

SPELL BOOK

Spell Level

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Spell Level

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

Casting time

Duration

Range:

☐ Close

☐ Medium

☐ Long

Area / Target

Saving throw

Spell 

Y

Resistance 

N

Components

Focus

Book

Page

V

S

M

School

SAVING THROW

0

1

2

3

4

5

6

7

8

9

Saving throw = 10 + Casting Stat + Spell Level

CLOSE RANGE

25' + 5' × (Level ÷ 2)

MEDIUM RANGE

100' + 10' × Level

LONG RANGE

400' + 40' × Level

ft

sq

ft

sq

ft

sq

Concentration

=

+

Casting Stat

Caster Level

INT

WIS

CHA

Caster Levels