

Bano's Tailor

This spell instantly transforms the clothing the caster is currently wearing into any other clothing the caster can imagine. The material that makes up the clothing can be changed as the caster wishes, though there are limits to how far the materials may be altered. Specifically, the spell cannot produce animal fur or any form of armor. The spell has one interesting side effect: the caster's clothing are mystically cleaned and freshened with the transformation, regardless of how dirty or odiferous they were prior to the casting of the spell.

College: Change

Philosophy: Transfiguration

Special Effects: Arcane Magic, Change, Transfiguration

Effect: Minor Transform 4d6

Casting Time: Full Phase

Target/Area Affected: Single Set of Clothing

Duration: Instant

Range: No Range

Active Cost: 25

Skill Roll Penalty: -1

Real Cost: 6

END Cost: 2

Bano's Tailor: Minor Transform 2d6 (Changes One Set Of Clothing Into Another Set Of Clean Clothing) - Improved Results (Any Set Of Clothing; +1/4)(25 Active Points) - Limited Target (Clothing Only; -1), No Range (-1/2), OIF: Clothing To Be Changed (-1/2), Requires A Power Skill: Transfiguration Magic Roll (-1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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