

7DSystem **CALCULATE COMBAT SCORE****+1 base score**

Combat Ready
You are able to perceive, and are aware of, the opponents.

0	1	2	3	4	5	6	7
None	d20	d12	d10	d8	d6	d4	d2

add up to a *maximum* of 7**NUMBER OF DICE TO ROLL**

1 Base dice
+ ranks in your weapon proficiency
+ bonuses to your weapon proficiency

YOUR SIZE**+6**

Sixth the Size
You are at least 1/6 the size of your target.

+5

Fifth the Size
You are at least 1/5 the size of your target.

+4

Quarter the Size
You are at least 1/4 the size of your target.

+3

Third the Size
You are at least 1/3 the size of your target.

+2

Half the Size
You are at least 1/2 the size of your target.

+1

Smaller than Opponent
You are at least 1 size smaller than your target, but not half the size, or smaller.

YOUR POSITION**+5**

Rear Attack (Unaware)
You are behind your target and your target is unaware of your presence.

+3

Rear Attack (Aware)
You are behind your target and your target is aware of your presence.

+2 each

Above In The Air / Water
You are in the air, or water, above your target.

Charging
You charged as a complete action.

Drop from Above
You are dropping on to your target from above.

+1

Higher Ground
You are on higher ground than your target (includes mounts and vehicles).

YOUR EMOTIONAL STATE**+3**

Frenzy
You are considered to be in a frenzy.

+2 each

In The Zone
Your 3 previous attacks were successful hits or effects.

Rage
You are considered enraged.

+1 each

Calm
You have calmed yourself prior to the attack.

Favoured Enemy
Your target is a favoured enemy of yours.

YOUR TIME TAKEN & ALLIES**+2 per**

Patience
For each turn you have not performed an action prior to this round.

Ranged Aim*
For each turn you spent taking aim at your target.**

+1 per

Ally
For each ally that attacked your target in the previous round or the preceding part of the current round.

YOUR DISTANCE (RANGED)**+4**

Point Blank Range
Your target is within your reach distance.

+2

Close Range*
Your target is within the same area as you, but outside your reach distance.

+1

Medium Range*
Your target is within the area adjacent to the one you are in.

TARGET'S INJURIES**+3**

6 Injuries
Your target has suffered 6 injuries prior to this combat round.

+2

4 to 5 Injuries
Your target has suffered 4 or 5 injuries prior to this combat round.

+1

2 to 3 Injuries
Your target has suffered 2 or 3 injuries prior to this combat round.

+6

Can't Move
Your target is considered: *incapacitated* or *frozen*.

+5

Bound / Ensnared
Your target is considered: *ensnared* or *bound*.

+4

Lost Their Wits
Your target is considered: *stunned*, *blind*, *dazed*, *confused*, or *gripped with fear*.

+3 each

Surprised
Your target was unaware of any attackers and is taken by surprise (e.g. an ambush).

Held or Pinned
Your target is held or pinned in place.

On The Ground
Your target is lying on the ground.

+2 each

Attacked*
Your target attacked someone during the current round or the previous round.

Retreating
Your target is retreating or fleeing (moving away from combat without withdrawing).

Encumbered / Submerged
Your target is carrying more than their Max CV or more than knee deep in a liquid.

Burning
Your target is considered burning (either by fire, acid or magical effect).

Falling, Pulled or Dragged
Your target is currently *falling*, *being pulled* or *dragged* past you.

+1 each

Unarmed
Your target is currently not wielding a weapon.

Enraged / Frenzied
Your target is currently enraged or frenzied.

Stationary*
Your target did not move or take a step quick action during their turn.

Occupied*
Your target is occupied with: casting a spell, firing a ranged weapon, using a non-weapon item, picking up an object or loading a weapon, etc.

TARGET'S SITUATION**+1/-1**

Spend a Story Value Token
By spending a story value token you can increase (or decrease) the combat score.

M Melee Attacks Only

* Does not apply when you are firing into combat involving allies.

** Does not apply to *rapid fire* weapons

TARGET UNDER FIRE**+1 per**

Suppression
For each ranged attack fired at your target in the previous round or the preceding part of the current round.

0	1	2	3	4	5	6	7
None	d20	d12	d10	d8	d6	d4	d2
							

Sacrifice

Shield & Armour Effect
You can negate all injuries from a hit by sacrificing the shield or armour with this effect. QV is reduced by 1.

YOUR ALLIES

+6	+5	+4	+3	+2	+1
Assistance You are within reach distance of 6 or more allies.	Assistance You are within reach distance of 5 allies.	Assistance You are within reach distance of 4 allies.	Assistance You are within reach distance of 3 allies.	Assistance You are within reach distance of 2 allies.	Assistance You are within reach distance of 1 ally.

HOW FAR AWAY ARE YOU?

+4	+3	+2	+1
Telescopic Range Your attacker is telescopic range away.	Extreme Range Your attacker is extreme range away.	Long Range Your attacker is long range away.	Medium Range Your attacker is medium range away.

YOUR SIZE

+3	+2	+1
5 or More Sizes Larger You are 5 or more sizes larger than the opponent that hit you.	3 or 4 Sizes Larger You are 3 or 4 sizes larger than the opponent that hit you.	1 or 2 Sizes Larger You are 1 or 2 sizes larger than the opponent that hit you.

DID YOU MOVE?

+3	+2	+1
Moving Target You moved up to 3 or more area increments during the preceding part of the round, or the previous turn.	Moving Target You moved up to 2 area increments during the preceding part of the round, or the previous turn.	Moving Target You moved up to 1 area increment during the preceding part of the round, or the previous turn.

YOUR COVER

+2 per	+1
Cover to Both Sides You have cover to both sides of your position (eg. walls).	Cover to One Side You have cover to one side of your position (eg. wall).
Cover Between You have cover between you and the attacker (eg. wall).	

YOUR SITUATION

+4	+2	+1/-1
Submerged You are fully submerged and are between reach and double reach distance away.	Submerged You are semi or fully submerged and are within reach distance.	Spend a Story Value Token By spending a story value token you can increase (or decrease) your protection value (PV).

ADD PV DICE TO YOUR POOL

+1 base dice	+2	+1 per	+1 per	x Multiple	+1/-1
Base You always receive at least 1 dice if you have a PV of at least 1, unless specified otherwise elsewhere.	Cover Between You have cover between you and the attacker (eg. wall).	Parry For each rank in the Parry expertise you have. You must have a second weapon in your off hand.	Dodge For each rank in the Dodge expertise you have.	Double, Triple & Quadruple Double the size of the attacker, PV dice pool X 2. If triple the size, PV dice X 3, quadruple, 4 X PV dice, etc	Spend a Story Value Token By spending a story value token you can add 1 (or subtract 1) protection value dice from your pool.

BASIC HEALING**Disabilities d6/d8**

- Head**
MENTAL, SOCIAL, CREATIVE, SENSES, EDUCATION & EMOTION ranks & bonuses are considered 0.
- Torso**
PHYSICAL & CONSTITUTION ranks & bonuses are considered 0.
- 3 & 5. Arm (First)**
PHYSICAL & CREATIVE ranks & bonuses for skill checks requiring two arms are considered 0. Only single handed weapons can be wielded and cannot use a shield.
- 3 & 5. Arm (Second)**
PHYSICAL & CREATIVE ranks & bonuses for skill checks requiring arms are considered 0. No weapons or shields can be wielded.
- 4 & 6. Leg (First)**
PHYSICAL ranks & bonuses for skill checks requiring two legs are considered 0. All movement beyond reach distance requires a run/sprint check (no XP).
- 4 & 6. Leg (Second)**
PHYSICAL ranks & bonuses for skill checks requiring legs are considered 0. Cannot move more than reach distance in a turn.
- Tail**
PHYSICAL ranks & bonuses for skills requiring a tail are considered 0. Cannot use any tail abilities or effects.
- Wings**
PHYSICAL ranks & bonuses for skills requiring wings are considered 0. Cannot fly more than reach distance in a turn.

Quick Rest

If the character has **water** they may perform a healing check to heal 1 normal injury.

Short Rest

If the character has a drink of **water** they may automatically heal 1 normal, or disability, injury.
If the character has **rations** they may perform a healing check to heal 1 normal injury.

Full Rest

If the character has a drink of **water** they may automatically heal 1 normal, or disability, injury.
If the character eats a **ration** they may automatically heal 1 normal, or disability, injury.
If the character has **comfortable bedding** they may perform a healing check to heal 1 normal injury.

Complete Rest

The character heals ALL normal injuries and ALL but one of any disability injuries. The character must be comfortable and have easy access to food and water.

+2 Bonus

Bandages
If the character uses bandages they gain a bonus to their **normal injury** healing check.

+2 Bonus

Splints & Casts
If the character uses a splint or a cast they gain a bonus to their **disability injury** healing check.

+1 Bonus

Salves, Ointments & Balms
If the character uses a topical treatment they gain a bonus to their **normal injury** healing check.

+1 Heal

Nursing
If attended by another character who forgoes rest, the injured character heals an additional **injury** on a success.

7DSystem STANDARD CHECKS

Difficulty Level

Determined by the Director or specific rules

0	1	2	3	4	5	6	7
None	d2	d4	d6	d8	d10	d12	d20

+1/-1

Spend a Story Value Token
By spending a story value token you can add 1 (or subtract 1) to the difficulty or the dice from your pool.

+1 Base Dice

Base

You always receive at least 1 die, unless specified otherwise elsewhere.

+1 Dice per

Rank

For each rank in an appropriate **ability**, **forté**, **expertise** and **specialty** that you have earned.

+1 Dice per

Ability Bonus

For each bonus that you have in the appropriate **ability**.

+2 Dice

Correct Equipment

You have the correct equipment for the task.

+1 Dice

Alternate Equipment

You are using makeshift equipment for the task
Director's discretion.

+1 Dice per

Effort

For each recent failed attempt at the same task add an additional die to the pool.
Restrictions apply.

+8 Dice

Devote a Complete Rest

You devote an entire complete rest period to the problem.
Only non-rest actions.

+4 Dice

Devote a Full Rest

You devote an entire full rest period to the problem.
Only non-rest actions.

+2 Dice

Devote a Short Rest

You devote an entire short rest period to the problem.
Only non-rest actions.

+1 Dice

Devote a Quick Rest

You devote an entire quick rest period to the problem.
Only non-rest actions.

+1 Dice

Calm

The surrounds are calm, peaceful and uneventful.

+1 Dice per

Per Person Assisting

For each person assisting you in the task.
No-one earns XP from the check.

EMOTION CHECKS

@ **2+** injuries

Difficulty Level

Equal to your current number of injuries.
+1 if your leader has been neutralised.

+1 Base Dice

Base

You always receive at least 1 die, unless specified otherwise elsewhere.

+1 Dice per

Rank

For each rank in **emotion ability**, **calm forté**, **control fear expertise** and **specialty** that you have earned.

+1 Dice per

Emotion Bonus

For each bonus that you have in the **emotion ability**.

+1 Dice

Leader Alive

Your leader is alive and within your line-of-sight and field of view.
Only when one is determined.

+1 Dice per

Effort

For each failed emotion check attempt for the same event add an additional die to the pool.

+1 Dice per

Uninjured Ally

Your uninjured ally within line-of-sight is not held, pinned, incapacitated, gripped with fear, fleeing or withdrawing.

+1 Dice

Larger

If you are larger than the largest opponent.
Does not stack.

+2 Dice

Double the Size

If you are double the size of the largest opponent.
Does not stack.

+3 Dice

Triple the Size

If you are triple the size of the largest opponent.
Does not stack.

+4 Dice

Quadruple the Size

If you are quadruple the size of the largest opponent.
Does not stack.

+5 Dice

Quintuple the Size or More

If you are five times the size of the largest opponent, or more.
Does not stack.

Rage, Frenzy, Scare & Cause Fear Checks

+1 Base Dice

Base

You always receive at least 1 die, unless specified otherwise elsewhere.

+1 Dice per

Emotion Bonus

For each bonus that you have in the **emotion ability**.

+1/-1

Spend a Story Value Token

By spending a story value token you can add 1 (or subtract 1) to the difficulty or the dice from your pool.

+

Becoming Enraged

If you fail 3 successive attempts to hit your opponents, or you have ranks in the rage forté, you may build up a rage during your emotion check phase.

Becoming Frenzied

While raging, you fail 3 successive attempts to hit your opponents, or you have ranks in the frenzy expertise, you may build up a frenzy during your emotion check phase.

Rage & Frenzy DL

Equal to 7 minus your current number of injuries.

+1 Dice per

Rank

For each rank in **emotion ability**, **rage forté**, **frenzy expertise** and **specialty** that you have earned.

+1 Dice per

Injured Ally

For each ally in the area with four or more injuries.
Rage and Frenzy only.

+1 Dice per

Outnumbered

For each opponent that outnumbers your party.
Rage and Frenzy only.

+1 Dice per

Opponent Double the Size

For each opponent double your size.
Frenzy only.

Scare & Fear DL

1 + Opponent's ranks in: Emotion ability
Calm forté
Control Fear expertise.

+1 Dice per

Rank

For each rank in **emotion ability**, **scare forté**, **cause fear expertise** and **specialty** that you have earned.

+1 Dice per

Outnumber

For each ally that outnumbers the opponents.
Scare and Cause Fear only.

+1 Dice per

Injured Opponent

For each opponent in the area with four or more injuries.
Scare and Cause Fear only.

+1 Dice per

Double the Size or More

You are double your opponent's size, or more.
Scare and Cause Fear only.

+1 Dice per

Larger Allies

For each ally double your opponent's size, or more.
Scare and Cause Fear only.

COMMON CHECKS

Ammunition

DL = Weapon's AV
Success = No more ammo

Roll 1 dice per ranged attack performed.

For weapons with the **jam** effect, roll the dice a second time. A success means the weapon has jammed. Unjamming the weapon requires 2 ranks in that weapon proficiency.

Water & Rations

DL = Water Source or Ration
Success = Run out of water or rations.

Roll 1 dice per use of the water source or ration.

Light Source

Test at the beginning of each transition, or when the light source is dropped.

DL = Light Duration Rating
Success = The light source is extinguished and has run out of its fuel source.

Roll a single dice for the check.

Poison

1 Base dice
+1 per rank in: Constitution, Resistance forté, Resist Poisons expertise and specialty
+1 per Constitution bonus +Bonuses.
Success lowers the DL of the poison by 1.
Failure causes a poison effect and does not lower the DL of the poison.

Disease

1 Base dice
+1 per rank in: Constitution, Resistance forté, Resist Disease expertise and specialty
+1 per Constitution bonus +Bonuses.
Success lowers the DL of the disease by 1.
Failure causes you to gain a symptom of the disease and the DL of the disease is lowered by 1.

Intoxication

When you choose to stop imbibing the intoxicant:
1 Base dice
+1 per rank in: Constitution, Resistance forté, Resist Intoxication expertise and specialty
+1 per Constitution bonus +Bonuses.
Success means you stop imbibing.
Failure means you imbibe the intoxicant again.

Story Value Tokens

Additional uses:
Reroll a dice pool
Change any 2 rolled to a 1.
Force the director to reroll.
Create a suitable mundane item nearby within context & theme of the environment.
Heal 1 injury instantly.
Reduce fatigue by 1 for 1 roll.

Quick Rest

Drink
Search the area
Rearrange equipment

Short Rest

Drink
Eat a meal
Search the area
Rearrange equipment
Craft an item
Brew a potion
Write a scroll
Regain energy

Full Rest

All short rest options, plus:
Sleep
Smith weapon / armour
Repair an item
Reduce fatigue by 1
Regain regeneration

Complete Rest

All full rest options, plus:
Recover from everything
Gain 1 XP in anything
Craft up to 3 items, spells or potions
Smith 1 piece of armour or a weapon.

Fatigue!

If you have points in fatigue you need to roll an additional success per fatigue point on all rolls requiring the use of your abilities or weapon proficiencies.

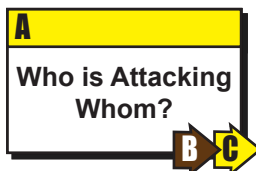
YOU SHOULD REST AS SOON AS POSSIBLE!



7DSystem Combat Round and Turn Flow

From **A** to **H**

Before the First Round Only



If the party is attacking continue to initiative. If not, continue to Surprise.

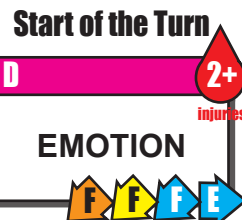


INITIATIVE OUTCOMES

- [PH] Surprise
- [ED] Ambush
- [MN] Best Attack
- [SC] Go Get 'Em Tiger!
- [CR] Battle Song!
- [SN] Spot Weapon Flaws
- [CN] Adrenaline
- [EM] No Fear!

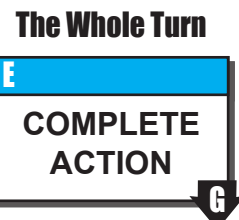


During a surprise round, those being surprised do not get their turn during that round. Follow the normal procedure from D to H without including the surprised opponents. From the next round they will have their turn as they would normally.



Emotion checks are triggered when:

- you have 2 or more injuries and an injury occurred in the previous Injuries & Effects phase.
- you failed an emotion check in your previous turn
- if you were surprised in the preceding round
- if your leader was was neutralised in the previous turn
- you choose to rage, scare and cause fear.



- stand up from a prone position
- shake off stun
- break free of ensnarement
- sprint
- charge attack
- cleave attack
- rend attack
- fire twice
- fire and reload
- subdue (unarmed strangle)
- run down coup de grâce
- coup de grâce
- assassination
- complete defense
- dive behind cover
- tackle
- unlock and open door
- cleave attack
- flee
- delay turn
- overwatch
- aiming
- performing a miracle
- sweep attack

End of the Turn



End of the Round Only



Special Actions & Effect Attacks

★ Requires a weapon with this effect in order to perform

Break Weapon ★

[Complete Action]
Renders a piece of armour, or a weapon useless, or reducing it by 1 QV. Cannot be used against "durable" weapons.

Dive Behind Cover

[Complete Action]
You dive behind cover and receive PV +4 and double the PV Dice pool to a minimum of 4 dice.

Rend ★

[Complete Action]
You inflict 2 Injuries plus the loss of a body part by checking against the "disabilities" table.

Cleave (Multi) ★

[Complete Action]
A successful attack gains an additional attack against any opponent within reach in front you.

Ensnare ★

An ensnared opponent is considered bound.

Stun ★

Your opponent, up to double your size, is stunned and cannot move or act until they shake off the stun.

Cleave (Single) ★

[Complete Action]
A successful attack doubles the number of injuries on a single target.

Feint Attack

An normal attack which causes no injury, but rather allows you to move your opponent up to their reach distance in any direction, facing any direction.

Subdue

[Complete Action]
Surprise round only - you render an unaware opponent unconscious from behind (no injuries caused).

Complete Defense

[Complete Action]
You gain +2 PV and +2 PV Dice until the beginning of your next turn.

Fire Twice/Reload

[Complete Action]
Your ranged weapon can be fired twice. Your *reload* ranged weapon can be fired once and reloaded.

Swashbuckle ★

You can withdraw, reposition yourself or gain an advantage of +3 on your next combat score calculation.

Crush ★

A successful attack causes 1 additional injury.

Off Hand Weapon

Using a weapon in the off hand, you no longer gain the +1 Base Dice and only add dice from weapon proficiency ranks and bonuses.

Sweep ★

[Complete Action]
You can trip multiple opponents within the reach distance of your weapon, even behind you.

Defense Stance

You gain +1 PV and +1 PV Dice until the beginning of your next turn.

Overwatch

[Complete Action]
You perform a single action and quick action during an opponent's turn before the start of their next turn.

Tackle

[Complete Action]
You can knock over an opponent up to 3 sizes larger (not an attack, considered a movement).

Delay Turn

[Non-Action]
You can opt to go later in the turn order.

Pin ★

Pin an opponent to a suitable surface. The opponent may attempt to dodge the attack.

Trip ★

The opponent is tripped and they end up laying on the ground. The opponent may attempt to dodge.

Disarm ★

The opponent's weapon or shield is cast just outside their reach distance in a random direction.

Rapid Fire ★

Your weapon can be fired twice as a **standard action** or four times as a **complete action**.

Two Weapons

After 3 consecutive successful attacks in a row while wielding a second weapon in your off hand, you gain a bonus attack. See "Off Hand Weapon".

Dismount ★

The opponent is dismounted from the beast or vehicle they are riding upon.

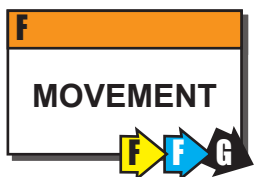
Reach ★

You double your reach distance for this attack. The opponent may attempt to dodge.

Withdraw

An attack action that requires no roll, but allows you to leave combat without fleeing and continue to face the opponent.

All 3 In Any Order



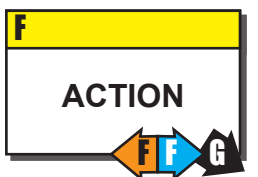
- You can move anywhere in the current area in a straight line.

- Movement is considered rapid or quick, but you are not running or sprinting.

- When you wish to change direction this is the end point of the movement.

- The maximum distance you can move is to the defined boundaries of the area.

- Once a movement is completed choose any direction you wish to face.



- an attack
- melee attack
- attack an object
- ranged attack
- effect attack
- feint attack
- cast a spell
- loading a Reload weapon
- unjamming a weapon
- loading more ammunition
- refueling a light source
- healing
- put out a fire
- drinking a potion
- picking up a weapon
- withdrawing from combat
- activate a magic item
- read a scroll
- manipulate an object
- improve position
- jump or climb
- aim
- defence stance
- open door (not locked)
- unlock door
- mount or dismount
- levitate or take-off for flight
- dive into or under liquid
- run (an additional movement)
- bless / curse something
- put down / pick up a light source



- Take a step away from combat up to reach distance.

- Turn around.

- Switch weapons, drawing a sheathed weapon.

- Ready ammunition (drawing and knocking another arrow, grabbing another throwing dagger, or pulling the pin on a grenade).

- Dropping an object, weapon or light source from the hand.

- Jump on to or over something when moving.

- Pray to the gods.

- Wipe your face.

- Talk to another person.

Flee On Failure

[Complete Action]
The character involuntarily runs away in a straight line to the nearest cover, facing away from the opponents.

Non-Actions

- Thinking and recalling information.

- Passive sensing (seeing something in the direction you are facing, hearing something, smelling something in the area, etc).

- Breathing and holding your breath.

- Switching weapon hands when wielding two weapons at the same time (not passing the weapons between hands).

7DSystem Magic Spells

	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6	Grade 7
Range & Duration	Touch The spell can only be cast upon something being touched.	Reach The spell can only be cast upon something within reach distance.	Close The spell can only be cast upon something within close range.	Medium The spell can only be cast upon something within medium range.	Long The spell can only be cast upon something within long range.	Extreme The spell can only be cast upon something within extreme range.	Telescopic The spell can only be cast upon something within telescopic range.
	1 Round Duration	2 Round Duration	3 Round Duration	4 Round Duration	5 Round Duration	6 Round Duration	7 Round Duration
	Lasting Effect Duration The spell remains in effect for a quick rest, or for one scene, transition, stop for spells with a lasting effect.		Lasting Effect Duration The spell remains in effect for a short rest, or for two scenes, transitions, stops for spells with a lasting effect.		Lasting Effect Duration The spell remains in effect for a full rest, or for three scenes, transitions, stops for spells with a lasting effect.		Lasting Effect As grades 5 & 6, or a complete rest period.

Verbal & Gestural Casting

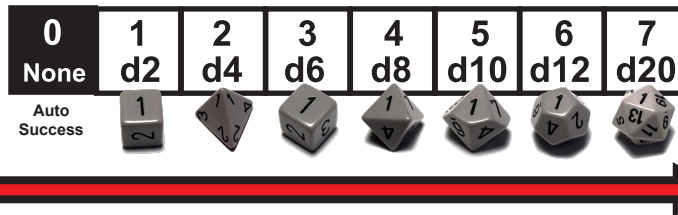
DL= Spell Grade

Number of Dice =

The number of dice to roll is equal to your current ranks in energy +1.

+1 per Bonus

Add the number of dice equal to any bonus you may have in this type of magic.



Energy Check

DL= Energy Ranks

Number of Dice =

The grade of the spell that was cast, or that was attempted.

Energy Success

If you are successful on an energy check, this means you successfully run out of energy. You gain +1 XP in energy towards the next energy rank. You must perform a short rest to restore your energy.

Modifying Spell Grades for All Magic Types

+1 per Point The spell targets a specific target point. For each additional grade you can target an additional point.	+1 Ray The spell is a ray, beam or straight line from you to the target. Anything within the straight line is also affected.	+1 Arc The spell arcs from you to the target, over or around anything between you and the target. Anything through which the arc passes is also affected.	+2 Circle The spell creates a circle around a specific point. Anything passing through the circumference of the circle is affected by the spell.	+2 Wall The spell creates a wall between two points. Anything passing through the line of the wall is affected by the spell.	+3 Spray / Cone The spell creates a cone of effect in the direction you are facing. Anything within the cone is affected by the spell.	+3 Wave The spell creates a wave that moves in the direction you are facing, as wide as the current area you are in. Anything passing through is affected.	+4 Cloud The spell creates a cloud. The size of the area it is in. Anything within the cloud is affected by the spell.
+1 Effect The spell has one additional effect from the list of discovered effects.	+1 per Type The spell has 1 additional type from the list of discovered types.	+1 Round Duration The spell remains in effect for 1 extra round.	+1 Range The spell's effective range is increased by one increment, up to a maximum of telescopic.	+1 per Move The spell moves from one point to the next in 1 round. This does not include from you to the first target, only subsequent moves.	+1 per Word The spell has one additional word of control or instruction beyond the first.	+1 per Detection The spell allows for an additional detection beyond the first, and of the same type or designation.	Modifications You can only modify spells using methods learned from other spells that you have discovered. If you do not have a spell with any of these modifications included in them, then you may not use them. These modifications once applied create new spells for you to use in your spell list. You can also use these modifications to create an entirely new spell during a full rest.
+1 per Transfer The spell effect transfers one additional component, of the type specified, from the target to the caster, or from the caster to the target.	+2 Lasting Effect The spell remains in effect for an additional scene, transition, stop (up to 3), or the next length of rest (up to a complete rest).	+2 per Injury The spell causes 1 injury by a single type of damage.	+2 per Heal The spell heals 1 injury by a single type of damage.	+2 per Fatigue The spell causes 1 point of fatigue by a single type of damage.	+2 per Energy The spell drains or increases energy by 1 rank. The energy is restored to the original number of ranks after a short rest.	+1 Force The spell has one additional size from your size for the calculation of effect, or its explosive force (EF) is increased by 1.	