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Originally Posted by **Lambchop** [!\[\]\(c3d993ca47bfe2a953c700506ce31fa0_img.jpg\)](showthread.php?p=1892220#post1892220)

Acid Shield

With this spell, a sizzling mantle of acid vapor settles around the caster, burning any opponents that strike him. The *Acid Shield* is nullified by large amounts of water, and thus

College: Change

Philosophy: Abjuration

Special Effects: Arcane Magic, Change, Abjuration, Shield, Acid

Effect: RKA 1d6+1

Casting Time: 1/2 Phase

Target/Area Affected: Caster

Duration: Constant

Range: Self

Active Cost: 37

Skill Roll Penalty: -2

Real Cost: 16

END Cost: 4

Acid Shield: Ranged Killing Attack 1d6 - Area Effect (Surface; Personal; +1/4), Costs END Only To Activate (+1/4), Constant (+1/2), Uncontrolled (Lasts 1 Turn + 1 Round Per Point By Which The Skill Roll Was Made, Or Until The Caster Is Doused With Water; +1/2)(37 Active Points); Requires A Power Skill: Abjuration Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Not In Water Or Heavy Rain (-1/4).

This looks good, but don't you need damage shield in there, since it damages anyone who touches it?

Spell created by Jack Butler

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