

Spell-points

Spell-points are used to CAST a spell upon a target, whether that target be self, another, or an object.

You will gain 2-D6 spell-points at the creation of your character, and then 1-D6 for every level advanced thereafter.

Note

See page #1 of your character sheet for adjusted spell-points earned per level (look at your character's Intelligence, Mental-strength, or Wisdom).