

SPELLS AND SCROLLS

TASK	CHECK	DIFFICULTY	REQUIREMENTS	COMMENTS
READ SCROLL	Spell craft check	DC 20 + spell level		Use magic device skill can be used to Decipher script
	Read Magic	Automatic		
	Use magic Device skill/Decipher script	DC 25 + spell level		
CAST SCROLL	Caster level check: 1d20 + caster level	DC: Scroll caster level +1	<ol style="list-style-type: none"> 1. Can cast spell of Arcane or Divine 2. Spell must be on casters class list 3. Caster meets ability requirements (10* + spell level of scroll) 	Use magic device skill must be used to emulate ability score first – if not meeting ability requirement
	Use magic device check	DC: 20+ Scroll caster level.		
SPELL DC	Calculate by caster when casting spell	DC 10 + spell level + ability score bonus (for INT, CHA or WIS*)		*WIZARD: INT *SORCERER:CHA *BARD: CHA *CLERIC: WIS
OVERCOME SPELL RESISTANCE	Caster level check: 1d20 + caster level	Must be equal or higher than Spell Resistance (SR)		

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TASK	CHECK	DIFFICULTY	REQUIREMENTS	COMMENTS
CAST SPELL YOU KNOW FROM OTHER SPELLBOOK	Spell craft check To prepare spell	DC 15 + spell level*	First need to read spell (See read scroll)	*Must be rolled each time caster want to prepare spell
ADD NEW SPELLS WHEN LEVELLING	None	Automatic	None, but must have announced to DM what spells the wizard desire to get when leveling already at the beginning of the Wizards current level	No time required and no cost
ADD SCROLL TO SPELLBOOK	Spell craft check to learn spell + Write spell into spell book	DC 15 + Spell level** Automatic	1. Use 1 full day to study it 2. Decipher scroll (see read scroll) 3. A) Takes 24 hours. B) Uses 1 page per spell level. C) Costs 100 GP per page in materials	** If failed caster can try again when gaining at least 1 rank in Spell craft Normally a spell book has 100 pages in total and cost 15 GP Travel Spellbooks can have less (typically 25-50 pages) and cost 5-10 GP