

# Spell Points Reference Sheet

Spell Points by Level		
Level	Points	Max Slot
1	4	1st
2	6	1st
3	14	2nd
4	17	2nd
5	27	3rd
6	32	3rd
7	38	4th
8	44	4th
9	57	5th
10	64	5th
11	73	6th
12	73	6th
13	83	7th
14	83	7th
15	94	8th
16	94	8th
17	107	9th
18	114	9th
19	123	9th
20	133	9th

Spell Points by Level (Half Caster)		
Level	Points	Max Slot
1	0	N/A
2	4	1st
3	6	1st
4	6	1st
5	14	2nd
6	14	2nd
7	17	2nd
8	17	2nd
9	27	3rd
10	27	3rd
11	32	3rd
12	32	3rd
13	38	4th
14	38	4th
15	44	4th
16	44	4th
17	57	5th
18	57	5th
19	64	5th
20	64	5th

Spell Points by Level (Third Caster)		
Level	Points	Max Slot
1	0	N/A
2	0	N/A
3	4	1st
4	6	1st
5	6	1st
6	6	1st
7	14	2nd
8	14	2nd
9	14	2nd
10	17	2nd
11	17	2nd
12	17	2nd
13	27	3rd
14	27	3rd
15	27	3rd
16	32	3rd
17	32	3rd
18	32	3rd
19	38	4th
20	38	4th

## Arcane Recovery and Natural Recovery

Instead of recovering levels of spell slots, you regain a number of spell points equal to your level in the relevant class (minimum of 2).

## Expert Divination

When you cast a divination spell of 2nd level or higher using a spell slot you regain a number of spell points equal to the cost of a spell slot one level lower than the slot used to cast the spell, up to a maximum of 7 points.

## Font of Magic

When creating a spell slot using Font of Magic the slot created then turns into a number of spell points based on the level of the spell slot. Alternatively sorcery points can be converted into spell points directly, with 1 sorcery point converting to 1 spell point. Up to 7 sorcery points can be converted at a time in this manner.

When converting a spell slot to sorcery points, a spell slot is created using spell points, as shown in the table above, and the spell slot is converted into a number of sorcery points equal to the level of the spell slot.

## Pact Magic and Mystic Arcanum

Pact Magic and Mystic Arcanum are unchanged by spell points.

## High Magic Epic Boon

You gain an additional 13 spell points and can create a second 9th-level spell slot between long rests.

## Pearl of Power Magic Item

You regain spell points equal to the cost of the highest level spell slot you can create, up to a maximum of 3rd level.

Spell Point Cost	
Spell Level	Point Cost
1	2
2	3
3	5
4	6
5	7
6	9
7	10
8	11
9	13

## (Homebrew) Casting Multiple 6th Level or Higher Spells

By the DMG you can only cast a 6th level or higher spell once per day using this spell casting method. The rule instead is you may cast any spell of 6th level or higher multiple times. Each time you cast the spell the amount of time greater than the normal amount of slots you would normally allow for you double the total amount of spell points it would cost you. This cost increases exponentially for all spells cast beyond their normal spell slot limitations.