

# Spell-Points, Explanation of:

A caster will have 2-D6 spell-points (S.P.) at the creation of the character

An additional 1-D6 S.P. will be added as he or she advances every level thereafter.

S.P. are the energy needed to cast a spell (bring the magic to life). Sometimes rulings will allow extra S.P. to be added into a spell to make it more powerful, last longer, cause more healing, damage, etc. (extra S.P., added into the casting of a spell, must be stated by the player directly before it is cast).

It will tell you how many spell-points it will take to cast magic in each spell.

Once S.P. reach zero, the caster cannot cast again until spell-points regenerate back up enough to cast again. Spell-points regenerate at 3 points per 1 hour. If the caster is wounded physically, mentally, or spiritually there will be a penalty to this regeneration per hour as follows:

## Other possible penalties for casters:

Exhaustion: (this is extreme exhaustion): -1 spell-point regeneration per 1 hour.

Extreme Fear: -1 spell-point regeneration per 1 hour.

Wounded mentally: Mindspell and/or ability has taken hold of caster: -1 spell-point regeneration per 1 hour.

Wounded physically: -1 spell-point / hour.

Wounded spiritually: -1 spell-point / hour.