

CHARACTER NAME		CHAR. LVL.	PLAYER	RACE	H.D.	L.A.		
CHARACTER CLASS 1 (A)		LVL.	CHARACTER CLASS 2 (B)		LVL.	CHARACTER CLASS 3 (C)	LVL.	
CHARACTER CLASS 4 (D)		LVL.	CHARACTER CLASS 5 (E)		LVL.	CHARACTER CLASS 6 (F)		LVL.



PREPARED SPELLS & SCROLLS 1

PHB
CH. 11[illegible]

UPPERCASE "M" OR "F" DENOTE EXPENSIVE MATERIAL OR FOCUS COMPONENTS. 5 SPECIAL SPELL COMPONENT. 1 CLOSE = 25 FT. / 5 FT./2 CASTER LEVELS. MEDIUM = 100 FT. / 10 FT./CASTER LEVEL. LONG = 400 FT. / 40 FT./CASTER LEVEL.
EFFECT IS CENTERED ON YOU. † CONCENTRATION DURATION IS LIMITED. ‡ LASTS DURATION OR UNTIL DISCHARGED / TRIGGERED, WHICHEVER COMES FIRST. - EFFECT LINGERS AFTER CONCENTRATION IS RELEASED.

[illegible]

1 CLOSE = 25 FT. + 5 FT./2 CASTER LEVELS, MEDIUM = 100 FT. + 10 FT./CASTER LEVEL, LONG = 400 FT. + 40 FT./CASTER LEVEL
2 UNTIL DISCHARGED/TRIGGERED, WHICHEVER COMES FIRST. ~ EFFECT LINGERS AFTER CONCENTRATION IS RELEASED.

RECORD THE SOURCE BOOK AND PAGE FOR EASY REFERENCE.



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