Sorcery Cheat Sheet

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Learning Sorcery

To learn only Petty Enchantments, a character may skip the Sorcery skill and Talents altogether and only needs Alchemy skill and Talents. Each type of Petty Enchantment is a seperate Master of Formulae Talent.

To learn actual Sorcery, the character must follow these steps:
1) Begin by learning the Patron Talent. This gives the character 1 free Master of Formulae Talent, plus unlocks the ability to learn more Master of Formulae Talents. It also allows the character to learn the Sorcerer Talent. This Patron also comes with a Demand, which is the equivalent of 5[CD] in Gold, Vigor, or Resolve paid at each Upkeep. (Harms caused may be dealt with as per the Upkeep healing rules)
2) Learn the Sorcerer Talent. This reduces the character's Resolve permanently by 2[CD]. The character then learns 1 Spell (which may also permanently lower the character's Resolve further).
3) Learn a Pact Talent. Each Pact Talent can be with a new Patron, or with one you already have. A character may only ever learn 2 total Spells from any one Patron/Pact.
The character gains a new Spell (or Master of Formulae Talent), which may result in permanent Resolve loss from the specific Spell, and the character must take another Demand.
The character can now continue to retake the Pact Talent numerous times to learn more Spells. They may instead move on to step 4 to avoid new Demands.
4) The character may now learn the Barter Your Soul Talent. The character gains 1 new Spell, but also permanently reduces Resolve by X+2[CD], where X is the total number of Spells the character will now know. This Talent may be taken multiple times, paying the Resolve cost each time.

If a sorcerer character ever loses a Patron, it's bad for them. See "Losing a Patron" on p.169 of the Sorcery Chapter.

Petty Enchantments

All Petty Enchantments are items produced with the Alchemy skill.
Petty Enchantments use Resources called Ingredients. GM's and players should spice up the descriptions of these Resources. Unless otherwise stated, each Petty Enchantment requires 1 Ingredient. I'm assuming extra could be used for bonus d20's, just like any other Resource.
Each type of Petty Enchantment (Exploding Powder, Blinding Powder, etc.) is a different Master of Formulae Talent. Without the Talent, an alchemist (someone with at least 1 Expertise in the Alchemy Skill) can create any Simple (D0) Petty Enchantment, but the Talent is required for anything more difficult. (Exception - Dabbler Talent, p.58)

Casting a Spell

1) Take a Minor Action to Focus. If this is not done, Complications occur on 19 or 20, rather than just on a 20.
2) Pay the Resolve cost to cast the Spell. This is paid whether successful or not.
3) Rituals, Circles of Power, Sorcerous Garb and Talismans, Offerings, and Human Sacrifice can all modify casting by adding dice, etc.
4) The Sorcerer may attempt to cast the spell normally (see 5a) or Cast for Consequences (see 5b)*
5a) Roll a Sorcery test. Each die that doesn't come up a success is counted as a Complication. Each natural Complication rolled on the dice counts as 2 Complications. Momentum may be spent to buy effects for the Spell (listed under each Spell).
5b)* The sorcerer adds the total Momentum cost of effects she is trying to achieve with the Spell, and adds that number to the original Difficulty of the Spell. This is the new Difficulty. The Spell automatically succeeds when cast, but each success not achieved to match the Difficulty counts as 1 Complication.

Counter-Magic

When another sorcerer attempts to counter a Spell which is being cast, the casting becomes a Struggle.
The requirements for countering a Spell are:

1) The sorcerer countering the Spell must know the same Spell.
2) The sorcerer must witness the Spell being cast.
3) The sorcerer must pay the Resolve cost for casting the spell.

If these requirements are met, the counter Spell is cast exactly the same as per the casting rules above.

* Cast for Consequences must be OK'd by the GM. Here is the explanation from Benn Beaton (author of the Sorcery Chapter, quote taken from Google Plus):
"The player can communicate their desire for this to the GM but the GM is under no obligation to allow it at all. Some GMs will want magic to be more low wattage, others won't want to deal with so many complications and others want a chance that the magic will fail.
But sorcerers have a lot of options when it comes to bringing the ruckus. The combination of a fully loaded momentum pool and 3 points of luck is 6 successes and 6 momentum. That's before teamwork or throwing your basic 2d20. Will they suffer some Doom spends if they do this? Almost certainly! Could the GM force the character to make a Discipline check to avoid suffering mental damage after casting such a spell? Of course sorcerers are known for going power mad.
That said I can't think of any good GM who couldn't turn a player request for a TOC into an awesome quest to find a mcguffin which has to be brought to a place of power on a designated night where the characters Cabal, familars, offerings, sacrifices in waiting and favourite incubi are all aligned with a good heaping of fortune points, lotus flowers and wine to make a powerful casting capable of rending the very earth to its core and swallowing up a civilisation beneath the waves."