

Arcane Sigil

The *Arcane Sigil* spell allows the spellcaster to permanently inscribe his personal mark onto an inanimate object without harming that object in any way. The sigil is carefully painted onto the object, during which time the incantations are spoken. At the end of the casting, the wizard smears a drop of his own blood on the sigil, empowering the magic.

College: Matter

Philosophy: Runecraft

Special Effects: Arcane Magic, Matter, Runecraft

Effect: Cosmetic Transform

Casting Time: 1 Turn

Target/Area Affected: Single Object

Duration: Permanent

Range: No Range

Active Cost: 12

Skill Roll Penalty: -1

Real Cost: 2

END Cost: 1

Arcane Sigil: *Cosmetic Transform 4d6 (Changes Object Into Object Inscribed With Caster's Sigil; Does Not Heal Back) (20 Active Points) - Extra Time (1 Turn; -1 1/4), OIF: Object To Be Inscribed (-1/2), No Range (-1/2), Requires a Power Skill: Runecraft Roll (-1/2), Side Effect (Caster Takes 1 Point Of Damage To BODY; Happens Automatically; -1/2), Gestures (-1/4), Incantations (-1/4), Limited Target (Inanimate Targets Only; -1/4).*

Spell created by Jack Butler

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