

# Aqua Skin (Spell)

Causes water to coat a target for a time.

Modification Point cost: 8

Area of Effect: One target.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 2-5 (1-D4 +1) minutes +1 minute per level of the caster.

Effect time: 1 turn (5 seconds)

Explanation: Aqua Skin is created from the substance of water already present. It will enable the caster to form water about him or herself, or another. It covers the body as does plated armoring -- it fits smoothly about the body.

The benefits of using Aqua Skin is as follows:

1. Fire-protection: 100% fire nullification: 80 points.
2. Protection from dehydration spells and abilities: 50%

Note: It will take an equivalent of 3 days of water (3 gallons) to create Aqua Skin for a 6', normal sized, human.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: 1 space (5')

Resting time: None.

Special: None.

Spell Preparation: Only that enough water to create Aqua Skin is at hand. See the “Note” in the Explanation.

Spell-points to cast: 4

Susceptibilities: None.

Value: Scroll: 2,000 white-gold / Spell-rune: 20 white-gold