

Signets

Signets are a type of spell that, when cast, create a visible magical pattern on the caster that lasts for the duration. Each signet has its own pattern that is identifiable by anyone who is familiar with it. Signets are always long duration spells that provide an ongoing benefit to the caster. The caster can then choose to expend the power of the signet into an instantaneous effect that consumes the remaining duration of the spell.

Signet of Protection

Spell Level: Magic User, 1st Level

Range: Caster

Duration: 2 hours

A magical emblem of a shield shimmers in front of the caster's chest for the duration of this spell. While under the effect of the signet, the caster's armor class improves by 4 points as though he's wearing chain armor. This bonus does not stack with any other armor or similar effect.

When struck by an attack or damaging spell, after the attack roll has been resolved but before damage is rolled, the caster can choose to expend the remaining duration of the signet to reduce the damage of the attack to 0. All other non-damaging effects of the attack apply as normal.

Signet of Might

Spell Level: Cleric, 2nd Level

Range: Caster

Duration: 4 hours

A magical emblem of a strong, clenched fist glows softly on the back of the caster's primary hand. The caster gains 2d4 points of Strength, to a maximum of 18, and gains the ability to benefit from bonuses to hit and damage from a high Strength as a Fighter (if he/she didn't already have it).

By expelling the remaining duration of the signet, the caster can, when making an attack, choose to double the hit and damage bonus of his/her current improved Strength score. Furthermore, if the attack hits, the target must make a saving throw or be knocked down and stunned for 1 round.