

Using magic: difficulty factors

	-3	-2	-1	0	1	2	3	4	5	6	7
Distance			Yourself	Touch	Short – up to 10 meters	Medium – 11 meters to 100	Long – 100 to 1000m	Very long: 1 to 10km	Extreme – over 10km	Insane – over 100km	Batshit: global or inter-planar
Area of effect				Personal and requires at least one action of concentration	One person, creature or item touched	Small – up to 1 meters radius	Medium – up to 3 meter radius	Large – 3 meter to 10 meter radius	Huge – over 10 to 100	Insane – 100 to 1000 meters	Batshit – 1km to 10km
Duration of effects					Instant	Short – up to 1 minute	Medium – 1 to 10 minutes	Long – 10 minutes to an hour	All day (but not permanent)	Permanent (plus spending XP)	
Amount of material				A handful – literally	5cm ³	10cm ³	1m ³	10m ³	100m ³	1km ³	10km ³
Damage				1d4	2d6	3d8	4d10	5d12	6d20	7d100	7d100 plus auto-crit
Preparation	Concentrate – very long ritual: at least an hour	Concentration – long ritual: at least 10 minutes	Concentration – short ritual: at least 5 combat turns	Requires concentration – one action			Cast as a bonus action				

Just add up all of the factors you want to include in your spell to get the combination of factors you want. Examples:

- An instant effect on just yourself: level 2.
- At level 1 you can do something with a sphere: only on yourself and it requires concentration... - but it can be done.
- Throwing a fireball: at one creature (1), with instant duration (1) at short range (1) would let you do 4d10 damage (3) at sphere level 6.
- If you prepared for 10 minutes (-2) you could cast the same fireball with damage of 6d20 – or throw the same 4d10 fireball up to 1000m.
- To go for a long-range godslayer (that is: assuming you want to do maximum damage at maximum range) would be instant (1), one person (1), extreme range (5) and extreme damage (5) for a total of 12. Even a very long ritual would only bring this down to 9, so you are looking at getting some help by having a fellow mage donate mana or overpowering it.

You can overpower any spell by spending more mana on it, at a simple doubling ratio:

- 1 extra mana gives a -1 on the difficulty factors table
- 2 extra mana gives -2
- 4 extra mana gives -3