

Thaumaturgy

Dresden Files Role Playing Game (FATE)

Overview

1. Determine the desired spell effect.
2. Determine complexity in shifts.
 - a) If complexity \leq Lore, you have everything needed, go to drawing power.
 - b) If complexity $>$ Lore, enter Preparation stage.
3. Prepare ritual.
 - a) Invoke aspects – gain two shifts per aspect.
 - b) Make declarations – each successful declaration gives you a temporary aspect to tag and two shifts of power when you do so.
 - c) Accept or inflict consequences – gain the value of the consequence in shifts.
 - d) Skip a scene – gain one shift per scene skipped.
4. Draw power – roll Discipline to control power drawn each round. The spell is cast when you meet the number of shifts required by the spell's complexity.

Determine Spell Effect

1. Solve improbable or impossible problems
2. Create a lasting change
3. Provide inaccessible knowledge
4. Interact with the supernatural
5. Shape supernatural energy into physical forms

Evaluating Complexity

1. Action types
 - a) Solve improbable or impossible problems – simple action.
 - b) Create lasting changes:
 - Temporary – a maneuver.
 - Permanent – winning a conflict.
 - c) Provide inaccessible knowledge – assessment.
 - d) Allow interaction with the supernatural – contest of wills.
 - e) Shape magical energies into physical forms – attack / block plus duration.
2. Simple actions – solvable by mundane skill rolls given time and resources. Includes Assessments, Declarations, unopposed Maneuvers, and other skill usages.
 - a) Complexity is equal to the successes required to do this through mundane means.
3. Opposed Maneuvers
 - a) Must beat defender's skill.
 - b) Must get through any Thresholds, Wards, or other protections.
 - c) May chain multiple aspects – paying for each of the above separately.
 - d) Add shifts for persistence / duration.
4. Contests and Conflicts

- a) As Opposed Maneuvers plus:
 - b) Must have enough shifts to account for Stress and Consequences.
 - c) Death or permanent transformation must take the target out – overflowing their entire stress track and all consequences.
5. Duration
 - a) Each additional shift moves duration up one level on the chart (OW 315).
 - b) Thaumaturgy usually starts at 15 minutes (approximately one scene) or 'until sunrise' depending on target.
 - Opposed spells (living target) start at 15 minutes.
 - Unopposed spells (object or area target) start at 'until sunrise'.

Preparation

1. Creating a spell construct
 - a) Ritual
 - Research the Ritual
 - Casting space / area
 - Components – chanting, ritual movements, inscriptions, etc.
 - Physical implements – athame, other tools, ingredients, etc.
 - b) Symbolic Links
 - True names
 - Scale models
 - A piece of the whole
 - c) Power Sources (optional) – OW 248.
2. Adjudicating preparation
 - a) Invoke aspects
 - b) Make declarations
 - c) Accept or inflict consequences
 - d) Skip scenes

Drawing Power

1. Decide how fast to draw power
 - a) Take mental stress equal to the amount you draw over Conviction
 - b) No stress if drawing power below Conviction
2. Roll Discipline vs the amount of power drawn each exchange
 - a) On a failure, all shifts of stored power prior to and including the failed exchange, become fallout and / or backlash.
 - b) On a success, the amount of power drawn in the exchange is added to stored power.
3. Once stored power matches or exceeds the number of shifts needed for the spell, it is successfully cast.