

QUANTUM Ritual Magic Quick Sheet

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Casting a Ritual

If one knows or has access to a Thaumaturgical ritual, casting it requires an **extended action**, with the character's dice pool equaling her Ritual Magic (Thaumaturgy) skill + her Intelligence, applying any additional situational modifiers. If a character has access to the formula for a ritual she has not already learned, she may still attempt to cast the ritual with -2 penalty on her Ritual Magic rolls.

The checks continue until the caster accumulates a number of successes equal to the ritual's Casting Difficulty. The amount of time it takes for a character to make a roll is based on the difficulty of the ritual. If a character stops in the middle, she will generally have to start over. Rituals are divided into four categories of Complexity: Average, Hard, Nigh Unthinkable, and Unthinkable. Each Complexity has its own difficulty, required successes, Sanity attack strength, and casting time. Note, Unthinkable rituals are generally very difficult to cast without several positive modifiers.

Rituals and Sanity

In addition, thaumaturgical rituals require extreme concentration and are mentally exhausting. They also can expose the mind to disturbing, alien knowledge. Whenever a caster stops casting a magical ritual, whether due to completing or abandoning the ritual, she suffers a Sanity attack inflicting minor Sanity damage with an attack strength based upon the complexity of the ritual. **Regardless of the results of the attack, a caster always takes a minimum of one point of minor Sanity damage.**

Rituals and Components

Most thaumaturgical rituals require additional components for successful completion. Such components might include a particular item, location, time of day, or even planetary alignment. Any components required by the ritual must be present for the duration of the ritual. Some rituals include conditions that, when met, provide the caster with a bonus to her skill. Like the required components, these optional components must be present for the duration of the ritual to provide their benefit.

Casting Difficulty Modifiers and Bonus Dice

A ritual's Complexity rating determines its base Casting Difficulty, but various situations and circumstances can make a ritual easier or more difficult to cast. Performing a ritual at a convergence of ley lines, while the stars are advantageously aligned, and with a mass of chanting cultists at your back is much easier than attempting to cast a ritual at the wrong time, with no components, targeting a whole city of people on the other side of the country.

When a component is optional to the ritual, it should add one or more bonus die to the skill roll. When a component is required for the ritual, instead of supplying the caster with bonus dice, the difficulty of the ritual is lowered by 1 for every +2 (or fraction thereof) of modifiers granted by the component.

Magical Ritual Casting

Ritual Complexity	Difficulty	Required Successes	Sanity Attack Strength	Casting Time	Resistance Difficulty
Average	1	5	2	1 combat turn per roll	3
Hard	2	6	5	5 rcombat turns per roll	4
Nigh Unthinkable	3	8	8	1 minute per roll	5
Unthinkable	4	10	11	10 minutes per roll	6

The following are some suggested modifiers to Casting Difficulty that the Gamemaster can make required or optional for a ritual. However, the Gamemaster is free to tailor her rituals to fit her campaign. She should remember to focus on fast play and fun, not math.

General Ritual Modifiers

Factor	Typical Modifiers
Ley lines	+1 to +5 or more
Magic dead area	-1 to -5 or more dice
Celestial alignment	-5 to +5 or more dice
Sympathetic connection	+1 to +6 dice

Teamwork

Some rituals allow or require a thaumaturge to enlist the aid of others. Skilled assistants can help the caster with her Ritual Magic rolls using the Teamwork rules. Each assistant suffers a Sanity attack at half the attack strength of the ritual, inflicting a minimum of 1 point of minor Sanity damage.

Unskilled Assistants: Chanters

Certain rituals may benefit from the assistance of unskilled participants, as well. These helpers, known as "chanters", perform mundane tasks such as chanting, holding candles, or dancing. Some rituals already include the use of chanters in their requirements, but for those that do not, chanters can supply bonus dice to the caster's Ritual Magic rolls.

At the end of the ritual, when Sanity damage is inflicted, the chanters each suffer minor Sanity damage equal to 1/3 of the attack strength of the ritual, rounded up. In addition, the caster may shift some of the Sanity damage he suffers onto the chanters. Each time he shifts a point of Sanity damage, 10 chanters take the point of damage instead.

Ritual Modifiers for Group Magic

Number of Chanters	Bonus Dice
1-2	0
3-5	+1
6-10	+2
11-25	+3
26-50	+4
51-100	+5
101 or more	+6

Range and Area of Effect

Each ritual paradigm suggests a typical range or area of effect if such parameters are applicable. If the ritual's range or area is increased beyond these suggested values, the ritual's Casting Difficulty should be increased by 1 for each step taken on the following table. A generous Gamemaster may opt to similarly decrease the ritual's Casting Difficulty if a range or area smaller than the suggested value is used.

Ritual Modifiers for Range and Area

Range	Step	Area
Centered on caster or her touch	1	Immediate area (approximately 25 foot radius)
Within line of site, up to 100 feet	2	1 city block
Within line of site, over 100 feet	3	4 city blocks
Within the same town	4	8 city blocks
Within the same city	5	Typical town
Within the same country	6	Typical city
Within the same state	7	Typical country

Number of Targets

Some rituals have specific targets rather than affecting an area. Unless a ritual paradigm states otherwise, it is assumed that each such ritual typically affects a single target. Stretching a ritual to affect additional targets makes the ritual more difficult to cast—it is more challenging to enslave the minds of a whole village than it is to enslave a single person. For each step on the following table, increase the ritual's Casting Difficulty by 2.

Ritual Modifiers for Number of Targets

Number of Creatures	Example	Step
One	One person	0
A few	Three people	1
A group	Everyone in a classroom	2
A large group	Everyone in a theater	3
A huge group	Everyone in a stadium	4
A typical town	40,000 people	5
A typical city	1 million people	6 or more

Target Type

Not all creatures in the *Quantum Black* campaign setting are created equal. Use the following table to determine the appropriate adjustment to the ritual's Casting Difficulty.

Ritual Modifiers for Target Type

Creature	Difficulty Modifier
Animal, Ghoul, Human	0
Deep One, Ghast, Gug, Zoog	1
Byhakee, Dimensional Shambler, Hunting Horror, Leng Spider, Night Gaunt, Wendigo	2
Great Race of Yith, Mi-Go	3
Color Out of Space, Dark Young of Shub-Niggurath, Elder Things, Flying Polyp, Moon Beast	4
Shoggoth	5
Star Spawn of Cthulhu	6
Minor Godlike Being	10 or more

Duration

Each ritual paradigm specifies a typical duration where appropriate. If this duration is insufficient, use the table below to determine an appropriate modifier to the ritual's Casting Difficulty for the ritual's extended duration. For each step on the table, increase the difficulty by one.

Ritual Modifiers for Duration

Step	Time
1	1 minute
2	5 minutes
3	10 minutes
4	1 hour
5	6 hours
6	1 day
7	2 days
8	1 week
9	1 month
10	1 year
11	Permanent

Damage and Other Distractions

If something happens to distract your character while she is casting a ritual, you must make a Willpower x 2 roll against the difficulty rating of the distraction to continue casting the ritual.

If this roll fails, your character stops casting the ritual, suffers the ritual's Sanity attack, and must start over if she still wishes to cast the ritual. On a critical failure, the ritual also critically fails. If the Willpower roll succeeds, your character continues performing the ritual. If multiple distractions occur simultaneously, ignore all but the most significant distraction. In addition, any character who takes Sanity damage while casting a ritual is automatically interrupted and quits casting the ritual.

Ritual Modifiers for Distractions

Distraction	Example	Difficulty Rating
Damage	Getting shot	Equal to damage taken
Mildly distracting event	Spiders crawling on you	1
Distracting event	Unexpected gunfire from behind you	2
Shocking event	Someone unexpectedly screams and grabs you from behind	3
Major shocking event	An unexpected explosion goes off near you, shattering windows and shaking the structure you are in	4
Extremely shocking event	A Shoggoth unexpectedly erupts through the wall next to you	5