	<b>Aspects/Declarations</b>	<i>Tag a personal or environment aspect, or do a mini-scene to do an assessment</i>
	Aspect	<u>from whom?</u> <u>Skill</u> <u>+2</u>
	Aspect	<u>from whom?</u> <u>Skill</u> <u>+2</u>
	Aspect	<u>from whom?</u> <u>Skill</u> <u>+2</u>
	Aspect	<u>from whom?</u> <u>Skill</u> <u>+2</u>
	Aspect	<u>from whom?</u> <u>Skill</u> <u>+2</u>
<b>Skip Scenes</b>	<i>Hit the books, perform a ritual cleansing, or otherwise take yourself out of play</i>	
	<b>Total</b>	

*You may draw up to your Conviction in shifts each exchange, or more at a cost of 1 mental stress per additional shift.*

*Controlling the shifts requires a Discipline roll, against a target equal to the shifts of power you are trying to draw that exchange.*

<b>Casting the Spell</b>	Exchange 1	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>	Exchange 6	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>
		- <u>Discipline</u> = <u>Req. roll</u>		- <u>Discipline</u> = <u>Req. roll</u>
	Exchange 2	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>	Exchange 7	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>
		- <u>Discipline</u> = <u>Req. roll</u>		- <u>Discipline</u> = <u>Req. roll</u>
	Exchange 3	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>	Exchange 8	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>
		- <u>Discipline</u> = <u>Req. roll</u>		- <u>Discipline</u> = <u>Req. roll</u>
	Exchange 4	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>	Exchange 9	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>
		- <u>Discipline</u> = <u>Req. roll</u>		- <u>Discipline</u> = <u>Req. roll</u>
	Exchange 5	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>	Exchange 10	<u>shifts</u> - <u>Conviction</u> = <u>Stress</u>
		- <u>Discipline</u> = <u>Req. roll</u>		- <u>Discipline</u> = <u>Req. roll</u>

<b>Spell Description</b>	
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