

# Spell Creation

## 1. Range

Modifier	Range
+0	Touch
+1	25'
+2	50'
+3	75'
+4	100'

## 2. Duration

Modifier		
Combat	Non-Combat	Duration
+0	+0	Instant
+1	+0	30 Seconds (5 rounds)
+2	+0	1 Minute (10 rounds)
+3	+1	1 Scene or Combat
+4	+2	Until Rest

## 3. Area of Effect

Modifier				
Combat	Non-Combat	Targets	Area	Radius
+0	+0	1	5'	--
+1	+0	2-4	10'	--
+2	+0	5-9	15'	5'
+3	+1	10-15	25'	10'
+4	+2	16-19	35'	15'
+5	+3	20+	45'	20'

## 4. Effect

Modifier	Primary	Secondary/Skill	Size	Damage	Other
+0	-	-	-2	3NL/2L	+2
+1	-	+/- 2	-1	4NL/3L	
+2	+/-1	-	0	5NL/4L	
+3	-	+/-4	1	6NL/5L	
+4	-	-	2	7NL/6L	
+5	+/- 2	+/-6	3	8NL/7L	

## 5. Opposed Roll

Modifier	Dice
+0	4
+1	5
+2	6
+3	7
+4	8
+5	9
+6	10