Modeled from

Evocation

Evocation uses the Will and Spellcasting skills.

Will is the base of your Power, which reduces the amount of Magic Stress you take from casting.

Spellcasting is rolled to cast the Evocation. It has a target number equal to the shifts of power of the spell. The Four Outcomes are used as with any other contest.

Overcome actions use an evocation to overcome some difficulty in the scene or achieve a fixed result. The caster channels shifts of power that he believes sufficient to overcome the resistance and any defender rolls normally.

Counterspelling is an overcome action that removes an existing magical construct (see below).

Create an advantage: Evocation can create many different kinds of Scene Aspects. The most popular of which are: Defensive Shield, Armour, Offensive Aspect, and Barriers.

Option 1) Create Scene Aspect

Creating an aspect requires 2 shifts of power. Success grants 1 free invocation and success with style grants 2 free invocations, as usual. Once the evocation is in effect it can be used exactly like any other scene aspect.

Some spells will create normal aspects upon a target that lasts until removed as normal (Blinded, Disarmed, etc.).

Additional shifts of power may be used to increase these aspects area of effect as normal (YS251).

Option 2) Magical Aspects

Some spells will create a magical aspects (see below) that will last as long as the caster concentrates on the aspect (shields, veils, etc). Concentration is a supplemental action (-1 to main action roll). Only 1 Evocation aspect can be sustained in this way at any given time.

Most of these aspects cannot have their area of effect increased.

Many magical aspects can generate additional free invocations by spending shifts of power as per this table.

Shifts of power:	Free invocations/Armor Rating:
1	1
3	2
5	3
7	4
9	5
… and so on	… and so on

The caster may 're-cast' an evocation to replenish an aspect with no free invocations remaining. This is mechanically identical to letting the existing effect lapse and re-creating it and as such failure causes the aspect to cease.

Option 2A) Personal Shield

■ Create an aspect (2 shifts), and generate free invokes as above. Each shield created is

it's own aspect.

- Then the player with the shield can defend in one of the following ways:

1) Use the shield as an obstacle with a starting passive defense of 2. You can increase the defense by +2 each time you invoke the aspect.

2) Make an active defence roll against the attack using their Spellcasting rather than Athletics. Free invocations or Fate points can be used to increase the defence roll.

- **If a single point of stress gets past the shield, the aspect is removed.**

Example 1: Harry wants to use evocation to create a shield with his shield bracelet. He decides to channel 3 shifts of power to gain 2 free invocations on the shield. His base difficulty on the roll is therefore 5. He succeeds with style and successfully establishes his shield with 4 free invocations (2 for success with style plus another 2 thanks to the 3 shifts of power channelled).

Option 2B) Armour

- Create an aspect (2 shifts). Each armor created is it's own aspect.
- Generate Armor Rating with the table above.
- This aspect is **not** removed if stress gets past the armor.

Example 2: Harry wants to use evocation to create armor with his shield bracelet. He decides to channel 3 shifts of power to gain Armor Rating 2 on the shield. His base difficulty on the roll is therefore 5. He succeeds with style and successfully establishes his armor with 2 free invocations (2 for success with style plus).

Option 2C) Offensive Aspects

NOTE: There is a thin line between Magical Offensive Aspects and Normal Offensive Aspects. You'll have to be the judge which spells requires concentration to maintain.

- Create an aspect (2 shifts), and generate free invokes as above.
- The target may roll to defend as normal.
- This could provide justification for using Spellcasting as active defense against removal of the aspect.

Example 3: Harry wants to use evocation to create the "trapped by fire" aspect on the black court vampire he's fighting. He wants to get at least two free invocations so again he channels 3 shifts of power. His base target number is 5, and he rolls 5 exactly. The vampire rolls Athletics to defend and ends up with Fair (+2) so Harry successfully hits him with the aspect.

Option 3) Barriers & Veils

These aspects are obstacles to certain actions (movement and perception).

- Each shift of power spent on the spell increases the passive defense of the aspect.
- Free invokes on the aspect may be used to increase its defense temporarily.
- Certain aspects (walls of earth, wet floors, etc.) may not require concentration to keep in play, but will lose any free invokes without concentration.

Example 4: Harry creates an eruption of volcanic magma to prevent ghouls from chasing him. He puts 5 shifts of power into the barrier. His base target number is 5, and he rolls 5 exactly. The ghouls now have to overcome a 5 point obstacle in order to change zones, and Harry has 1 free invoke.

Attack actions work without modification from the Dresden Files rules with the exception that the four outcomes are applicable with the attack roll.

Defend: Evocation may be used to create a shield or barrier as a defend action, provided the caster is aware of the incoming attack.