

SPELLS

MANA

MANA KEY ABILITY	ABILITY MODIFIER	LEVEL	MANA	MODIFIERS	MANA POOL TOTAL	
		X2 X	=	+	=	
MANA KEY ABILITY	MEDITATION SKILL RANKS	MANA RECOVERY RATE				
	+	=				

PREPARED SPELLS

SPELL NAME	MANA COST
1	
2	
3	
4	
5	
6	
7	
8	

SPELL NAME (MYSTIC CAPACITY)		MANA COST
9		
10		
11		
12		

$$\text{MIND-AFFECTING SPELLS} = 10 + \text{CHARISMA MODIFIER} = \text{ } + \text{SPELL LEVEL}$$

$$\text{OTHER SPELLS} - 10 + \boxed{\text{MODIFIER}} = \boxed{\text{MODIFIER}} + \text{SPELL LEVEL}$$

EVERQUEST THE ROLEPLAYING GAME™ © 2002 Sony Computer Entertainment America, Inc.
Permission granted to photocopy for personal use only.

[illegible][illegible]