



SPELL FACTORS

Various meta magic spells, rituals and other things can boost certain parameters of spells in given situations. Mostly these primary aspects are range, duration, area of effect, damage, etc. Below are the standard progressions allowed for such things. Remember there are various spells for which increasing a factor make absolutely no sense and all such areas are subject to the DM's approval. In addition, explanations for certain factors are provided

RANGE FACTORS

Range 0 - Spells with the range factor zero mean the spell must originate from the caster's position rather than being targeted at a distance

Range Touch - Spells with the range factor of touch means the spell must originate from a physical touch (though remember some spells provide a touch effect at a range)

Range Foot/Level - Spells being increased from the range "touch" to the foot/level range begin at 1 foot/level

Range Yard/Level - Basic yard(s) per level measurement, spells which are based on a number of feet per level simply become that number of yards per level (effectively tripling the range)

Range 10 Yards/Level - Improvement by a factor of ten (if the base was 10ft/level, skip this factor)

Range 100 Yards/Level - Improvement by a factor of ten

Range 1 Mile/Level - Improvement by a factor of 17.6

Range 10 Miles/Level - Improvement by a factor of ten

Range 100 Miles/Level - Improvement by a factor of ten

Range 1000 Miles/Level - Improvement by a factor of ten

Range 10000 Miles/Level - Generally this is the maximum level of range effect, others will be handled case by case

DURATION FACTORS

Duration Instant - Spells with the duration factor of instant happen instantaneously after the casting time completes

Duration Segment/Level - A segment duration is approximately a tenth of a second, a very small portion of a melee

Duration Melee/Level - A melee duration is approximately eight seconds

Duration Round/Level - A round duration is approximately five minutes

Duration Turn/Level - A turn duration is approximately fifteen minutes

Duration Hour/Level - Improvement by a factor of four

Duration Day/Level - Improvement by a factor of 24

Duration Week/Level - Improvement by a factor of 7

Duration Month/Level - Improvement by a factor of approximately 4

Duration Year/Level - Improvement by a factor of 12

Duration Decade/Level - Improvement by a factor of ten

Duration Century/Level - Generally this is the maximum level of duration effect, others will be handled case by case

AREA OF EFFECT FACTORS

AOE Caster Only - Spells with the caster only AOE can only affect the priest or wizard who cast the spell

AOE Single Object/Creature - Spells with the AOE of a single object or creature often are not subject to practical AOE increases

AOE Target/Level - Spells with an AOE of a target or target(s) per level should increase at a rate of +1 factor of targets/level (i.e. - if it is 2/level, it should go up at a rate of 2/4/6/8 etc./level; if it is 100/level, it should go up at a rate of 200/300/400 etc./level)

AOE Foot/Level - Spells being increased from the caster only or single target AOE begin at 1 foot/level radius

AOE Yard/Level - Basic yard(s) per level measurement, spells which are based on a number of feet per level simply become that number of yards per level (effectively tripling the AOE)

AOE 10 Yards/Level - Improvement by a factor of ten (if the base was 10ft/level, skip this factor)

AOE 100 Yards/Level - Improvement by a factor of ten

AOE 1 Mile/Level - Improvement by a factor of 17.6

AOE 10 Miles/Level - Improvement by a factor of ten

AOE 100 Miles/Level - Improvement by a factor of ten

AOE 1000 Miles/Level - Improvement by a factor of ten

AOE 10000 Miles/Level - Generally this is the maximum level of AOE effect, others will be handled case by case