

## Rate Burning Spell System Revamp Play Test

It has been seen as a problem by many people in the club that the cost of spells over the rank of 12 have extremely high costs for the effects that they perform. As such, this document is meant to modify that system to ensure certain spells to be usable while maintain balance within the system for spells are considered costed correctly.

### Types of spells

In creating this document, three general categories of spells have been identified as follows:

1. Spells that are instantaneous or have a very limited duration. After the spell's duration expires, that spell has little to no impact. These spell can be buffs or debuffs and can cause damage, death, or other limited duration effects. Spell plugging on these spells will also be very ineffective because of their duration.
2. Spells that are instantaneous, but have long lasting (making them fairly effective to spell plug) or permanent effects. These spells make a fundamental change that isn't reversible or revocable. Examples include: Mutate, Mountain and various resurrection spells.
3. Spells that are permanent or have durations long enough to permit spell plugging without consequence. These spells can end (if dropped or the spell expires) and can be revoked. Examples include: Otherworld, Soul Hold, and Transmogrify.

In general, it is spells in the first category that are seen as costing too much as they are generally single shot effects and are not considered to be worth the cost in experience points. In addition, being able to revoke spells in the third category make them more risky to use if the cost to revoke them is reduced (because revocation would be in group 1).

### Changes

The first change is to modify spells that are in the first group to cost  $(\text{base cost} / 3 \times \text{rank})$  XP, which is  $\frac{1}{3}$  the current cost to cast. Spells in the second and third groups would remain the same  $(\text{base cost} \times \text{rank})$  XP.

The second change is to refund XP if a spell in the third group is dropped, revoked, or otherwise discontinued. The original caster would get  $\frac{2}{3}$  of the XP cost of casting the spell if the spell is ended, which would put it at the same cost to cast as spell in group one.



