

SPELL CREATION CHART

Range

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

Focus

Focus	Difficulty Increase
Single Focus	+0
Double Focus Radius	+1
Each additional Focus	+3

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		
Focus		
Duration		
Damage		
Effects		
Miscellaneous		
Description/Notes		

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