

Alter Object

This spell allows the wizard to alter the shape of any object he can touch. The spell will not affect people, animals, or other living creatures, but otherwise can alter the shape of any inanimate object (or, for that matter, "creatures" who do not qualify as living, such as undead and constructs). The mass and makeup of the object are unchanged (meaning that while the wizard can change a sword so that looks like a wagon wheel, it will still be made of steel and will weigh as much as the original sword).

College: Change

Philosophy: Transfiguration

Special Effects: Arcane Magic, Change, Transfiguration

Effect: Minor Transform 6d6

Casting Time: Full Phase

Target/Area Affected: Single Object

Duration: Instant

Range: 300 meters

Active Cost: 60

Skill Roll Penalty: -6

Real Cost: 16

END Cost: 6

Alter Object: Minor Transform 6d6 (Changes An Object Into A Differently Shaped Object) - Improved Results (Can Turn Anything Into Anything; +1/2)(60 Active Points); All Or Nothing (-1/2), Not vs. Living Creatures (-1/2), Requires A Power Skill: Transfiguration Magic Roll (-1/2), Spell (-1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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