

5.11 Spell Casting Modifications

SPELL CASTING MODIFICATIONS TABLE								
MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS								
Caster's Lvl – Spell Lvl	Instantaneous Spell	Non-instantaneous Spell – # of Preparation Rounds Taken						
		0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6-8	+10	0	+5	+10	+15	+20	+25	+30
5	+5	-10	0	+5	+10	+15	+20	+25
4	+5	-20	0	+5	+10	+15	+20	+25
3	+5	-30	0	+5	+10	+15	+20	+25
2	+0	-35	-10	0	+5	+10	+15	+20
1	+0	-45	-20	0	+5	+10	+15	+20
0	+0	-55	-30	0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6) – (-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8) – (-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11) – (-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16) – (-20)	-170	-225	-200	-170	-165	-160	-155	-150
≤ -21	-220	-275	-250	-220	-215	-210	-205	-200
OTHER MODIFICATIONS								
CONDITION		Channeling		Essence		Mentalism		
Free Hands (*):	None							
	One							
	Two							
Use of Voice (*):	None							
	Whisper							
	Normal							
	Shout							
Helmet (*):	None							
	Leather							
	Leather & Metal							
	Metal							
Equipment (*†):	Organic Material, living							
	Organic Material, non-living							
	Inorganic Material							
Armor Status (*):	Normal ATs 1, 2, 3, 4							
	Normal ATs 5, 6							
	Normal ATs 7, 8							
	Normal ATs 9, 10							
	Normal AT 11							
	Normal AT 12							
	Normal ATs 13, 14							
	Normal ATs 15, 16							
	Normal ATs 17, 18							
	Normal AT 19							
	Normal AT 20							

* — With each condition, use the worst (to the caster) modification applicable during any preparation round or casting round.

† — Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.