

Faith Ability Creation Menu

Step One: Choose Individual or Group Casting

Step Two: Choose the Target..... (SC)

- Object (+10 SC per Target)
- Self (+20 SC)
- Other (+30 SC per Target)
- Environment (+40 SC)

Step Three: Choose the Complexity (one per effect)..... (SC)

- **Simple (+10 SC):** Activate simple machines; pull/push/pivot; turn/rotate; tap/knock; create light/dark.
- **Easy (+20 SC):** Move small amount of element along a surface.
- **Intermediate (+30 SC):** Heal (SC/5); Damage 1(+Drain); Simple electronic locks; Basic telekinesis of small objects; Low-level energy states; Change elemental state (medium amount); Magical protection; Buff Weapon; Minor mental effects; Detect specific life-type.
- **Difficult (+40 SC):** Heal (SC/3); Damage 2(+Drain); Damage specific body-part; Complex electronic locks/keypads; Handle large amounts of element; Create small amount of element; Basic telekinesis of medium objects; Mid-power mental effects; Understand general emotions of animals; Affect current weather; Detect specific life forms; Dispel/disrupt Faith.
- **Improbable (+50 SC):** Heal (SC/2); Reattach limbs; Damage 3(+Drain); Target specific locations; Handle huge amounts of basic element; Create large amount of element; Telekinesis of large-sized objects; High-power mental effects (Direct control, Direct Communication, Read/implant thoughts, Erase/replace specific memories); Direct communication with animals or plants; Translocation (Teleport, Summon, Gate); Create new/vastly different weather; Stable null field.

Step Four: Consider Skill Knowledge of Desired Effects..... (SC)

Skill Rank	0-19	20-29	30-44	45-59	60-99	100-149	150+
Modifier	0	(-5) SC	(-10) SC	(-20) SC	(-40) SC	(-75) SC	(-125) SC

Step Five: Choose the Duration..... (SC)

Complexity	Inst	2 Rnds	5 Rnds	10 Rnds	1 Min
Simple	0	(+2) SC	(+5) SC	(+10) SC	(+30) SC
Easy	0	(+5) SC	(+10) SC	(+15) SC	(+35) SC
Intermediate	0	(+5) SC	(+10) SC	(+20) SC	(+40) SC
Difficult	0	(+10) SC	(+20) SC	(+40) SC	(+75) SC
Improbable	0	(+20) SC	(+40) SC	(+75) SC	(+125) SC

Complexity	30 Min	1 Hour	2 Hours	12 Hours	1 Day
Simple	(+45) SC	(+60) SC	(+100) SC	(+150) SC	(+300) SC
Easy	(+60) SC	(+90) SC	(+175) SC	(+450) SC	(+650) SC
Intermediate	(+75) SC	(+125) SC	(+250) SC	(+750) SC	(+1000) SC
Difficult	(+125) SC	(+250) SC	(+750) SC	(+1000) SC	(+2000) SC
Improbable	(+250) SC	(+750) SC	(+1000) SC	(+2500) SC	Really?

Step Six: Choose Any Special Uses..... (SC)

- Proficiency Buff/Curse

Prof. Mod.	(+/- 1)	(+/- 2)	(+/- 5)	(+/- 10)	(+/- 25)	(+/- 50)
SC Modifier	(+5) SC	(+10) SC	(+30) SC	(+45) SC	(+60) SC	(+100) SC

- Attribute Buff/Curse

Att Modifier	(+/- 1)	(+/- 2)	(+/- 3)	(+/- 4)	(+/- 5)	(+/- 10)
SC Modifier	(+5) SC	(+10) SC	(+20) SC	(+40) SC	(+75) SC	(+100) SC

- Weapon Buff

Weapon Buff	(+5) Dmg Mod	(+7) Dmg Mod	(+10) Dmg Mod	(+2) Multiplier	(+5) Multiplier
SC Modifier	(+5) SC	(+10) SC	(+20) SC	(+40) SC	(+75) SC

- Magical Protection

	Light Armor - (+25) Armor	Med Armor - (+50) Armor	Heavy Armor - (+100) Armor	Extreme Armor - (+250) Armor
Up to Size 4	(+5) SC	(+10) SC	(+15) SC	(+25) SC
Size 5-6	(+10) SC	(+15) SC	(+25) SC	(+45) SC
Size 7	(+15) SC	(+25) SC	(+45) SC	(+75) SC
Size 8	(+25) SC	(+45) SC	(+75) SC	(+125) SC

- Anchored One-Shot

Ability Complexity	Simple	Easy	Intermediate	Difficult	Improbable
SC Modifier / Use	(+2) SC	(+5) SC	(+5) SC	(+10) SC	(+20) SC

- Anchored Artifact

Ability Complexity	Simple	Easy	Intermediate	Difficult	Improbable
SC Modifier / Use	(+55) SC	(+60) SC	(+70) SC	(+125) SC	(+175) SC

- Artifact Uses/Day

	Simple	Easy	Intermediate	Difficult	Improbable
Touch	100	75	50	25	10
Ranged	60	45	30	15	7
Direct	30	22	15	7	4
AoE	10	8	6	4	2

Step Seven: Choose the Delivery Method..... (SC)

Touch	Ranged	Direct	Area of Effect
(+0) SC	(+10) SC	(+15) SC	[(Area-1) x 20] + 20 SC

Step Eight: Final Cast SC, Casting Time, Drain..... (FINAL SC)

- Casting Drain

Touch	Ranged	Direct	Area of Effect
(SC/10) - 5	[(SC/10) - 3] + (Range - 1)	(SC/10) + (Range - 1)	(SC/10) + (Range - 1) + 3

- Casting Time

Cast SC	0-60	61-80	81-105	106-115	116-135	136-150	151-175	176-225	226-500	500+
Casting Time	1 rnd	2 rnd	3 rnd	5 rnd	10 rnd	1 min	1 hour	4 hours	12 hours	1 day

DRAIN

CAST TIME