

Closed Essence 3.2.8

SPELL ENHANCEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Special Effects	1 spell	varies	self	U
2)	Extension I	1 spell	varies	self	U
3)	Formidability I	Caster	1 min/lvl	self	U
4)	Ranging I	1 spell	varies	self	U
5)	Extension II	1 spell	varies	self	U
6)	Instant Ranging I *	1 spell	varies	self	U
7)	Formidability II	Caster	1 min/lvl	self	U
8)	Ranging II	1 spell	varies	self	U
9)	Extension III	1 spell	varies	self	U
10)	Instant Ranging II *	1 spell	varies	self	U
11)	Grandeur I	Caster	varies	self	U
12)	Signum	Caster	varies	self	U
13)	Formidability III	Caster	1 min/lvl	self	U
14)	Instant Ranging III *	1 spell	varies	self	U
15)	Extension IV	1 spell	varies	self	U
16)					
17)					
18)	Instant Ranging IV *	1 spell	varies	self	U
19)	Formidability IV	Caster	1 min/lvl	self	U
20)	Instant Ranging V *	1 spell	varies	self	U
25)	Greater Grandeur	Caster	varies	self	U
30)	Greater Extension	1 spell	varies	self	U
50)	Permanent	1 spell	varies	self	U

1. Special Effects — Caster can add a minor smell, visual, or audio aspect to the next spell that he casts. This minor effect cannot increase or change the effects of the spell in any fashion.

2. Extension I — Causes the next spell that the caster casts (within 1 minute) to either have x1,5 the normal duration or its area of effect increased by 25%. This spell is not cumulative with any other *Extension* spells.

3. Formidability I — Add +10 to Magnitude skill for the duration.

4. Ranging I — Causes the next spell that the caster casts (within 1 minute) to have its range increased by 50'. This spell is not cumulative with any other *Ranging* spells.

5. Extension II — As *Extension I*, except either duration is 2 times normal or area of effect is increased by 50%.

6. Instant Ranging I — As *Ranging I*, except the casting time is instant.

7. Formidability II — Add +20 to Magnitude skill for the duration.

8. Ranging II — As *Ranging I*, except range increase is 100'.

9. Extension III — As *Extension I*, except either duration is 3 times normal or area of effect is increased by 75%.

10. Instant Ranging II — As *Instant Ranging I*, except range is increased by 100'.

11. Grandeur I — Causes the next Magnitude attempt by caster to receive +2 per extra PP spent (instead of the usual +1). Attempt must be made within 10 minutes of casting this spell.

12. Signum — As *Special Effects*, except caster may permanently add a minor smell, visual, or audio aspect to one

of his spells. For each level earned (after learning this spell) caster may change another of his known spells.

13. Formidability III — Add +30 to Magnitude skill for the duration.

14. Instant Ranging III — As *Instant Ranging I*, except range is increased by 200'.

15. Extension IV — As *Extension I*, except either duration is 4 times normal or area of effect is doubled.

18. Instant Ranging IV — As *Instant Ranging I*, except range is increased by 300'.

19. Formidability IV — Add +40 to Magnitude skill for the duration.

20. Instant Ranging V — As *Instant Ranging I*, except range is increased by 500'.

25. Greater Grandeur — Causes the next Magnitude attempt by caster to receive +3 per extra PP spent (instead of the usual +1). Attempt must be made within 10 minutes of casting this spell.

30. Greater Extension — As *Extension I*, except duration can be increased by 12 hours *or* multiplied by x5 *or* area of effect can be increased by 150%.

50. Permanent — As *Extension II*, except duration is permanent. Only one permanent spell can be in effect at a time for each spell caster.

SPECIAL NOTES

1) Only spells with a defined duration can have their duration changed with an *Extension* spell. This does not include spells with a duration of "concentration" or "instant" spells.

2) Only spells with a "radius" effect can have their area of effect changed by the *Extension* spells.

3) Only spells with a range other than "self" can be affected by *Ranging* spells.

4) Normally, a spell that is utilizing *Instant Ranging* still takes a minimum of two rounds to cast (one for the *Instant Ranging* and one for the other spell), but combined with a successful (-60) *Spell Mastery* attempt, it can be done in one round.