SPELLCASTING SHEET

CAST A SPELL – When you cast a memorized spell, say what effect you want to create within the scope of the spell's name, spend your CASTING POWER to define its aspects, and roll **+INT**:

- **10** You successfully cast the spell.
- 79 The spell works as intended, but choose 1 from the list below;
- G Mark XP, choose one from the list below, and then roll an ARCANE ACCIDENT.

□ You forget the spell and may not cast it again until you re-memorize it. □ You draw unwanted attention to yourself, from this world or another. □ You suffer -1 ongoing until the next time you cast any spell.

