

WOE TO THE WICKED / ALPHA v44

Magic

Table reference. Follow the **Player Book** and each entry's printed exceptions.

Access and cost

Spells are learned Techniques: one Starter or advancement slot each. Casting Affinity d4/d6/d8/d10/d12 permits Tier 1/2/3/4/5; Mana 0/1/2/3/4. Named Skill bank funds learning. Focus safe ceiling equals item tier; no Level or separate repertoire/group counter.

Learning cost = one current Casting Skill bank cap: Skill d4/d6/d8/d10/d12 pays 12/8/6/5/4 Tallies. Spell tier and Affinity requirements govern access; only an explicit entry changes learning cost. The free Starter waives its cost.

Zero-Mana Tier 1 spells occupy a slot: choose one free at creation in the Starter slot, or pay the current Casting Skill bank cap to learn one later in an advancement slot. Former introductory spells are now Tier 2 and cost 1 Mana; persistent upkeep follows the existing rule.

Resolve the spell

Tests use Casting Skill; resisted Contests use Casting Skill + Affinity against defensive Skill + Affinity, defender wins ties. Damage uses casting Affinity + channel die; only Affinity crits. Learned automatic effects stay automatic. Defenses and shared pools use **Player Book**. Missing/unusable Focus supplies d4; attuned Focus ceiling up to d8 for Tiers 1-3, d10 for 4, d12 for 5, capped by printed spell die. Extra authorized channel dice cost 3 Mana each.

Unsafe and unlearned

Without suitable attuned Focus, above Tier 1 gain effective tier-1 Fatigue immediately and per persistent turn. Attune in 2-hour rest free time. Fatigue architecture unchanged. Unlearned trials need source permission and legal Affinity access: subtract effective tier. Negative = caster-only recoil ignoring defense: 0/4/9/16/25 for Tiers 1-5. Automatic trials use Casting Skill minus tier vs TN4. Bloodroot reduces recoil only.

Upcast and persistence

Each increase above base tier gains 1 Corruption once when cast; Affinity ceiling still applies. Persistent upkeep remains ceil(effective tier/2) Mana: 1/1/2/2/3 per later turn. Ends on nonpayment or broken requirements. This upkeep is flagged for review against the new base cost. No upkeep reroll or extra Corruption each turn.