

TABLE III.2—9: CURSE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+◆
Misfortune: After the target makes a check, you may change one ■ to a face displaying a ✕.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend △ to affect one additional target within range of the spell (and may trigger this multiple times, spending △ each time).	+◆◆
Despair (Divine Only): The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Knowledge. This effect may not be combined with the additional target effect.	+◆◆
Doom (Arcana Only): After a target makes a check, you may change any one die in the pool not displaying a ⊕ or ⊗ to a different face.	+◆◆
Paralyzed: The target is staggered for the duration of the spell. This affect may not be combined with the additional target effect.	+◆◆◆

CURSE

Concentration: Yes
Skills: Arcana, Divine

This action represents the combat use of curse magic. Your character selects one target within short range, then makes an Arcana or Divine skill check. The default difficulty of the check is **Average** (◆◆). If it is successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ◆ from their checks).

Before making the curse check, choose any number of additional effects listed on **Table III.2—9: Curse Additional Effects**. These effects are added to the check.

COMMONLY USED SPELLS