SPELL BOOK

Level

Level

Casting time Range: Area / Target Short Medium Long	School Duration	Casting time Range: Area / Target Short	School Duration
Saving throw Components Focus	Spell Y Resistance N Book Page	Saving throw Components South	Spell Y Resistance N Book Page
Casting time Range: Short Medium Long Area / Target	Duration Duration	Casting time Range: Area / Target Short Medium Long	Duration Duration
Saving throw Components Focus	Spell Y Resistance N Book Page School	Saving throw Components Source Source Components Components Focus	Spell Y Resistance N Book Page School
Casting time Range: Short Medium Long Area / Target	Duration DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Casting time Range: Area / Target Short Medium Long	Duration Duration
Saving throw Components Focus	Spell Y Resistance N Book Page	Saving throw Components Focus	Spell Y Resistance N Book Page School
Casting time Range: Short Medium Long Area / Target	Duration DUDD	Casting time Range: Area / Target Short Medium Long	Duration Duration
Saving throw Components Focus	Spell Y Resistance N Book Page	Saving throw Components Source Source Components Source Components Focus	Spell Y Resistance N Book Page School
Casting time Range: Area / Target Short Medium Long	Duration DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Casting time Range: Area / Target Short Medium Long	Duration DUDD
Saving throw	Spell Y Resistance N Book Page 7 8 9	Saving throw Components Casting Caster Stat Caster	Spell Y Resistance N Book Page
Saving throw = 10 + Casting Stat + Spell Level CLOSE RANGE 25'+ 5' × (Level ÷ 2) ft sq ft sq The saving throw = 10 + Casting Stat + Spell Level The saving throw = 10 + Ca	LONG RANGE 400'+ 40' × Level ft sq	Concentration = +	CHA Caster Levels