

Weapon Manipulation (Earth Magic)

Pre Requirements - Weaponsmithing: 12

- Any spell effects that require a weaponsmithing check can't be deferred

1 – Whetstone		By running your hand over a weapon, you can quickly remove any nicks and damages done to it. (Purely RP)
Time to Cast:	1 round	
Resist Check:	none	
Target:	touch	
Duration:	instantaneous	
Effect:	repair weapon	
2 – Weapon Mold		By concentrating on a weapon, you can quickly create a temporary mold for said weapon.
Time to Cast:	1 round	
Resist Check:	none	
Target:	LOS 10 + 5/F'	
Duration:	1 + 1/F hours	
Effect:	create weapon mold	
3 – Weapon Destruction		By touching a weapon, you can quickly reduce it back into its pre-creation state. If the weapon fails the resist check, the weapon is changed into a lump of the material it is made out of. The weapon's damage die is changed into a d2 blunt. (This can't be used in combat)(Counts as magic item destruction if used on a magic weapon)
Time to Cast:	3 rounds	
Resist Check:	3d6 vs PWR negates	
Target:	touch	
Duration:	instantaneous	
Effect:	alter weapon	
4 – Weapon Morph		The caster touches a non-magical weapon and changes the weapon type from what it is to another. All the new qualities are that of within the manual. That damage die of the changing weapon can't get larger. You need to make a weaponsmithing check against the new weapon you are creating.
Time to Cast:	3 rounds	
Resist Check:	3d6 vs PWR negates	
Target:	touch	
Duration:	instantaneous	
Effect:	change weapon type	
5 – Greater Whetstone		By running your hand over a weapon, you can sharpen the blade to give the effect of an item having the adamantite bonus. If the weapon is iron, it gets the +2 to damage. If the weapon is silver, the +1 to goes to +2 damage. It has no effect on adamantine weapons. (This only affects non blunt weapons)
Time to Cast:	2 rounds	
Resist Check:	none	
Target:	touch	
Duration:	30 + 10/F minutes	
Effect:	sharpen weapon	
6 – Weapon Lengthen		The caster touches a weapon, lengthening it by 5 feet while keeping it balanced enough to use normally.
Time to Cast:	3 rounds	
Resist Check:	none	
Target:	touch	
Duration:	30 + 10/F minutes	
Area:	1 weapon	

Effect:	lengthens weapon reach	
7 – Imbue Weapon		
Time to Cast:	1 round	By running your hand over a weapon, you can inject magic into a weapon to deal more damage. This gives the weapon 1 + 1/F of earth damage. Finesse twice for blight. Finesse four times for fire. This cannot stack with itself or weapon charm.
Resist Check:	none	
Target:	touch	
Duration:	30 + 10/F minutes	
Area:	one weapon	
Effect:	enhance weapon	
8 – Weapon Creation		
Time to Cast:	10 minutes	The caster touches the lump of material and forms a weapon fit for combat. If the caster has a weapon mold created, the time to cast is reduced to 4 rounds. You need to make a check against weaponsmithing to make the weapon.
Resist Check:	none	
Target:	touch	
Duration:	instantaneous	
Area:	one weapon	
Effect:	create weapon	
9 – Ethereal Weapon		
Time to Cast:	4 rounds	The caster imbues a weapon with magical forces to partially transpose it into the ethereal plane. A weapon enhanced with this spell can harm ethereal creatures.
Resist Check:	none	
Target:	touch	
Duration:	30 + 10/F minutes	
Area:	one weapon	
Effect:	hit ethereal creatures	
10 – Mass Weapon Creation		
Time to Cast:	30 minutes	The caster touches the lump of material and forms weapons fit for combat. If the caster has a weapon mold created, the time to cast is reduced to 5 minutes. One check is made against weaponsmithing for all weapons. (Makes up to 4 + 2/F of the same weapon in a single cast)
Resist Check:	none	
Target:	touch	
Duration:	instantaneous	
Area:	one weapon	
Effect:	Create multiple weapons	
11 – Elemental Weapon Creation		
Time to Cast:	10 minutes	The caster uses pure magical essence to create a weapon made from earth.. Finesse twice for choice of following: blight. Finesse four times for fire. The created weapon is akin to the manual weapon, but the damage type is replaced with the material of the type of the created weapon. You need to make a check against weaponsmithing to make the weapon. (Elemental Weapons can not be enhanced[Imbue Weapon, Weapon Charm, Runes, etc.], nor be affected by wax)
Resist Check:	none	
Target:	touch	
Duration:	2 + 1/F days	
Area:	one weapon	
Effect:	create elemental weapon	
12 – Enhanced Crit		
Time to Cast:	1 round	The caster uses pure magical essence to enhance a weapon's destructive powers. On a crit, the crit roll is increased by 4 + 2/F. Any crit roll above 100, becomes 100. This can't stack with any other effect that increases a crit roll.
Resist Check:	none	
Target:	touch	
Duration:	30 + 10/F minutes	
Area:	one weapon	
Effect:	create better crits	
13 –		

