

**Name:** \_\_\_\_\_

**Purpose:** \_\_\_\_\_

- Verb** (Form)
- |          |             |           |
|----------|-------------|-----------|
| ① Reveal | ② Create    | ③ Protect |
| ① Move   | ② Transmute | ④ Command |
|          | ③ Link      | ④ Destroy |

- Mastery** If you lose the streak, start over.
- One success
  - Two consecutive successes
  - Three consecutive successes
  - Mastered (Roll with Advantage)

- Target** (Subject)
- |               |         |           |
|---------------|---------|-----------|
| ① Object      | ② Being | ③ Emotion |
| ① Information | ② Place | ④ Idea    |
|               | ③ Mind  | ④ Spirit  |

Concrete Target: \_\_\_\_\_

- Range** (Space)
- |         |                 |
|---------|-----------------|
| ① Touch | ③ Line of sight |
| ② Close | ④ Link          |

- Area** (Space)
- |                 |               |
|-----------------|---------------|
| ① Single target | ③ Medium zone |
| ② Small zone    | ④ Wide zone   |

- Duration** (Time)
- |           |             |
|-----------|-------------|
| ① Instant | ③ Day       |
| ② Scene   | ④ Permanent |

- Intensidad** (Potencia)
- |            |           |
|------------|-----------|
| ① Minor    | ③ High    |
| ② Standard | ④ Extreme |

**Sign** The perceptible trace left by magic when it manifests.

**Limits** A concrete restriction that conditions the use of the Spell.  
Every Spell has at least 1 Limit.  
You must define 2 Limits if the Spell:

- uses 2 or more Verbs,
- has Permanent Duration,
- or uses Area.

**Execution** Process to manifest this Spell.  
(ritual, gesture, word, symbol...)

**Attribute:** \_\_\_\_\_

**Die:** \_\_\_\_\_

- Difficulty** (Force or skip Limits)
- |                                   |                                    |
|-----------------------------------|------------------------------------|
| <input type="radio"/> Standard 4+ | <input type="radio"/> 2 Raises 8+  |
| <input type="radio"/> 1 Raise 6+  | <input type="radio"/> 3 Raises 10+ |

- Damage** (Based on Intensity)
- |                                 |                                |
|---------------------------------|--------------------------------|
| <input type="radio"/> No Damage | <input type="radio"/> 2 Damage |
| <input type="radio"/> 1 Damage  | <input type="radio"/> 3 Damage |