

Blank Spell Cards V2.0

You know how it is: there are thousands of spells for the D20 system out there, and your Wizard's spellbook lists well over one hundred of them. And while you might find some of them in *Spell Collection A* or *Spellcard Collection B*, you'd like to have *Spell X* from *Sourcebook Y* readily available, description and all. Within this PDF you'll find one possible solution.

How to use these Spell Cards

On page 2 of this document are nine blank Spell Cards. Print out as many as you like, on as heavy a paper as you can fit into your printer. Then cut them out along the lines.

All you have to do is fill in the information of the spell. There should be room on the card for any information - and if the description (the main text) won't fit, then use the back of the card. For that, you can find appropriate backs on page 3 of this document. These should fit neatly on the back of the cards - but make sure that you print the back before you cut the cards (as if I'd have to tell you...). The back is provided with no borders, so your average printing gap shouldn't be any problem - the back still fits the front. If you don't want to cut the cards yourself, you could print out page 2 and 3, go to your local copy shop, photocopy both sides on one piece of paper and as often as you like. Then ask the staff if they can cut the cards for you (normally they should be able to do that). The dotted marks on page 2 are just for that occasion. The size of each card is 59 by 83 cm (or in inches: 2,323 by 3,268, rounded to 2,3 by 3,3), if printed by 100 %.

Most of the boxes are pretty straight forward: write the casting time into the box labeled *Casting Time* and so on. A little advice may be needed for two of these boxes:

The box *Name* should hold not only the name, but also the school of the spell (for that reason, this box is a little higher than the others). There's no need to repeat the school on the back of the cards, though.

On the bottom of the front page of every spell card you'll find small boxes under the header *Prepared*. With these boxes you can keep track of how many times you have prepared and used the spell each day. Just cross a box once if you have prepared the spell, and cross it once again if you have used the spell.

Now you can start collecting your spells. Keep some blank cards handy if you need them - and sooner or later, you will. Basically, there are two uses for these cards: First, if you play a spellcaster (arcane or divine), you can use the spell cards to keep track of all the spells you know *or* the spells you are most likely to memorize and / or cast. (Divine spell-

casters are most likely to use only the latter option, as they are likely to 'know' a great deal of spells - if you use more sources than the PHB). Second, the DM may use it for the most important PC and NPC spells, so she/he won't be caught off-guard when the magic sparks start flying.



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On to page 4 and beyond...

On page 4 and 5 you'll find some larger spell cards - if you ain't got enough room to put all the description of the spell onto the card, use these alternatives. They are twice as broad but the same height, so you can print them out as usual, and then fold the card in the middle. That way you can keep them with your other spell cards, and they won't stick out.

The empty cards on page 6 and 7 can be used to hold any additional spell information you might need but don't want to write on every card, because you'd to write it on oh so many spell cards - the *summon monster* lists for example.

Some Notes from the Designer

I hope you like the cards - I had to compromise somehow between the space available and the room you'll likely need. One goal was to make the cards as small as possible, so that you'd need to print fewer pages. To balance the drawbacks, I later added the oversized cards.

This document (SpellCards2.pdf) was made available by TOGC and Stefan Pietraszak through TOGC's own sites (<http://www.theothergamecompany.com>). For any comments send an eMail to stefan@theothergamecompany.com. All of this document apart from any names and layout is considered Open Game Content. It's not like the idea of spell cards is that original - someone just had to do the work...

About TOGC

The Other Game Company (TOGC) was founded in Aachen, Germany, by Stefan Pietraszak. Being a somewhat innovative guy, Stefan uses TOGC to publish anything he comes up with: board and tabletop games, RPG stuff and Comics, but for the meantime D20 is everything.



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TOCC Spell Card

[]		
Level	Components	Casting Time
Range	Target / Effect / Area	
Duration	Saving Throw	

Description

Material Component / Focus / XP-Cost

Prepared	Spell Resistance
[] [] [] [] [] [] [] [] [] []	[]

TOCC Spell Card

[]		
Level	Components	Casting Time
Range	Target / Effect / Area	
Duration	Saving Throw	

Description

Material Component / Focus / XP-Cost

Prepared	Spell Resistance
[] [] [] [] [] [] [] [] [] []	[]

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Material Component / Focus / XP-Cost

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Range	Target / Effect / Area	
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Description

Material Component / Focus / XP-Cost

Prepared	Spell Resistance
[] [] [] [] [] [] [] [] [] []	[]

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Material Component / Focus / XP-Cost

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[] [] [] [] [] [] [] [] [] []	[]



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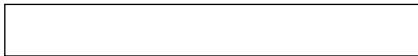
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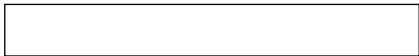
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Description (cont. C)

TOGC Spell Card

Blank box for title

Level

Components

Casting Time

Range

Target / Effect / Area

Duration

Saving Throw

Description

Material Component / Focus / XP-Cost

Prepared

Spell Resistance

Description (cont. C)

TOGC Spell Card

Blank box for title

Level

Components

Casting Time

Range

Target / Effect / Area

Duration

Saving Throw

Description

Material Component / Focus / XP-Cost

Prepared

Spell Resistance

Description (cont. C)

TOGC Spell Card

Blank box for title

Level

Components

Casting Time

Range

Target / Effect / Area

Duration

Saving Throw

Description

Material Component / Focus / XP-Cost

Prepared

Spell Resistance

Description (cont. A)

Description (cont. B)

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Description (cont. A)

Description (cont. B)

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Description (cont. A)

Description (cont. B)

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TOGC Rule Card

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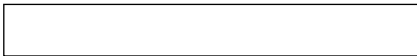
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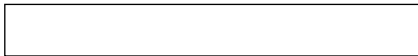
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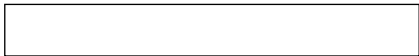
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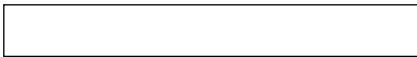
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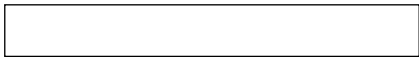
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