

Obvious examples include elemental attack balls or healing spells.

Example
A spell that heals wounds in combat

What will it do?
A good spell will have a notable, but not overpowered impact on the game. Some common examples allow players to do things they otherwise could not, like talk to plants, or commune with the dead.

A ZINE
Roleplaying Game

Making Spells

Who will it target?
The caster may or may not have a specific target depending on what the spell does. Sometimes it will be an enemy, an ally, an object, or the caster themself.

Example
It can heal the caster or an ally.

This ZINE Roleplaying Game Expansion requires the core rules to use

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How is it cast?
This can be as mundane or elaborate as your group chooses. The spell could be declared, sung, require a ritual, or use a totem. Have fun with it... maybe even LARP it...

Example
By placing hands on the wound and saying "Heal!"

Which Attribute should it be?
If it heals: CON or ^{or improves}
If it dms or protects: Sma
If it inspires or helps: Cha

Complete Example
Heal 1/5 cooldown
Attribute: CON
By placing hands on a wound the caster can heal themselves or a friendly target 3 hp.

Where should the caster be?
Some spells may require the healer to be right next to the target, such as a healing spell. Others, such as those which expels, might demand the caster be far away.

Example
As the spell requires touch next to the target.

Why is it useful?
The spell is only really beneficial if it has use. In this part, it is helpful to define the "mechanics" of the spell.

Also define the spell's limits
For instance a healing spell can only be cast once every 5 turns for the caster to "recharge".
Example
The spell heals 3 hp. It has a 5 turn cooldown.

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