

Spellcasting

Var 1

Per Energy option: 1 Energy Point, 1 Empower charge

Var 2

Per Energy option: 1 Energy Point

1 Spell Point per rank if Energy Pool size is 1, 1 Spell Point per level if pool size is 2. Add both progressions if pool size is 3.

1 Pool = 1 + 1/3 level spell points (7 at 20)

2 Pool = 2 + 1/2 level spell points (8 at 20)

3 Pool = 3 + 1/2 level spell points (13 at 20)

Lvl	1	2	3	4	5	6	7*	8	9	10	11	12	13	14	15*	16	17	18	19
Rn k	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
Rn -	0	0	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7
bE	0	1	1	1	1^	2	2	2	2	3	3^	3	3	4	4	4	4^	5	5
2E A	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8
3E A	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
1 E	1	1	2	2	2^	3	3	3	4	4	4^	5	5	5	6	6	6^	7	7
2 E	2	2	3	3	3	4	4	5	5	5	6	6	7	7	7	8	8	9	9
R1 E	0	0	0	0	1	7	7	8	9	9	10	11	11	12	13	13	14	15	15

^ 1 less, ^^ 2 less, ^^^ 3 less

Per Energy Pool size:

- 1 Energy Point
- Energy Level progression up

Known Spells:

Wizard gains 1 Spell Slot per rank they have per Energy pool size plus 1 School Spell slot per rank they have.

Cast A Slot Spell:

Reduce your Energy Level by the spells slots rank. If you cast a spell of the highest spell slot you have for that class, you gain a -1 penalty to your until your Energy Level is completely refilled. If your penalty was already -1, it is -2 now.

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