

BASIC D20 SPELLCASTING

Basic d20 assumes that you will use the normal D&D spellcasting system to create characters. Characters will have a number of class-based spellcasting systems to choose from, such as cleric, druid, and wizard. A previous document, Basic d20 Magic Skills, detailed how each school of magic could be made into its own skill, thus eliminating class-based spellcasting entirely. Basic d20 Spellcasting offers an even simpler system: spellcasting based on the generic spellcaster from the SRD.

POWER: SPELLCASTING (5 PP PER LEVEL)

Spellcasters learn and cast spells as a sorcerer. They may select their spells known from the cleric, domain, druid, sorcerer/wizard spell lists and any other spell lists permitted by the GM. If a spell has different spell levels for different classes, use the lowest from among cleric, druid, and sorcerer/wizard classes (excluding domain lists). For example, *true seeing* becomes a 5th level spell under this system and *refuge* is a 7th level spell for the spellcaster. If a spell is not found on any of these three lists, use the lowest level listed for any class. For example, *heal mount* is only found on the paladin spell list. If the GM permits this spell to be learned by spellcasters, then it is a 3rd level spell. *Order's wrath* is only found on the Law Domain spell list, so it is a 4th level spell for spellcasters.

Under this system, disregard the arcane/divine distinction in spellcasting. For any game effects that require the source of the character's spellcasting ability be known (whether arcane or divine), the GM should exercise good judgment. Spellcasters are not affected by the arcane spell failure chance when wearing armor in which they are proficient. Spellcasters wearing armor in which they are not proficient suffer the normal arcane spell failure chances.

A character's key ability is the highest of the character's Intelligence, Wisdom, or Charisma ability score modifiers. The key ability is added to the Difficulty Class of the saving throws for spells cast by the character. Bonus spell slots are based on the key ability according to the table below. The key ability also determines the highest spell level the character can learn.

$$\text{HIGHEST SPELL LEVEL ABLE TO BE LEARNED} = \text{KEY ABILITY} \times 2 + 1$$

A simple table summarizes this formula:

Key Ability Score Modifier for Spellcasting	Highest Spell Level Able to be Learned or Cast
+0	1st
+1	3rd
+2	5th
+3	7th
+4	9th

A spellcaster's number of spells per day by spellcaster level and bonus spell slots are listed below.

Level	Spells per Day									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	5	3								
3	5	4								
4	6	5	2							
5	6	5	3							
6	6	6	4	2						
7	6	6	5	3						
8	6	6	5	4	2					
9	6	6	6	5	3					
10	6	6	6	5	4	2				
11	6	6	6	6	5	3				
12	6	6	6	6	5	4	2			
13	6	6	6	6	6	5	3			
14	6	6	6	6	6	5	4	2		
15	6	6	6	6	6	6	5	3		
16	6	6	6	6	6	6	5	4	2	
17	6	6	6	6	6	6	6	5	3	
18	6	6	6	6	6	6	6	5	4	2
19	6	6	6	6	6	6	6	6	5	3
20	6	6	6	6	6	6	6	6	6	5

Key Ability Score Modifier	Bonus Spells (By Spell Level)									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
-1 or lower	Can't cast spells									
+0	-	-	-	-	-	-	-	-	-	-
+1	-	1	-	-	-	-	-	-	-	-
+2	-	1	1	-	-	-	-	-	-	-
+3	-	1	1	1	-	-	-	-	-	-
+4	-	1	1	1	1	-	-	-	-	-
+5	-	2	1	1	1	1	-	-	-	-
+6	-	2	2	1	1	1	1	-	-	-
+7	-	2	2	2	1	1	1	1	-	-
+8	-	2	2	2	2	1	1	1	1	-
+9	-	3	2	2	2	2	1	1	1	1
+10	-	3	3	2	2	2	2	1	1	1

A spellcaster's number of spells known by spellcaster level is listed below.

Level	Spells Known									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	2								
3	5	3								
4	5	3	1							
5	6	4	2							
6	6	4	2	1						
7	7	5	3	2						
8	7	5	3	2	1					
9	8	5	4	3	2					
10	8	5	4	3	2	1				
11	9	5	5	4	3	2				
12	9	5	5	4	3	2	1			
13	9	5	5	4	4	3	2			
14	9	5	5	4	4	3	2	1		
15	9	5	5	4	4	4	3	2		
16	9	5	5	4	4	4	3	2	1	
17	9	5	5	4	4	4	3	3	2	
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

THREE FEATS ESPECIALLY SUITED FOR SPELLCASTING

The feats detailed below are found in a number of d20 supplements and can be used to expand the spellcasting capabilities of characters in your campaign.

Arcane Preparation [General]

You can prepare an arcane spell ahead of time as a wizard does.

Prerequisite: You must be able to cast spells as a bard or sorcerer before you can take this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action. The prepared spell remains in your mind and occupies one of your spell slots until you cast it or change it. A prepared spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Extra Slot [General]

You can cast an extra spell.

Prerequisites: Spellcaster level 4th+.

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level or 1st-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

Extra Spell [General]

You can learn one more spell.

Prerequisites: Spellcaster level 3rd+.

Benefit: You learn one additional spell at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire. A 4th-level wizard can likewise learn an extra 0-level or 1st-level spell, but since wizards learn spells far more easily than sorcerers, this feat is of less use to her.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.

CAN IT GET ANY SIMPLER THAN THIS?

The answer is probably “No.” All spellcasting has been reduced to a 5 PP per level spellcasting power based on the generic spellcaster class in the System Reference Document. Arcane and divine classifications are discarded as well as all class-based spellcasting distinctions. Every spellcaster functions as a sorcerer but has access to all spell lists. Extra spells can be learned and extra spell slots can be purchased for 1 PP each with the Extra Spell and Extra Slot feats. Spells can be prepared ahead of time if Arcane Preparation is taken. GMs can make any other feats available to expand the versatility of this power. By adding the theurgy series of spells from D&D5E or the sorcery series of spells from Custom Characters to your campaign, the spellcaster can also have the ability to spontaneously cast low level spells thus increasing versatility even further.