

STORY MODE

SPELL POINT SYSTEM

~ OVERVIEW ~

This spell system takes over 100 spells from the official rules and distills their effects to a smaller, more versatile set of **18 spells**.

Each spell has one description, but its effectiveness is based on the number of **Spell Points (SP)** you use to cast it.

The descriptions are intentionally “plain” in order to let spellcasters **personalize the look and flavor** of their spells.

~ LEARNING SPELLS ~

When gaining a class level, you may:

- **Learn 1** new Level 2 spell, or
 - **Upgrade 3** different spells, +1 level each (Max: 10)
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~ CASTING SPELLS ~

There is no need to **prepare** spells. You can cast any spell that you have learned.

When casting a spell, choose how many SP you wish to spend, **up to the level** you have attained for that spell.

*For example, Taria knows **Bolt, Level 4**. She can choose to spend **1, 2, 3, or 4** spell points. She decides to spend 3 SP to deal 3d10 damage.*

After a **Long Rest**, casters recover all of their Spell Points.

~ CUSTOMIZING SPELLS ~

The DM can add a **Flavor Bonus** to your spell effect, based on how unique and creative your description of the spell is.

For example, Taria describes her Bolt as a glowing spear that she hurls at the enemy. The DM adds an extra 2 points of damage.

Inspiration points can be spent to modify a spell effect when it is cast, per DM approval.

For example, Taria uses an Inspiration point and describes her “glowing spear” Bolt as crackling with lightning. When she strikes a goblin, the other goblins nearby are knocked prone in a wave of thunder.

Wizards can cast **cantrips** -- improvised trivial effects that are based on a known spell, which do not cost SP. For example, making a coin disappear (Hide or Illusion), or lighting a candle with your fingers (Fire).

At 5th Level, wizards are able to craft **custom spells on the fly**, built from the spells they already know. See the Wizard class feature sheet.

~ CONSTRAINTS ~

Each spell takes **1 action** to cast.

The default range is anything within **eyesight**, no further than **60 feet**.

The default duration for all spells is **10 minutes** (approximately 1 encounter). You may end the spell any time before then.

All spells require speech and gestures, but **material components are not used**, except for optional flavor.

Spells that have temporary effects **can not be stacked** with effects from the same spell.

WIZARD SPELLS

Animal
Blast
Bolt
Charm
Detect
Enchant
Entangle
Fire
Heal
Hide
Ice
Illusion
Light
Protect
Sleep
Spirit
Telekinesis
Teleport

SPELL POINTS

Caster Level	Wizard SP	Paladin SP
1	5	-
2	10	4
3	15	6
4	20	8
5	25	10
6	30	12
7	35	14
8	40	16
9	45	18
10	50	20

PALADIN SPELLS

Bolt
Charm
Detect
Enchant
Heal
Light
Protect
Other*

* choose one spell from Wizard list

Animal

Per Spell Point: 5 HP

Summon an animal of the given HP or less from the local terrain and befriend it. You can communicate with it telepathically, using simple words, and it is willing to follow simple commands. If the creature can fly, it costs +1 SP.

EXAMPLES

- 1 SP: snake, cat, deer, squirrel
- 2 SP: eagle, owl, wolf
- 3 SP: horse, constrictor snake, panther
- 4 SP: crocodile, black bear, ape
- 5 SP: lion, swarm (bats, rats, ravens, or insects)
- 6 SP: reef shark, giant eagle
- 7 SP: brown bear
- 8 SP: dire wolf, tiger, giant boar
- 9 SP: hunter shark, rhino
- 10 SP: giant constrictor, saber-toothed tiger

Blast

Per Spell Point: 1d6 HP

Create a burst of energy, inflicting the given damage to all creatures in a 20' radius of the target point. (Reflex Save = ½ damage)

Bolt

Per Spell Point: 1d10 HP

Emit an energy bolt or ray at a single target. (Reflex Save = ½ damage)

Charm

Per Spell Point: 6 HP

Choose one or more humanoid targets who are not in combat and have a combined HP total of equal or less than the given number of hit points. (*continued...*)

If a target misses a Will Save, they become friendly for the duration or until attacked. Persuasion checks are made at Advantage.

After the spell ends, the targets are aware that they were charmed.

Detect

Per Spell Point: 30 feet

Within the given radius, you may choose to detect nearby traps, or sources of magic, or a specific object or person.

Make a Spellcasting check. Based on the success of the roll, you will get a sense of the direction and distance of the target(s).

Enchant (Bonus Action)

Per Spell Point: +2 or -2

Grant a bonus or penalty to a single target on the next roll or attack they make for a single Ability (choose one), including damage rolls.

Entangle

Per Spell Point: +2 5-foot squares

Create a single one-foot thick area of vines. The given area can be distributed however you wish, e.g. on the ground (Difficult terrain), blocking doorways, on a wall, etc.

A creature in the area when you cast the spell must make a Strength check or be Restrained until the spell ends. A Restrained creature can use its action to make a Strength check to free itself.

The vines have 10 HP per 5' square. They immediately dissolve in fire or acid.

Fire

Per Spell Point: +2 5-foot squares

Create a single area of fire, on the ground or as a ½ foot thick wall, in a shape of your choice.

Creatures standing in the fire take 1d10 damage when it appears and at the end of each round they remain inside. (Reflex Save = ½ damage)

Any creature that moves through a wall of fire takes 3d10 damage (no save).

The fire may spread to flammable objects, but is extinguished at the end of the duration or when the caster ends the spell.

Heal

Per Spell Point: 1d8 HP

Restore the given number of hit points to a single creature.

10 hit points of healing may be substituted to cure one disease or poison.

Hide

Per Spell Point: +1d6 Stealth

A willing target becomes a semi-transparent blur or takes on an illusory disguise to blend in with their surroundings, gaining the given bonus to any Stealth checks.

The spell ends early if the target makes an attack or is attacked.

Ice

Per Spell Point: +2 5-foot squares

Create a single area of ice, on the ground or as a one-foot thick wall, in a shape of your choice.

An icy floor counts as Difficult terrain. Creatures moving on ice or standing on the ice at the end of its turn must succeed on a Reflex save or fall Prone. An ice wall has 20 hit points per 5' section.

The ice melts at the end of the duration or when the caster ends the spell.

Illusion

Per Spell Point: 3 cubic feet

Create a single illusion up to the given size, which is capable of making sound, animating, and moving at a walking pace.

After one round, intelligent creatures may make a Perception (Wis) check to realize it is an illusion.

Example: a human-sized illusion is 2 SP.

Light

Per Spell Point: +2 Perception

Emit a magic source of light from an object or weapon, comparable in brightness to a torch (40-foot radius), for one hour.

All friendly creatures within the light have the given bonus on all vision-based Perception rolls within the light radius.

When entering the light, invisible creatures must make a Will save or become visible.

Protect

Per Spell Point: 1d8 HP

Grant temporary hit points to a single target, until the duration ends.

You may spend an additional Spell Point to grant the target Advantage on all Saves until the end of the spell.

If cast on a closed door, window, chest, etc., it becomes magically sealed until it takes enough damage to break the spell. You maintain only one “lock” at any given time.

Sleep

Per Spell Point: 10 HP

Choose one or more humanoid targets who are not in combat and have a combined HP total of equal or less than the given number of hit points.

If a target misses a Will Save, they go into a sleep-like trance. They awake if they are shaken or attacked.

After they are awakened, they have Disadvantage for one round.

Spirit

Per Spell Point: 30 feet

Create a small glowing spirit through which you can remotely see, hear, and speak. It may not attack or perform physical actions other than movement.

It can fly to any location within the given range, and may move through solid objects.

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You are effectively Blinded while focusing on your spirit. You may change focus to your spirit and back as an Action.

If the spirit is attacked, you take the damage directly and the spell ends.

Telekinesis

Per Spell Point: 100 pounds

Slowly move, turn, lift, or manipulate an object or group of similar objects, up to the given weight. Make a Spellcasting check to perform any movements requiring accuracy.

It can also be used to hold a creature of the given weight in place. The target must make a Strength check or be Paralyzed. At the end of each of its turns, it can make another Strength check to break free.

Teleport

Per Spell Point: 20 feet

One willing creature is instantly transported to a location within the given range that is either within eyesight or that the caster has seen before.

You can teleport additional targets by spending one extra Spell Point per target.

After being teleported, any target other than the caster must make a Fortitude Save vs DC 10 or be Stunned for 1 round.

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