

Basic Spell Statistics

MP	Duration	Range	Target Area*
0	instant/concentration	touch/self	5'/1 creature or object
1	1 round	30'	10'
2	1 minute	100'	20'
3	10 minutes	500'	30'
4	30 minutes	1000'	50'
5	1 hour	1,500'	75'
6	2 hours	2,000'	100'
7	3 hours	2,500'	150'
8	6 hours	3,000'	200'
9	12 hours	3,500'	300'
10	1 day	4,000'	500'
11	2 days	4,500'	750'
12	3 days	5,000' (1 mile)	1,000'
13	5 days	5,500'	1,500'
14	1 week	6,000'	2,000'
15	2 weeks	6,500'	3,000'
16	1 month	7,000'	4,000'
17	2 months	7,500'	5,000' (1 mile)
18	3 months	8,000'	7,500'
19	6 months	8,500'	10,000' (2 miles)
20	1 year	9,000'	15,000' (3 miles)

*double for lines, half for cones

Instantaneous spells. Many spells have all their damage or healing happen instantaneously, in which case the spell only has a duration of one round. However, you do have the *option* of spreading the damage or healing over a longer duration, dealing less per round.

Duration. Duration also applies to delayed effects; the delay is counted as part of the duration.

Abjure Spell Durations: As a special exception to the costs for duration enhancements, if you cast an abjuration spell with only SOAK or DEFENSE effects, you can purchase a one hour duration for 1 MP, and a one day duration for 2 MP.

Inflicting conditions. Inflicting a condition which can be shaken off counts as an

Basic Spell Effects

MP	Damage*/healing	Attribute Checks	Creature Level	SOAK**/DEF	Condition	Value (gc)
0	1	-	0	2	<i>distracted</i>	2
1	1d6	+/-1d6	1	3	<i>impaired, muddled, cheerful</i>	10
2	2d6	+/-1d6	2	4	<i>nervous, hindered, brave, angry</i>	50
3	3d6	+/-2d6	3	5	<i>tipsy, queasy, weary, dazed</i>	100
4	4d6	+/-2d6	4	6	<i>shrouded, disoriented, laughing</i>	200
5	4d6	+/-2d6	4	7	<i>beguiled, absent-minded, asleep</i>	500
6	5d6	+/-3d6	5	8	<i>afraid, addled, courageous, exultant</i>	1,000
7	5d6	+/-3d6	5	9	<i>obscured, drunk, immobilized, slumbering, raging</i>	2,000
8	6d6	+/-3d6	6	10	<i>dominated, debilitated, fatigued</i>	5,000
9	6d6	+/-3d6	6	12	<i>terrified, plastered, heroic</i>	7,500
10	7d6	+/-4d6	7	14	<i>exhausted, nauseated, paralyzed, frenzied</i>	10,000
11	7d6	+/-4d6	7	16	<i>controlled, amnesic, comatose</i>	15,000
12	8d6	+/-4d6	8	18	<i>insane</i>	20,000
13	8d6	+/-4d6	8	20		25,000
14	8d6	+/-4d6	8	22		30,000
15	9d6	+/-5d6	9	24		50,000
16	9d6	+/-5d6	9	26		75,000
17	9d6	+/-5d6	9	28		100,000
18	9d6	+/-5d6	9	30		150,000
19	10d6	+/-5d6	10	32		200,000
20	10d6	+/-5d6	10	34		500,000

*damage type must be specified

**halve the cost if SOAK applies only to a specific damage type

Deadly objects. Creating a wall of stone is simply an area effect. A wall of fire is more difficult because it harms those who touch it. If an object or area causes damage, that effect must be paid for in addition to the area effect.

Other effects. Many other effects are “free” in the sense that it's the range, duration, damage, etc. which costs the MP. A simple locking spell, for example, has no cost for the “locking” effect, but the duration of the spell is important.