

METAMAGIC

The Following Rules now apply to the use of metamagic:

A spell caster can use metamagic feat with any spell on the fly by doing the following:

1. Taking one full round action for a spell that normally takes one standard action (or twice as long for any longer spell).*
2. Make a spellcraft check against the following difficulty class: 10 + (Spell Level * Metamagic Modifier) + any spell failure chance (5% = +1) +
3. Multiple Metamagical feats on the same round are cumulative for modifiers and for time.
Ex. Empower (+3) and Maximized (+4) Fireball = 10+(7*3) = 31 DC
4. The minimum *natural roll* needed is equal to the level of the spell + the base modifier.
(Thus a maximized (+4) cure light wounds (1) requires a natural roll of 5 or better.)
(A Substituted (+1) Coldball (3) requires a natural roll of 4 or better)
5. A character may not take 10 or 20 with a metamagic roll.

Failure indicates the spell is lost (failure by 10 or more, or Nat 1, indicates Fumble)

This roll is in addition to any concentration roll (add base modifier to roll). Unless otherwise noted, the metamagic modifier is 1 + the old level modification for the feat (see write ups).

Notes:

*Sorcerers use metamagic feats as free actions.

Quicken Feat: does not require any additional time (rather it makes the spell a free action).

Metamagical Feat	Base Modifier	Difficulty Check by Level of Spell									
		0	1	2	3	4	5	6	7	8	9
Chain Spell	+4	10	14	18	22	26	30	34	38	42	46
Cooperative Spell	+1	10	11	12	13	14	15	16	17	18	19
Delay Spell	+4	10	14	18	22	26	30	34	38	42	46
Empower Spell	+3	10	13	16	19	22	25	28	31	34	37
Energy Admixture	+5	10	15	20	25	30	35	40	45	50	55
Energy Substitution	+1	10	11	12	13	14	15	16	17	18	19
Enlarge Spell	+2	10	12	14	16	18	20	22	24	26	28
Eschew Materials	+1	10	11	12	13	14	15	16	17	18	19
Extend Spell	+2	10	12	14	16	18	20	22	24	26	28
Heighten Spell	Special†	†	†	†	†	†	†	†	†	†	†
Maximize Spell	+4	10	14	18	22	26	30	34	38	42	46
Quicken Spell	+5	10	15	20	25	30	35	40	45	50	55
Persistent Spell	+5	10	15	20	25	30	35	40	45	50	55
Reach Spell	+3	10	13	16	19	22	25	28	31	34	37
Repeat Spell	+4	10	14	18	22	26	30	34	38	42	46
Sacred Spell	+3	10	13	16	19	22	25	28	31	34	37
Sanctum Spell	+1	10	11	12	13	14	15	16	17	18	19
Sculpt Spell	+2	10	12	14	16	18	20	22	24	26	28
Silent Spell	+2	10	12	14	16	18	20	22	24	26	28
Still Spell	+2	10	12	14	16	18	20	22	24	26	28
Subdual Substitution	+1	10	11	12	13	14	15	16	17	18	19
Twin Spell	+5	10	15	20	25	30	35	40	45	50	55
Widen Spell	+4	10	14	18	22	26	30	34	38	42	46

† Heightened Spells have a modifier = 1+ the additional levels of the spell.