

Bristle

This spell enchants a single suit of armor, causing it to grow long, hard spikes in all directions. The armor to be enchanted need not be made of metal, though this spell does not work on clothing other than armor. The spikes are flexible enough to not hamper the movement of the creature wearing the armor, nor do they cause the wearer any harm. Anyone striking the armor-wearer in combat, however, is in danger of taking additional damage, In addition, the wearer of the armor can use the spikes offensively in hand-to-hand combat.

College: Change

Philosophy: Transfiguration

Special Effects: Arcane Magic, Change, Transfiguration

Effect: RKA 1d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Set Of Armor

Duration: Constant

Range: No Range

Active Cost: 41

Skill Roll Penalty: -2

Real Cost: 11

END Cost: 4

Bristle: Hand Killing Attack 1d6 - Area Effect (1 Meter Surface; Personal; +1/4), Costs END Only To Activate (+1/4), Useable By Other (+1/4), Uncontrolled (Lasts 1 Turn + 1 Turn Per Point By Which The Roll Was Made; +1/2)(41 Active Points); OAF: Armor To Be Enchanted (-1), No STR Bonus (-1/2), Requires A Power Skill: Transfiguration Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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