

# Evocation

## Dresden Files Role Playing Game (FATE)

### Overview

#### 1. *Determine Effect*

- a) Choose what you want to accomplish
- b) Decide which Element you're using

#### 2. *Describe as Attack, Block, Maneuver, or Counterspell*

#### 3. *Decide how many shifts of power to use in the spell*

- a) If power is greater than Conviction, how much mental stress are you taking?
- b) Decide how shifts are allocated:
  - Weapon / primary effect
  - Duration
  - Zone / multiple targets

#### 4. *Roll Discipline to cast*

- a) If necessary, allocate power above the Discipline roll between Backlash and Fallout

### Spell Types

#### 1. **Attack** power allocation:

- a) **Weapon** – each shift increases weapon rating by one. Must allocate at least one shift to weapon.
- b) **Zone** – two shifts will let you affect the entire zone.
- c) **Split** – you may split shifts between multiple targets. Minimum of one shift per target.

#### 2. **Block** power allocation:

- a) **Block, Armor, or Zone border rating**
  - **Block** – each shift increases Block rating by one.
  - **Armor** – each pair of shifts increase Armor rating by one.
  - **Zone Border** – each pair of shifts increase Border rating by one.
- b) **Duration** – each shift adds one exchange of persistence / duration.

- c) **Allies** – two shifts allow you to cover allies in the same zone.
- d) **Zone** – two shifts allow you to extend coverage into an additional zone.
- e) **Split** – you may split shifts between multiple targets. Minimum of one shift per target.\*

#### 3. **Maneuver** power allocation:

- a) **Apply Maneuver**
  - Each maneuver requires three shifts.
  - Resisted maneuvers require three shifts or matching the skill level of the resisting skill – whichever is higher.
- b) **Duration** – each shift adds one exchange of persistence / duration.
- c) **Zones** – two shifts allow you to apply the maneuver to a second zone.\*
- d) **Notes:** Maneuvers can be applied to self, allies, a zone, or opponents. Only opponents resist.

#### 4. **Counterspell** assessment and power allocation:

- a) **Assessment** – Caster gets a Lore roll as a free Assessment action prior to determining power allocation.
- b) **Power allocation** – allocated shifts of power must equal or surpass the power of the effect being disrupted.
  - **Duration** – each shift adds one exchange of persistence / duration. (Only needed if disrupting longer term effects such as thaumaturgy or enchantments.)
  - **Split** – you may attempt to counter a single spell applied to multiple targets at once. (Only needed if the spell was split between multiple targets. Spells applied to a zone are countered as a single spell.)

\* Splitting shifts isn't explicit for Blocks or Counterspells and multiple zones aren't explicit for Maneuvers but I don't see why they shouldn't work.