

Fire Skin (Spell)

Causes fire to coat a target for a time.

Modification Point cost: 16

Area of Effect: One target.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: 1-D10

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

Effect time: 1 turn (5 seconds)

Explanation: Fire Skin is created from the substance of flame that must already be present. It will enable the caster to form fire about him or herself, or another. It covers the body as does plated armoring -- it fits smoothly about the body. This flame will not appear about a target as a burning fire, but rather as a reddish-yellow, smooth, color, highly visible in the night.

The effect of Fire Skin is as follows:

1. Damage shielding: Any creature that strike the target of this spell will be burned for 1-D10 damage.

Note: It will take an equivalent of a campfire to create Fire 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: This spell will burn up oxygen within an air tight area (i.e., cave, tomb, crypt, etc.). So if there is not a replenishing of oxygen, this spell is dangerous to use within an area that is not refreshed by air. This will be up to the discretion of the game master.

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

Spell-points to cast: 8

Susceptibilities: None.

Value: Scroll: 16,000 white-gold / Spell-rune: 160 white-gold