## Spells & Magic

Spel	Spell Books:										
<u>Nr.¹</u>	Type <sup>2</sup>	Dimensions	Weight	Enc.	<u>Location<sup>3</sup></u>	Pages/us	ed/remaining <sup>4</sup> _	Value			
Spel	l Book E	nchantments/Pr	otections:								
Nr.	Type of e	enchantment/prote	ection								
Spel											
<u>Nr.<sup>5</sup></u>	<u>Level<sup>6</sup></u>	Spell <sup>z</sup>			Ref. <sup>8</sup> Pages <sup>9</sup>	<u>"M" Comp. 10</u>	Phase <sup>11</sup> K.D.I	<u>).<sup>12</sup> Mem.<sup>13</sup></u>			

Spell book number.

Standard, Travelling, or special.

Where the spell book is usually kept.

List the number of pages in the book. The number used by spells in the book, and the number of blank pages remaining.

The book number that the spell is written in. It may be in more than one book. If so list all the appropriate book numbers.

The level of the spell.

The name of the spell can be looked up. Followed by the page number in that document.

Reference where the spell takes up.

Does the spell require a material component? If yes then check this area. Or indicate the number of pages that the spell goes off in. Or the number of Rounds required to cast the spell. Remember that a spell requiring one round to cast will go off in the very slow phase.

The initiative phase that the spell goes off in. Or the number of Rounds required to cast the spell. Remember that a spell requiring one round to cast will go off in the very slow phase.

Memorized. Check here to indicate that a particular spell is memorized.

Spells:										
<u>Nr.<sup>14</sup></u>	Level <sup>15</sup>	Spell <sup>16</sup>			<u>Ref. 17</u>	Pages <sup>18</sup>	"M" Comp. 19	Phase <sup>20</sup>	K.D.D. <sup>21</sup>	Mem.
Spell I	Notes:									
Spell			Notes							

<sup>1</sup>st The book number that the spell is written in. It may be in more than one book. If so list all the appropriate book numbers.

1st The level of the spell.

1st The name of the spell.

1st Reference where the spell can be looked up. Followed by the page number in that document.

1st The number of pages the spell takes up.

1st Does the spell require a material component? If yes then check this area. Or indicate the number of components carried if not recorded elsewhere.

2st The initiative phase that the spell goes off in. Or the number of Rounds required to cast the spell. Remember that a spell requiring one round to cast will go off in the very slow phase.

2st The initiative phase that the spell.

2st Memorized. Check here to indicate that a particular spell is memorized.