

| Sigalia Contacts, Goals and Sigilization |  |  |          |                              |          |            |
|--|--|--|----------|------------------------------|----------|------------|
| Contacts                                 |  |  |          |                              |          |            |
| Name                                     | Tools  | Skill 1  | Skill 2  | Skill 3                      | Location | Discount   |
|  |  |  |          |                              |          |            |
|  |  |  |          |                              |          |            |
|  |  |  |          |                              |          |            |
|  |  |  |          |                              |          |            |
| Goals and Objectives                     |  |  |          |                              |          |            |
| Personal                                 |  | Group  |          | Party                        |          |            |
| Goal                                     |  | Goal   |          | Goal                         |          |            |
|  |  |  |          |                              |          |            |
| Objectives                               |  | Objectives   |          | Objectives                   |          |            |
|  |  |  |          |                              |          |            |
| Objectives                               |  | Objectives   |          | Objectives                   |          |            |
|  |  |  |          |                              |          |            |
| Objectives                               |  | Objectives   |          | Objectives                   |          |            |
|  |  |  |          |                              |          |            |
| Objectives                               |  | Objectives   |          | Objectives                   |          |            |
|  |  |  |          |                              |          |            |
| Objectives                               |  | Objectives   |          | Objectives                   |          |            |
|  |  |  |          |                              |          |            |
| Maximum Steps                            |  | Steps in a round   |          | Over Channeling              |          |            |
|  |  |  |          |                              |          |            |
| Steps Table                              |  |  |          |                              |          |            |
| Alter                                    |  | Create   |          | Control                      |          | Damage     |
| 1 bend in a line                         | 5'   | -  | -        | 1 Round                      | Bleed 1  | 1d4        |
| 2 bends                                  | 10'  | Lingers 1 Turn   | -        | 2 Rounds                     | Bleed 1  | 1d6        |
| 3 bends                                  | 15'  | -  | 1 Golem  | 3 Rounds                     | Bleed 2  | 1d8        |
| 4 bends                                  | 20'  | -  | -        | 4 Rounds                     | Bleed 2  | 1d10       |
| 5 bends                                  | 25'  | Lingers 2 Turns  | -        | 5 Rounds                     | Bleed 3  | 1d12       |
| 6 bends                                  | 30'  | -  | 2 Golems | 6 Rounds                     | Bleed 3  | 1d12 + 1d4 |
| 7 bends                                  | 35'  | -  | -        | 7 Rounds                     | Bleed 4  | 1d12 + 1d6 |
| Disable                                  |  | Enable   |          | Protect                      |          | Move       |
| 1 turn and -5%                           |  | 1 turn and +5%   |          | 1 turn and +2AP              |          | 5 feet     |
| 2 turns                                  | -10%   | 2 turns  | 10%      | 2 turns                      | 3 AP     | 10 feet    |
| 3 turns                                  | -15%   | 3 turns  | 15%      | 3 turns                      | 4 AP     | 15 feet    |
| 4 turns                                  | -20%   | 4 turns  | 20%      | 4 turns                      | 5 AP     | 20 feet    |
| 5 turns                                  | -25%   | 5 turns  | 25%      | 5 turns                      | 6 AP     | 25 feet    |
| 6 turns                                  | -30%   | 6 turns  | 30%      | 6 turns                      | 7 AP     | 30 feet    |
| 7 turns                                  | -35%   | 7 turns  | 35%      | 7 turns                      | 8 AP     | 35 feet    |
| Spell Shapes                             |  |  |          |                              |          |            |
| Name                                     | Area   | Range  |          | Adding Steps                 |          |            |
| Bolt                                     | Single target                                | CHA feet   |          | Additional targets, max 2    |          |            |
| Line                                     | 5' wide line                                 | CHA * 1.5 ft long  |          | Add CHA in feet to length    |          |            |
| Burst                                    | Area around mage                             | CHA feet radius centered on mage   |          | Add CHA in feet to radius    |          |            |
| Cone                                     | Cone shape in a direction chosen by the mage | Length of the cone is CHA feet. The cone expands by 5' for every 5' it travels |          | Add CHA/2 in feet to length  |          |            |
| Sphere                                   | A circle with a radius of 5'                 | Center of the sphere can be CHA feet away from the mage                        |          | Add CHA in feet to the range |          |            |
| Sigilization Effects                     |  |  |          | Spell Ranges                 |          |            |
| Alter                                    |  | 0  | 0        | 0                            | Bolt     |            |
| Create                                   |  | 0  | 0        | 0                            | Line     |            |
| Control                                  |  | 0  | 0        | 0                            | Burst    |            |
| Damage                                   |  | 0  | 0        | 0                            | Cone     |            |
| Disable                                  |  | 0  | 0        | 0                            | Sphere   |            |
| Enable                                   |  | 0  | 0        | 0                            |          |            |
| Protect                                  |  | 0  | 0        | 0                            |          |            |
| Move                                     |  | 0  | 0        | 0                            |          |            |

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