

SPELL POINT SYSTEM:

Most of the content below has been taken from the Unearthed Arcana beginning on page 153.

The spell point system presented here allows casters to more freely pick and choose which spells they cast each day. Every spellcaster has a reserve of spell points based on class and level (see Table 1–1: Spell Points Per Day). Characters also gain bonus spell points from a high ability score (just as a normal spellcaster would gain bonus spells from a high ability score; (see Bonus Spell Points Table 1-2, below).

These spell points provide the magical power behind the caster’s spells: She spends a number of spell points appropriate to the spell’s level to cast the spell (see Spell Point Costs, Table 1-3 below). Once spent, spell points are expended until the caster has sufficient time to rest and prepare new spells (see Spell Point Recharge, below).

(Example: a 5th level sorcerer (max spell level of 2) with a Charisma of 17 has a total of 23 spell points.)

Table 1–1: Spell Points per Day

Level	Bard	Cleric, Druid, Wizard	Paladin, Ranger	Sorcerer
1st	0	2	0	3
2nd	0	4	0	5
3rd	1	7	0	8
4th	5	11	0	14
5th	6	16	0	19
6th	9	24	1	29
7th	14	33	1	37
8th	17	44	1	51
9th	22	56	1	63
10th	29	72	4	81
11th	34	88	4	97
12th	41	104	9	115
13th	50	120	9	131
14th	57	136	10	149
15th	67	152	17	165
16th	81	168	20	183
17 th	95	184	25	199
18th	113	200	26	217
19th	133	216	41	233
20th	144	232	48	249

Table 1–2: Bonus Spell Points

— Bonus Spell Points (by Maximum Spell Level) —

Score	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
12–13	—	1	1	1	1	1	1	1	1	1
14–15	—	1	4	4	4	4	4	4	4	4
16–17	—	1	4	9	9	9	9	9	9	9
18–19	—	1	4	9	16	16	16	16	16	16
20–21	—	2	5	10	17	26	26	26	26	26
22–23	—	2	8	13	20	29	40	40	40	40
24–25	—	2	8	18	25	34	45	58	58	58
26–27	—	2	8	18	32	41	52	65	80	80
28–29	—	3	9	19	33	51	62	75	90	107
30–31	—	3	12	22	36	54	76	89	10	121
32–33	—	3	12	24	38	56	78	104	119	136
34–35	—	3	12	27	48	66	88	114	144	161
36–37	—	4	13	28	49	76	98	124	154	188
38–39	—	4	16	31	52	77	110	136	166	200
40–41	—	4	16	36	57	84	117	156	186	220
42–43	—	4	16	36	64	91	124	163	208	242
44–45	—	5	17	37	65	101	134	173	218	269
46–47	—	5	20	40	68	104	148	187	232	283
48–49	—	5	20	45	73	10	153	205	250	301
50–51	—	5	20	45	80	116	160	212	272	323

Table 1–3: Spell Point Costs

Spell Level	Spell Point Cost
0	0 ₁
1st	1
2nd	3
3rd	5
4 th	7
5th	9
6th	11
7th	13
8th	15
9th	17

1 0-level spells: You can cast 3 0-level spells per spell point.

SPELLS KNOWN:

Most spellcasters will use their spells known chart with no modifications. The exceptions are listed below.

Sorcerers will use their spells per day chart for their spells known chart and add their charisma bonus to this amount.

SPELL POINT RECHARGE:

Spellcasters can recharge their spell points by simply resting. During this period they may sleep, meditate, pray or whatever type of non movement activity they prefer. A spellcaster that is resting may not move from their resting spot. Doing so will cause the loss of any points gained during that 20 minute period and they will have to start that period over again. For every 20 minutes of rest, a spellcaster will regain 1 point per level. (Example: A 5th level wizard resting for 20 minutes gains 5 points back. Resting for an hour gets 15 points back) If the spellcaster is disturbed during this period they must make a concentration check DC 25 plus any modifier the DM determines. (See page 170 PHB) If the check is failed that time has been wasted.

SPELL POINT PHYSICAL DRAIN:

Spellcasters can potentially cast a great number of spells in a day, but every spell cast is a potential burden on the caster's health and vitality. Reaching for and directing magical energy is a dangerous and taxing exercise, at least as difficult as heavy labor or prolonged exertion. This variant of the spell point system does not change the way a character prepares spells, casts spells, regains spell points, or any of the other rules from that system. However, the spellcaster's pool of spell points represents a physical, not just mental, limit on his spellcasting power.

When a spellcaster's spell point pool falls to half of his maximum or less, he becomes fatigued as described below.

(A fatigued spellcaster takes a -2 penalty to Strength and Dexterity. After resting and regaining spell points above half of your maximum you are no longer fatigued.)

When a spellcaster's spell points drop to one-quarter of his maximum or less, he becomes exhausted as described below.

(An exhausted spellcaster takes a -6 penalty to Strength and Dexterity and moves at half speed. After resting and regaining spell points above one-quarter of your maximum you are no longer exhausted.)

If a spellcasters pool does not have sufficient points to complete the casting of a spell there is a chance that the spellcaster will be drained of one level. The chance of this happening is 10% per level of the spell minus the spellcasters level. If the spellcaster makes the save, the spell is cast and at its expiration, they immediately fall comatose for one day per level of the spell that was cast. If they fail the save they lose one level, dropping midway between their current level and their previous level as well as falling comatose as above. You cannot attempt to cast a spell if you have zero spell points.

RESTDYING SPELLS:

Wizards can restudy their spells in memory at any time by spending one hour of uninterrupted study. No movement is possible during this time. Restudying spells does not regain used spell points.

Clerics can pray for new spells at any time by spending one hour of uninterrupted prayer. No movement is possible during this time. Restudying spells does not regain used spell points.

SPELL POINT LOSS:

When a character would lose a spell slot (such as from gaining a negative level), he instead loses the number of spell points required to cast his highest-level spell.

(Example: a 5th level sorcerer (max spell level of 2) with a Charisma of 17 has a total of 23 spell points. Losing one level (L4) will reduce that to 18 and losing 2 levels (L3) reduces it to 9.)

MISCELLANEOUS ISSUES:

Spells that allow a character to recall or recast a spell don't function in this system. (It doesn't make any sense to have a spell that gives you more spell points, since you're either paying more than you get, getting nothing, or getting more than you paid.) Items that function similarly can work, but differently, they restore a number of spell points required to cast a spell of that level. A *pearl of power* for 3rd-level spells, for instance, would restore 5 spell points to a character's pool of available points when activated.

MULTICLASS SPELLCASTERS:

A character with spellcasting ability from multiple classes can combine spell points to equal the total character level. (Example: 5th level wizard and 2nd level cleric = a total caster level of 7th.) You will only apply your ability score modifier to your spell points once for your first spellcasting class.

METAMAGIC FEATS:

Metamagic feats can be applied to a spell as it is cast with no other preparation needed. Metamagic feats may be used as often as wanted. Effectively, the character must pay for the spell as if it were a higher-level spell, based on the adjustment from the metamagic feat. If the metamagic effect(s) would increase the spell's effective level above what she is capable of casting, she can't cast the spell in that way.

For example, at 7th level Mialee is capable of casting 4th-level spells. She could empower a 2nd-level spell, or still a 3rd-level spell, or empower and still a 1st-level spell. She couldn't empower a 3rd-level spell or still a 4th-level spell (since doing either of those things would raise either spell's effective spell level to 5th). The spell's caster level for purposes of damage-dealing effects (see above) doesn't change, even if the metamagic effect increases the minimum caster level of that spell. For instance, a quickened *fireball* still deals damage as if cast by a 5th-level caster unless the caster chooses to pay additional spell points to increase the caster level. For example, if Mialee empowered her *magic missile*, it would cost her 5 spell points (as if it were a 3rd-level spell) but would shoot only one missile and deal (1d4+1 ξ 1.5) points of damage.

You can still only cast 2 spells per round using this method. See feat descriptions PHB P87

SPELL CAP VARIABLE: (Option 1)

Spellcasters use their full normal caster level for determining the effects of their spells in this system, with one significant exception. Spells that deal a number of dice of damage based on caster level (such as *magic missile*, *searing light*, or *lightning bolt*) deal damage as if cast by a character of the minimum level of the class capable of casting the spell. Spells whose damage is partially based on caster level, but that don't deal a number of dice of damage based on caster level (such as *produce flame* or an *inflict* spell) use the spellcaster's normal caster level to determine damage. Use the character's normal caster level for all other effects, including range and duration.

Example: a *fireball* deals a number of dice of damage based on the caster's level, so when cast by a wizard using this system, it deals 5d6 points of damage (as if cast by a 5th-level wizard, which is the minimum level of wizard capable of casting *fireball*). A sorcerer who casts the same spell deals 6d6 points of damage, since the minimum level of sorcerer capable of casting *fireball* is 6th.

A character can pay additional spell points to increase the dice of damage dealt by a spell. Every 1 extra spell point spent at the time of casting increases the spell's effective caster level by 1 for purposes of dealing damage. A character can't increase a damage-dealing spell's caster level above her own caster level.

Example: Even at 7th level, Mialee's *lightning bolts* deal only 5d6 points of damage (just like a 5th-level wizard) unless she spends extra spell points. If she spends 1 extra spell point (making the *lightning bolt* cost 6 points rather than 5), the spell deals 6d6 points of damage. A second extra spell point would increase the damage to 7d6 points, but she can't spend more points than this, since her caster level is only 7th.

Her *magic missile* spell only shoots one missile unless she spends extra spell points. An extra 2 spell points, increases the caster level from 1st to 3rd, granting her one additional missile. She can spend a maximum of 6 additional spell points in this manner, increasing her effective caster level to 7th for damage purposes and granting her a total of four missiles. If she were 9th level or higher, she could spend a maximum of 8 extra spell points, granting her five missiles (just like a 9th-level caster).

If you use this option you may want to change the spell point recharge time from 20 minutes to 10 minutes. Example: With this variable, a 15th level wizard casting *fireball* would need to expend 19 points to do 15D6 damage vs 5 points to do 15D6.

SPELL CAP VARIABLE: (Option 2)

No one likes a spell cap. Cast away at your full caster level with no cap on spells and no extra spell point cost. The 20 minute recharge time is more practical with this option.