

Animate Statue

This spell will animate any statue up to twice the size of a man. The statue will move (and possibly fight) as the caster directs for as long as the wizard powers it (the caster may take other actions while he directs it. The strength and possible actions made by the statue are limited by its shape and makeup. (A copper statue would be weaker than a marble statue; a statue with no arms could not grab someone, etc.)

College: Change

Philosophy: Enchantment

Special Effects: Arcane Magic, Change, Enchantment

Effect: Telekinesis 30 STR

Casting Time: 1/2 Phase

Target/Area Affected: Special

Duration: Constant

Range: 395 meters

Active Cost: 79

Skill Roll Penalty: -4

Real Cost: 14

END Cost: 8

Animate Statue: Telekinesis (30 STR) - Indirect (Always Comes From The Statue; +1/4), Uncontrolled (Lasts 1 Turn + 1 Phase Per Point By Which The Skill Roll Was Made (+1/2)(79 Active Points); Only To Animate A Single Statue (-1), Concentration (1/2 DCV; Throughout Use Of Constant Power; -1/2), OIF: Statue To Be Animated (-1/2), Possible Actions Limited By The Shape Of The Statue (-1/2), Requires A Power Skill: Enchantment Magic Roll (-1/2), Spell (-1/2), Telekinetic STR Limited By The Material The Statue Is Made Of (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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