

## Dynamic Spellcasting 1.0

This variant system is meant for those people, who think that standard D&D 3e spellcasting system sucks, doesn't make sense, spells could be more adjustable or something analogical to these previous three. In this system you do not have to prepare spell in advance, nor do these spells always come out as wanted.

### How this system works

"Spellcasting" is a new characteristic for D&D 3e spellcasting characters. Casting a spell becomes a d20 check.

**Spellcasting = Base will save from spellcasting class + appropriate key ability modifier**

Specialist wizards receive a +2 bonus to Spellcasting checks in his specialised school. Wizard also has -2 penalty on the spells not written in his spellbook.

For example, John is a first level wizard with intelligence of 15. He adds his intelligence modifier (+2) to his base will save (+2). John is not a specialist wizard, so he receives no bonus from that. Simple mathematic says, that John's Spellcasting is +4.

Though it may seem that John may cast a spells forever, he does get tired when doing so. The Spellcasting attribute is decreased by one with every spellcasting attempt made. However, the Spellcasting restores by one point for every hour John hasn't cast a spell, or completely after a complete rest. This also loses the technical need to prepare spells.

To cast a spell John rolls a d20 and adds his Spellcasting bonus to the result. Difficulty class depends on what he is attempting to cast.

**Difficulty class = 10 + (spell level x 2)**

For example, John attempts to strike an orc with a *Macic missile*. He rolls a lousy 6 on a d20, and adding his +4, adding up to 10 doesn't help him much frying the orc (DC was 12). Luckily, a greatsword-wielding friend blocks orcs way to John. Next round John attempts to strike orc again. He rolls a 17 on d20, and adding his +3 the result of 20 is more than enough for this simple spell to succeed.

### Who can cast what?

The character class is an obvious guide, but other than that, this is solved through players own conscience, characters development and if necessary, by DM's strict hand.

### Screwing up

If Spellcasting check fails the DC by 10 or more points (or in case of a natural 1), things can get really ugly. DM is encouraged to be sadistic. And a natural 20 doesn't save you, if you still miss the DC by more than 10.

### Trying something big

This variant rule allows spellcaster to cast more powerful spells than he actually could. This involves rapid rise of the DC and thus potential danger to everyone around. When trying to cast spell higher than your class levels should normally allow, just increase the spell level multiplier to 3, 4 or even higher if you see it fit.

### Unique spells

Since you are given a chance not to be stuck in the manual, why not use it. Players are encouraged to create unique spells of their own, which suit the particular situation. Also, DM is encouraged to lower the DCs, if some spell descriptions fit in the situation uniquely or are otherwise talented and help to advance the game in the roleplaying fashion. So, these lowering DCs encouragements to DM do not count in case of spells that cause direct hit point damage or heal the latter.

### More variant rules

DM may choose that the "effective" spell level is used instead of standard one, when determining the DC, or even allow failed spells to succeed, only at lower DC and lesser effect. If John the wizard from the previous example had cast *Sleep* instead of *Magic Missile*. A Spellcasting total of 10 would have resulted a DC of 9 instead of normal 13 (13 - (2 x the failed amount) for example) and affect 1d3 HD instead on 2d4. And Spellcasting check of 20 would have resulted a DC of 17 (effective spell level 5), and affected 3d6 HD (no formula about the HD's here). Just a wild thought though.

Or the GM may allow a spell to be cast "safely" when thoroughly prepared, or at least give some bonus to the roll.

### Ain't this system fuzzy?

Sure it is. But so is magic. Especially the latter part, when you do things what you can't actually control. I know this system may have flaws, but that's not the point. Point is that magic is not science, thus it's all right if it's fuzzy.

These thoughts were written down by Higgins.