SPELL BOOK

Spell Level

Spell Level

			School			School
Casting time Range: Area / Targe	t	Duration C		Casting time Range: Area / Targe	t	Duration DDDD
Close Medium Long				Close Medium Long		
Saving throw		Resi	Spell Y	Saving throw		Spell Y Resistance N
Components	Focus		Page School	Components	Focus	Book Page School
Casting time		Duration [Casting time		Duration
Range: Area / Targe	t			Range: Area / Targe	t	
Saving throw			Spell Y	Saving throw		Spell Y
Components	Focus		Page	Components	Focus	Resistance N Book Page
Casting time		Duration _		Casting time		School Duration
Range: Close Medium Long	t			Range: Area / Targe	t	
Saving throw			0	Saving throw		
Components	Focus		Spell Y stance N Page	Components	Focus	Spell Y Resistance N Book Page
			School			School
Casting time Range: Area / Targe	t	Duration C		Casting time Range: Area / Targe	t	Duration Duration
Close Medium Long				□Close □Medium □Long		
Saving throw		Resi	Spell Y	Saving throw		Spell Y Resistance N
Components	Focus		Page School	Components	Focus	Book Page School
Casting time		Duration _		Casting time		Duration
Range: Close Medium Long	t			Range: Area / Targe	t	
Saving throw			Spell Y	Saving throw		Spell Y
Components	Focus		stance N	Components	Focus	Resistance N Book Page
	4 5 6	7 8	9	Castin Stat		INT -
SAVING WALLS OF THE CONTINUE C	Double out			Concentration =	+	WIS CHA
Saving throw = 10 + Casting Stat + \$ CLOSE RANGE MY 25' + 5' × (Level ÷ 2) 100	Spell Level EDIUM RANGE 0'+ 10' × Level	LONG R.				
ELOSE RANGE MI 25' + 5' × (Level ÷ 2) 100 100 100 100 100 100 100 100 100 10	ft sq	f1				Caster Levels