Old Valere: Magic Cheat Sheet

DEFAULT DIFFICULTY	Mediocre (+0) or appropriate resistance Effort of target – or see Trapping/Stunt description
DEFAULT EFFECT	One target, current zone, for a few moments; result determined by Shifts or Trapping/Stunt description
LIMITATIONS	BURNOUT – magic is exhausting; a failed check with a magic skill causes one point of Mental Stress
TAKING EXTRA TIME	Every step beyond "a few moments" on the Time Increments Table gives a +1 bonus to effective skill: Half A Minute +1 A Minute +2 A Few Minutes +3 etc.
PREPARED CASTING	Advanced preparation (extra chanting, ritual circle, focus items) is represented as a manoeuvre placing a temporary aspect on the caster – time for manoeuvre determined by GM
MANIPULATIONS	Manipulations reduce effect levels but allow the caster to increase the range, number of targets, duration and so on – **can not reduce effective skill below zero** Points of spin can manipulate an effect after the roll is made
DURATION	Most durations (in combat) are fixed at one exchange ("a few moments") but for a longer duration each step up the Time Increments Table reduces effective skill by 1: Half A Minute −1 A Minute −2 A Few Minutes −3 etc. Unless otherwise stated in Trapping/Stunt description
RANGE	Each additional zone of range reduces effective skill by 1; see also **Distance Casting** Stunt (p37)
TARGETS	Each additional target of scale 1 (smaller than a human) to 4 (average village or large single building) beyond the first reduces effective skill by 1; see also **Multicast**, **Great Casting** and **Area Affect** Stunts (p37-38)
HIDDEN TARGETS	Some magic can be used against targets in range but unseen:

Unknown target	Not possible
Unknown target but have seen or been given description, or have casual possession of target	−3
Unknown target but have intimate possession of target; or known target	−2
Known target and have casual possession of target	−1
Known target and have intimate possession of target	no penalty

TARGET SIZE	See **Great Casting** Stunt (p38)