

SPELL CREATION CHART

Range

| Distance | Difficulty Increase |
|-----------------|---------------------|
| Up to 50 feet | +0 |
| Up to 500 feet | +3 |
| Beyond 500 feet | +6 |

Area

| Area Size | Difficulty Increase |
|--------------------------|---------------------|
| Tiny (5' radius) | +0 |
| Small (10' radius) | +3 |
| Medium (50' radius) | +6 |
| Large (100' radius) | +9 |
| Enormous (1,000' radius) | +12 |

Note: For Area Spells with a Damage element, you apply full Damage to the epicenter of the Spell, and all other potential Targets within the Spell's Area take one-half Damage (round up).

Targets

| # of Targets | Difficulty Increase |
|-----------------|---------------------|
| 1 | +0 |
| Each Additional | +3 |

Note: You must see your Target unless noted in the Spell Effect.

Duration

| Duration | Difficulty Increase |
|---------------|---------------------|
| Instant | +0 |
| Concentration | +6 |

Concentration Spells do Damage every Round so long as their Concentration Checks are successful.

Damage

| Caster Level | Damage Die | Difficulty Increase |
|--------------|------------|---------------------|
| 1st - 3rd | D6 | +4 |
| 4th - 6th | D8 | |
| 7th + | D10 | |

Miscellaneous Modifiers

| Miscellaneous Element | Difficulty Increase |
|---|---------------------|
| Contingency | +2 |
| Spontaneous* | +4 |
| Additional Effects | +3 per Effect |
| Enchanted Item / Sacred Relic: Minute | +1 |
| Enchanted Item / Sacred Relic: Minor | +3 |
| Enchanted Item / Sacred Relic: Moderate | +5 |
| Enchanted Item / Sacred Relic: Major | +7 |
| Enchanted Item / Sacred Relic: Epic | +9 |

* Casters may lessen the elements of a Spell in their Grimoire without penalty, but increasing elements makes it a Spontaneous Spell.

Note: When combining various Effects, Players may run into instances where one Effect's capabilities bleed into another. The GM has final say on all aspects of a given Spell, including its potential Effects, elements, or Difficulty.

GRIMOIRE

| Name | | Difficulty Calculation |
|-------------------|--|------------------------|
| Mana | | |
| Difficulty | | |
| Range | | |
| Area | | |
| Targets | | |
| Duration | | |
| Damage | | |
| Effects | | |
| Miscellaneous | | |
| Description/Notes | | |
| | | |

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| Mana | | |
| Difficulty | | |
| Range | | |
| Area | | |
| Targets | | |
| Duration | | |
| Damage | | |
| Effects | | |
| Miscellaneous | | |
| Description/Notes | | |
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| Mana | | |
| Difficulty | | |
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| Area | | |
| Targets | | |
| Duration | | |
| Damage | | |
| Effects | | |
| Miscellaneous | | |
| Description/Notes | | |
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| Range | | |
| Area | | |
| Targets | | |
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| Damage | | |
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| Duration | | |
| Damage | | |
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| Miscellaneous | | |
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| | | |