

Bladebinding

With this spell, the wizard conjures up a minor fire spirit and binds it to a single bladed weapon. This increases the blade's lethality until the spirit can work its way free of the binding and return to its home. While the spell remains in effect, the blade flickers with a dark aura of fire.

College: Forces

Philosophy: Summoning

Special Effects: Arcane Magic, Forces, Summoning, Heat/Fire

Effect: Aid HKA 4d6

Casting Time: Full Phase

Target/Area Affected: Single Bladed Weapon

Duration: Instant

Range: No Range

Active Cost: 54

Skill Roll Penalty: -3

Real Cost: 17

END Cost: 5

Bladebinding: Aid Hand Killing 5d6 - Useable By Other (+1/4), Delayed Rate of Return (5 Points Per Minute; +1)(54 Active Points); Only Aids Blade-Based HKAs (-1/4), OIF: Blade To Be Bound (-1/2), Requires A Power Skill: Summoning Roll (-1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

Go back to [start](#)

From:

<http://curufea.dreamhosters.com/> - Curufea's Homepage

Permanent link:

<http://curufea.dreamhosters.com/doku.php?id=roleplaying:hero:resources:gp:bladebinding>

Last update: **2009/08/31 21:28**

