

# Bone Armor

This transfers a pile of bones into a macabre suit of armor that clings to the wizard's body. The armor is susceptible to attacks, and once it has been chipped away the spell ends. A wizard can only have one Bone Armor spell active at a time. The bones used to construct the armor must be large enough to realistically provide protection. A man-sized creature trying to use a pile of chicken bones as armor naturally has unrealistic expectations.

**College:** Change

**Philosophy:** Abjuration

**Special Effects:** Arcane Magic, Change, Abjuration

**Effect:** Armor (+6 PD/+6 ED)

**Casting Time:** 1/2 Phase

**Target/Area Affected:** Caster

**Duration:** Special

**Range:** Self

**Active Cost:** 18

**Skill Roll Penalty:** -1

**Real Cost:** 5

**END Cost:** 2

**Bone Armor:** Armor (+6 PD/+6 ED)(18 Active Points) - ), Ablative (BODY Only; -1/2), OAF: Pile of Large Bones (-1), Requires A Power Skill: Abjuration Magic Roll (-1/2), Costs END Only To Activate (-1/4), Gestures (-1/4), Incantations (-1/4).

**Spell created by Jack Butler**

Go back to [start](#)

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

[https://curufea.com/doku.php?id=roleplaying:hero:resources:gp:bone\\_armor](https://curufea.com/doku.php?id=roleplaying:hero:resources:gp:bone_armor)

Last update: **2009/08/31 21:28**

