

Cloak of Blades

When cast, this spell creates numerous daggers, knives, swords, and axes that whirl through the air around the wizard in a tight but deadly orbit. Anyone who gets too close to the wizard while this spell is in effect is effectively sliced and hacked to pieces by the flying blades.

College: Change And Forces

Philosophy: Abjuration And Conjunction

Special Effects: Arcane Magic, Change, Forces, Abjuration, Conjunction

Effect: HKA 1d6

Casting Time: 1/2 Phase

Target/Area Affected: 1 Meter Radius

Duration: Constant

Range: Caster

Active Cost: 30

Skill Roll Penalty: -1

Real Cost: 12

END Cost: 3

Cloak of Blades: Hand Killing Attack 1d6 - Area Effect (1 Meter Radius; +1/4), Personal Immunity (+1/4), Constant (+1/2)(30 Active Points); No STR Bonus (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (-1/4), Requires Either A Power Skill: Abjuration Magic Or A Power Skill: Conjunction Magic Roll (Player's Choice; -1/4).

Spell created by Jack Butler

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