

APPENDIX II: SPELL REFERENCE TABLES

SPELLCASTING STEPS

- Step 0** Choose a spell and determine desired effect.
- Step 1** Determine the spell effect's DC including all augmentations (see individual Spell descriptions and Augmentations on pages 157-181).
- Step 2** Determine Casting Time, which is determined by subtracting the number of ranks in Magic use from the DC of the spell effect and referenced on **Table A3-3: Casting Times** (see page 151 for details).
- Step 3** Cast the spell effect by spending the indicated number of actions.
- Step 4** Roll a Magic Use skill check against the spell effect's DC. If you succeed, proceed to Step 5. If you fail, proceed to Step 6.
- Step 5** Resolve spell effects.
- Step 6** Roll the spell's drain and deduct your current spell energy from the total. Take the remaining drain as nonlethal damage (see **Base Drain** and **Spell Energy** on pages 151 and 150 respectively).

TABLE A2-1: SPELL ENERGY EXPENDITURES AND RESULTS

Spell Energy Expended	Bonus to Magic Use Check	Additional Drain	Magnitude Required
0	—	—	Dabbler
1	+10	+1d8	Student of Wizardry
2	+20	+2d8	First Magnitude
3	+30	+3d8	Second Magnitude
4	+40	+4d8	Third Magnitude
5	+50	+5d8	Fourth Magnitude
+1	+10	+1d8	Fourth Magnitude

TABLE A2-2: MAGNITUDE

Magnitude	Bonus to Magic Use	Max Spell Energy Expenditure
Dabbler	+0	0
Student of Wizardry	+2	1
First Magnitude	+4	2
Second Magnitude	+8	3
Third Magnitude	+12	4
Fourth Magnitude	+32	Any

TABLE A3-3: CASTING TIMES

Total Magic Use DC minus Aptitude*	Casting Time
0 or less	Swift Action**
1-5	1 action
6-10	2 actions
11-15	3 actions
16-20	4 actions
21-30	6 actions
31-40	8 actions
41-50	1 minute
51-60	2 minutes
61-70	3 minutes
71-80	5 minutes
81-90	10 minutes
91-100	1 hour
+10	+1 hour

TABLE A2-4: BASE DCs

Magnitude Required	Base Casting DC
0	10
1	15
2	20
3	25
4	30

*Aptitude equals the spellcaster's ranks in Magic Use + the Magnitude modifier.

TABLE A2-5: AUGMENTATIONS
HIT POINT DAMAGE

Augmentation	DC Modifier	Example
Increase die type	+5	Increase the damage die from 1d4 to 1d6 (max 1d12)
Per additional die	+2	Increase the damage dice from 1d6 to 2d6

OTHER VARIABLES

Augmentation	DC Modifier	Effect
Empower the Spell	+20	All variable, numeric effects increase by one-half
Maximize the Spell	+40	All variable, numeric effects are maximized
Spell deals nonlethal damage	+10	Convert 1d4 points of damage to 1d4 points of nonlethal damage
Spell deals lethal damage	+20	Convert 1d4 points of nonlethal damage to 1d4 points of lethal damage

AREA/TARGET AUGMENTATION

Area/Target Augmentation	DC Modifier
Add one target	+4
Change from target to any area	+5
Burst/Spread Area of Effect per 10-foot radius	+5
Burst/Spread Area of Effect per 500-foot radius	+30
Cloud per 5 ft. radius and height	+6
Cone Area of Effect per 10 feet	+6
Cylinder per 5 ft. radius, per 5 ft. high	+8
Emanation per 5-foot radius	+2
Line of Effect per 10 feet	+5
Per 5-foot square*	+2

*Each target square must be adjacent to at least one other target square.

RANGE AUGMENTATION

Range Augmentation	DC Modifier
Change from personal to touch	+10
Change from touch to ray *	+4
Per 10 feet	+1
Per 50 feet	+5
Per 100 feet	+10

*If you change an area spell to a ranged touch, the spell effect has no save, but the caster must hit the target. A ray has a range of 10 feet base.

TABLE A2-6:
PROXIMITY MAGIC MODIFIERS

Difference in Magnitude	Example	Magic Use bonus
One step	A dabbler adjacent to a wizard of 1st Magnitude	+2
Two steps	A student adjacent to a wizard of 2nd Magnitude	+4
Three steps	A 1st Magnitude adjacent to 4th Magnitude Taken	+8
Four steps	A dabbler adjacent to a 4th Magnitude Taken	+16

DURATION AUGMENTATION

Duration Augmentation	DC Modifier
Per additional round	+1
Per additional hour	+20
Per day	+80 + 1 spell energy*

*It costs one point of spell energy per day.

PROPS

Subtracting Props	DC Modifier
Subtract Verbal Prop	+10
Subtract Somatic Prop	+10
Subtract Fetish Prop	+10

Additional Props Magic Use check

Add Verbal Prop	+4
Add Somatic Prop	+4
Add Fetish Prop	+4
100 XP	+4
200 XP	+8
400 XP	+12
800 XP	+16
1,600 XP	+20

TABLE A2-7: BLENDED SPELLS

Follow these steps when blending spells.

- 1 Determine spells to blend.
- 2 Determine desired effect, such as range, duration, damage, and so on.
- 3 Modify DCs for all components as normal, paying the range costs for each spell effect separately.
- 4 The spell effect with the highest Magic Use DC is the primary effect. The added spell with the second highest DC is the secondary effect, the third highest becomes the tertiary effect and so on.
- 5 Add one-half of the Magic Use DC (round down) for the secondary effect to the Magic Use DC of the primary effect.
- 6 Add one-quarter of the Magic Use DC (round down) for all other effects to the sum of the secondary and primary effect. This number is the Magic Use DC to cast the spell.
- 7 Add the drain from each spell to determine the effect's total drain.
- 8 Determine casting time as normal.
- 9 Cast the new spell as normal.